

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

MYTHIC MAGAZINE

**MORE Specialized
Meaning Tables!**

**A Complete Solo
Adventure Setting**

JOURNEY
to the
ISLE of KITRA

VOLUME 22



MYTHIC MAGAZINE

EACH MONTH MYTHIC MAGAZINE PRESENTS NEW RULES AND COMMENTARY ON SOLO ROLE-PLAYING
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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Isle Of Meaning

Welcome to Volume 22 of Mythic Magazine, the Meaning and Isle issue! This edition revisits two previous ideas and expands on them.

The first idea is Specialized Meaning Tables from Issue #18. This introduced the concept of Elements Meaning Tables into Mythic, focused Meaning Tables themed to a specific topic. I add 15 more tables to the 30 from that issue, giving you more Meaning to choose from.

The second article takes us back to the idea of Solo Adventure Modules from Issue #11. This time, instead of a set adventure with a clear purpose, it's an open adventure setting. You can use this as a sandbox style, fantasy themed environment to jump start your solo adventures. With a unique island to explore and numerous adventure seeds, NPCs, locations, and more, the Isle of Kitra is a world to investigate and develop.

Happy adventuring!





VARIATIONS

New rules and twists on current rules

MORE Specialized Meaning Tables!

Mythic Magazine #18 introduced new, specialized Meaning Tables to Mythic: Elements Meaning Tables. That issue presented 30 tables on a wide range of specific themes. This issue gives you more!

Rolling For Meaning

The Elements Meaning Tables work just like the standard Meaning Tables in Mythic: roll twice for a pair of inspirational words and interpret what they mean in the Context of your adventure.

Where they differ is that each is a single d100 table that is rolled on twice, and each table focuses on a single subject. For instance, Issue #18 included tables for Character Background, City Descriptors, and Magical Item Descriptors.

You can substitute an Elements Meaning Table at any time when you need to roll on a Meaning Table. Maybe you just generated a Random Event that calls for a new NPC. You might decide to use the “Character Descriptors, General” table instead of Mythic’s default tables.

These tables are particularly useful when you



THE ELEMENT IN THE ROOM

The tables in this article represent the second collection of Elements Meaning Tables published in Mythic Magazine. The first collection can be found in issue #18.

Elements Meaning Tables represent a new kind of Meaning Table for Mythic. This concept will be carried through in Mythic Game Master Emulator Second Edition, coming out soon.



need detail in your adventures without asking a Fate Question. Mythic Variations calls these Complex Questions because you’re getting an answer outside of the normal Yes/No framework.

If you want to generate a new detail for your adventure, roll twice on a Meaning Table and interpret your results.

CHOOSING A TABLE

Mythic's default Meaning Tables give a wide range of results. Later books added a second pair of tables, expanding your choices to Action Meaning Tables and Description Meaning Tables. The inclusion of Elements Meaning Tables allows you to specify your subject matter even more.

Fortunately, there is no wrong table to roll on. Any of them will give you results you can interpret to add detail to your adventure. However, by offering a variety, you can choose a table that fits the situation better which means your results will be easier to apply.

ROLL AND ROLL

Meaning Tables are helpful for describing something in your adventure. A pair of words may be enough to inspire you, giving you an interpretation you can run with. However, if that first word pair isn't enough don't hesitate to get another word pair. You can keep rolling on Meaning Tables to build up the new details as much detail as you like.

A fantasy warrior Player Character has encountered a trap while exploring a dungeon. The Player rolls on the Dungeon Traps Elements Meaning Table to see what happens.

They roll Projectile and Messy. The Player interprets this to mean that the hall ahead is strewn with the bones of creatures and adventurers. There are holes in the wall where arrows shoot out of when the trap is triggered.

The Player thinks there may be more to this trap so they roll again, getting Damaged and Odd. They interpret this to mean that the trap doesn't

work as well as it once did. Also, the projectiles that fire out of the walls aren't just arrows or darts, they're mystical bolts of energy.

The Player Character proceeds very carefully, stepping over the bones, anxiously looking either way at the threatening walls.



MEANING TABLES: ELEMENTS

ALIEN SPECIES DESCRIPTORS

1: Advanced	51: Lethal
2: Aggressive	52: Levitating
3: Agile	53: Liquid
4: Amphibious	54: Mammalian
5: Ancient	55: Many-eyed
6: Anxious	56: Militaristic
7: Aquatic	57: Mysterious
8: Arrogant	58: Nightmarish
9: Artistic	59: Odd
10: Avian	60: Oppressive
11: Beautiful	61: Passive
12: Bizarre	62: Peaceful
13: Carapace	63: Perfect
14: Clawed	64: Plant
15: Colorful	65: Powered
16: Combative	66: Powerful
17: Conquering	67: Powers
18: Dangerous	68: Primitive
19: Declining	69: Prosperous
20: Defensive	70: Psychic
21: Desperate	71: Reptilian
22: Destructive	72: Robotic
23: Dominating	73: Scary
24: Emotionless	74: Scientific
25: Enormous	75: Secretive
26: Exploitative	76: Servitor
27: Explorers	77: Simple
28: Familiar	78: Skilled
29: Fast	79: Slender
30: Feeble	80: Slow
31: Feral	81: Small
32: Ferocious	82: Smelly
33: Friendly	83: Strange
34: Frightening	84: Strong
35: Fungal	85: Suffering
36: Furry	86: Tail
37: Generous	87: Tall
38: Gentle	88: Technological
39: Glowing	89: Tentacled
40: Graceful	90: Threatening
41: Harsh	91: Toothy
42: Helpful	92: Travelers
43: Humanoid	93: Treacherous
44: Hungry	94: Violent
45: Immortal	95: Warlike
46: Insect-like	96: Wary
47: Insubstantial	97: Watery
48: Intelligent	98: Weak
49: Intimidating	99: Wings
50: Large	100: Wormish

ARMY DESCRIPTORS

1: Active	51: Mysterious
2: Aggressive	52: Normal
3: Allies	53: Path
4: Ambush	54: Persecute
5: Animals	55: Power
6: Arrive	56: Problems
7: Assist	57: Punish
8: Average	58: Pursue
9: Betray	59: Quiet
10: Bizarre	60: Ready
11: Block	61: Reassuring
12: Bold	62: Recruit
13: Calm	63: Release
14: Careless	64: Riches
15: Cautious	65: Rough
16: Ceaseless	66: Ruin
17: Celebrate	67: Ruthless
18: Colorful	68: Simple
19: Communicate	69: Skilled
20: Creepy	70: Slow
21: Deceive	71: Small
22: Defensive	72: Stalemate
23: Defiant	73: Start
24: Delay	74: Stop
25: Disorganized	75: Strange
26: Divide	76: Strong
27: Efficient	77: Struggle
28: Enemies	78: Success
29: Energy	79: Suffering
30: Failure	80: Supplies
31: Ferocious	81: Swift
32: Fight	82: Tactics
33: Food	83: Take
34: Foolish	84: Technology
35: Fortunate	85: Tension
36: Frantic	86: Testing
37: Fresh	87: Threatening
38: Frightening	88: Tired
39: Helpful	89: Travel
40: Helpless	90: Triumph
41: Illness	91: Truce
42: Lacking	92: Trust
43: Large	93: Unequipped
44: Lavish	94: Unexpected
45: Lazy	95: Untrained
46: Leadership	96: Victory
47: Lethal	97: Violate
48: Loud	98: Waste
49: Loyal	99: Weak
50: Mighty	100: Weapons

CIVILIZATION DESCRIPTORS

1: Active	51: Happy
2: Advanced	52: Healthy
3: Adventurous	53: Helpful
4: Aggressive	54: Helpless
5: Agricultural	55: Historical
6: Ancient	56: Important
7: Angry	57: Industrial
8: Anxious	58: Influential
9: Artistic	59: Intolerant
10: Average	60: Large
11: Beautiful	61: Lawful
12: Bizarre	62: Lawless
13: Bleak	63: Magnificent
14: Bold	64: Mighty
15: Bureaucratic	65: Militaristic
16: Carefree	66: Miserable
17: Careful	67: Modern
18: Careless	68: Mundane
19: Cautious	69: Mysterious
20: Classy	70: Old
21: Clean	71: Open
22: Colorful	72: Oppressive
23: Combative	73: Peaceful
24: Commercial	74: Polite
25: Competitive	75: Poor
26: Constructive	76: Powerful
27: Controlling	77: Primitive
28: Crazy	78: Punitive
29: Creative	79: Quaint
30: Creepy	80: Religious
31: Cruel	81: Ruined
32: Curious	82: Rustic
33: Dangerous	83: Ruthless
34: Declining	84: Scary
35: Defiant	85: Simple
36: Delightful	86: Small
37: Developed	87: Strange
38: Disagreeable	88: Strong
39: Distrustful	89: Struggling
40: Dominant	90: Successful
41: Dull	91: Suffering
42: Efficient	92: Suppressed
43: Expanding	93: Suspicious
44: Failed	94: Treacherous
45: Famous	95: Warlike
46: Fearful	96: Weak
47: Festive	97: Wealthy
48: Free	98: Welcoming
49: Generous	99: Wild
50: Greedy	100: Young

MEANING TABLES: ELEMENTS

CRYPTIC MESSAGE

1: Abandoned	51: Language
2: Activity	52: Leadership
3: Adventure	53: Legal
4: Adversity	54: Legend
5: Advice	55: Liberty
6: Allies	56: Lies
7: Anger	57: Lost
8: Bestow	58: Love
9: Betray	59: Malice
10: Bizarre	60: Messy
11: Bleak	61: Misfortune
12: Business	62: Mistrust
13: Care	63: Move
14: Colorful	64: Mundane
15: Communicate	65: Mysterious
16: Conflict	66: Neglect
17: Creepy	67: Normal
18: Damaged	68: Obscured
19: Danger	69: Official
20: Death	70: Old
21: Deceive	71: Oppose
22: Defiant	72: Partial
23: Dispute	73: Passion
24: Divide	74: Plans
25: Emotions	75: Possessions
26: Enemies	76: Power
27: Environment	77: Propose
28: Evil	78: Punish
29: Expose	79: Pursue
30: Failure	80: Rare
31: Fame	81: Reassuring
32: Fear	82: Recipient
33: Fight	83: Reveal
34: Frantic	84: Riches
35: Free	85: Riddle
36: Friendship	86: Rumor
37: Goals	87: Secret
38: Good	88: Start
39: Guide	89: Stop
40: Harm	90: Strange
41: Help	91: Struggle
42: Helpful	92: Success
43: Hidden	93: Tension
44: Hope	94: Threaten
45: Horrible	95: Truce
46: Important	96: Trust
47: Information	97: Unknown
48: Innocent	98: Vengeance
49: Instruction	99: Violence
50: Intrigues	100: Warning

CURSES

1: Abandon	51: Home
2: Age	52: Illness
3: Antagonize	53: Illusions
4: Attract	54: Imprison
5: Bad	55: Incapacity
6: Beauty	56: Information
7: Betray	57: Intellect
8: Bizarre	58: Jealously
9: Block	59: Joy
10: Body	60: Judge
11: Break	61: Legal
12: Burden	62: Lethal
13: Business	63: Liberty
14: Change	64: Limit
15: Compel	65: Lonely
16: Conflict	66: Love
17: Create	67: Luck
18: Creepy	68: Malice
19: Cruel	69: Meaningful
20: Danger	70: Miserable
21: Death	71: Misfortune
22: Decrease	72: Mistrust
23: Delay	73: Mock
24: Disrupt	74: Move
25: Divide	75: Mundane
26: Dominate	76: Mysterious
27: Dreams	77: Nature
28: Elements	78: Neglect
29: Emotions	79: Old
30: Enemies	80: Oppress
31: Energy	81: Pain
32: Environment	82: Passion
33: Evil	83: Peace
34: Failure	84: Permanent
35: Fame	85: Possessions
36: Family	86: Punish
37: Fate	87: Pursue
38: Fear	88: Riches
39: Feeble	89: Ruin
40: Fight	90: Senses
41: Friends	91: Separate
42: Frightening	92: Start
43: Goals	93: Stop
44: Good	94: Strange
45: Gratify	95: Struggle
46: Guide	96: Success
47: Happiness	97: Temporary
48: Harm	98: Vengeance
49: Health	99: Violence
50: Helpless	100: Weapon

DOMICILE DESCRIPTORS

1: Abandoned	51: Magnificent
2: Activity	52: Mechanical
3: Animals	53: Messy
4: Aromatic	54: Modern
5: Art	55: Mundane
6: Average	56: Mysterious
7: Beautiful	57: Natural
8: Bizarre	58: Neat
9: Bleak	59: Neglected
10: Busy	60: Nondescript
11: Classy	61: Normal
12: Clean	62: Occupied
13: Cluttered	63: Odd
14: Cold	64: Open
15: Colorful	65: Oppressive
16: Comfort	66: Opulent
17: Common	67: Organized
18: Cramped	68: Plants
19: Creepy	69: Poor
20: Crowded	70: Portal
21: Customized	71: Possessions
22: Cute	72: Private
23: Damaged	73: Protection
24: Dangerous	74: Quaint
25: Dark	75: Reassuring
26: Desolate	76: Roomy
27: Different	77: Rough
28: Dirty	78: Ruined
29: Disagreeable	79: Rustic
30: Drab	80: Scary
31: Dull	81: Secure
32: Empty	82: Security
33: Enormous	83: Simple
34: Expected	84: Sleep
35: Extravagant	85: Small
36: Faded	86: Smelly
37: Fancy	87: Sparse
38: Festive	88: Storage
39: Food	89: Strange
40: Frightening	90: Temporary
41: Full	91: Thoughtful
42: Home	92: Tidy
43: Investment	93: Tools
44: Inviting	94: Tranquil
45: Lacking	95: Upgrade
46: Large	96: Utilitarian
47: Lavish	97: Valuables
48: Less	98: View
49: Light	99: Warm
50: Loud	100: Water

MEANING TABLES: ELEMENTS

DUNGEON TRAPS

1: Aggressive	51: Fire
2: Allies	52: Floor
3: Ambush	53: Frightening
4: Animals	54: Harm
5: Animate	55: Heat
6: Antagonize	56: Heavy
7: Aromatic	57: Helpless
8: Art	58: Horrible
9: Attach	59: Illusion
10: Attention	60: Imprison
11: Attract	61: Lethal
12: Balance	62: Loud
13: Beautiful	63: Lure
14: Bestow	64: Magic
15: Betray	65: Mechanical
16: Bizarre	66: Mental
17: Blades	67: Messy
18: Break	68: Monster
19: Ceiling	69: Natural
20: Change	70: Object
21: Choice	71: Odd
22: Climb	72: Old
23: Cloud	73: Pain
24: Cold	74: Plants
25: Colorful	75: Portal
26: Combative	76: Possessions
27: Communicate	77: Prison
28: Confuse	78: Projectile
29: Constrain	79: Riddle
30: Control	80: Scary
31: Create	81: Simple
32: Creepy	82: Sounds
33: Crush	83: Stab
34: Damaged	84: Stop
35: Danger	85: Strange
36: Dark	86: Strangle
37: Deceive	87: Suppress
38: Delay	88: Take
39: Deprive	89: Toxin
40: Disrupt	90: Transform
41: Divide	91: Transport
42: Door	92: Treasure
43: Drop	93: Trials
44: Duplicate	94: Trigger
45: Elaborate	95: Unleash
46: Enemies	96: Wall
47: Energy	97: Warning
48: Fall	98: Water
49: Fear	99: Weapon
50: Fight	100: Wound

GODS

1: Active	51: Good
2: Alien	52: Guide
3: Ancient	53: Harm
4: Angelic	54: Harsh
5: Angry	55: Heal
6: Animals	56: Humanoid
7: Art	57: Illness
8: Assist	58: Imprison
9: Attract	59: Increase
10: Beautiful	60: Jealous
11: Bestow	61: Justice
12: Betray	62: Knowledge
13: Bizarre	63: Liberty
14: Capricious	64: Life
15: Colorful	65: Light
16: Combat	66: Love
17: Communicate	67: Magic
18: Conflict	68: Majestic
19: Control	69: Major
20: Corruption	70: Malice
21: Cosmic	71: Masculine
22: Create	72: Mighty
23: Creepy	73: Military
24: Cruel	74: Minor
25: Cult	75: Monstrous
26: Dangerous	76: Mundane
27: Dark	77: Mysterious
28: Death	78: Nature
29: Deceit	79: Night
30: Destroyer	80: Oppress
31: Disgusting	81: Pleasures
32: Dominate	82: Power
33: Dreams	83: Protector
34: Elements	84: Punish
35: Emotions	85: Ruler
36: Enemies	86: Sacrifice
37: Energy	87: Strange
38: Enormous	88: Strong
39: Evil	89: Suppress
40: Feminine	90: Threatening
41: Fallen	91: Transform
42: Fear	92: Underworld
43: Fertility	93: Violent
44: Festive	94: War
45: Fire	95: Warm
46: Frightening	96: Water
47: Generous	97: Weak
48: Gentle	98: Weapon
49: Gifts	99: Weather
50: Glorious	100: Worshipped

LEGENDS

1: Abandon	51: Hero
2: Allies	52: Hidden
3: Anger	53: Historical
4: Assist	54: Illness
5: Attainment	55: Important
6: Befriend	56: Imprison
7: Bestow	57: Increase
8: Betray	58: Inform
9: Bizarre	59: Innocent
10: Block	60: Intrigue
11: Brave	61: Jealousy
12: Break	62: Judge
13: Burden	63: Leadership
14: Carelessness	64: Legal
15: Cataclysm	65: Lethal
16: Caution	66: Liberty
17: Change	67: Loss
18: Conflict	68: Love
19: Control	69: Loyalty
20: Create	70: Masses
21: Crisis	71: Mighty
22: Damage	72: Military
23: Danger	73: Misfortune
24: Deceive	74: Monster
25: Decrease	75: Move
26: Defeated	76: Mundane
27: Defiant	77: Mysterious
28: Delay	78: Natural
29: Disrupt	79: Old
30: Divide	80: Oppose
31: Elements	81: Oppress
32: End	82: Peace
33: Enemies	83: Plot
34: Energy	84: Possessions
35: Evil	85: Power
36: Expose	86: Punish
37: Failure	87: Pursue
38: Fame	88: Release
39: Fear	89: Return
40: Fight	90: Riches
41: Find	91: Ruin
42: Free	92: Savior
43: Friendship	93: Stop
44: Frightening	94: Strange
45: Good	95: Struggle
46: Guide	96: Theft
47: Harm	97: Trust
48: Heal	98: Usurp
49: Help	99: Vengeance
50: Helpless	100: Villain

MEANING TABLES: ELEMENTS

MUTATION DESCRIPTORS

1: Agility	51: Imprison
2: Animal	52: Increase
3: Appearance	53: Information
4: Armor	54: Inspect
5: Assist	55: Kill
6: Attach	56: Large
7: Attack	57: Learn
8: Benefit	58: Lethal
9: Bestow	59: Limb
10: Bizarre	60: Limit
11: Block	61: Mental
12: Body	62: Messy
13: Change	63: Move
14: Claws	64: Nature
15: Color	65: Pain
16: Combat	66: Partial
17: Communicate	67: Power
18: Conceal	68: Projectile
19: Constrain	69: Protection
20: Control	70: Ranged
21: Create	71: Recharge
22: Damage	72: Release
23: Deceive	73: Replace
24: Decrease	74: Requirement
25: Defect	75: Resistance
26: Defense	76: Restore
27: Deformed	77: Reveal
28: Detect	78: Scary
29: Diminish	79: Senses
30: Disrupt	80: Simple
31: Dominate	81: Skill
32: Elements	82: Stop
33: Energy	83: Strange
34: Enhance	84: Strength
35: Environment	85: Strong
36: Expose	86: Struggle
37: Extra	87: Suffer
38: Eyes	88: Suppress
39: Fear	89: Surroundings
40: Fight	90: Survive
41: Fly	91: Swim
42: Free	92: Toxic
43: Harm	93: Transform
44: Heal	94: Travel
45: Health	95: Usurp
46: Heat	96: Violence
47: Helpful	97: Warm
48: Horrible	98: Weak
49: Imitate	99: Weapon
50: Immunity	100: Wound

NOBLE HOUSE

1: Aggressive	51: Malice
2: Allies	52: Masses
3: Anger	53: Mighty
4: Bestow	54: Military
5: Betray	55: Misfortune
6: Bizarre	56: Move
7: Block	57: Mysterious
8: Break	58: Neglect
9: Bureaucracy	59: Old
10: Cautious	60: Oppose
11: Change	61: Oppress
12: Commerce	62: Overthrow
13: Compromise	63: Passion
14: Conflict	64: Peace
15: Connections	65: Persecute
16: Control	66: Plans
17: Create	67: Politics
18: Crisis	68: Possessions
19: Cruel	69: Powerful
20: Dangerous	70: Refuse
21: Death	71: Release
22: Deceit	72: Remarkable
23: Defeat	73: Return
24: Defiant	74: Riches
25: Disrupt	75: Royalty
26: Enemies	76: Ruthless
27: Extravagant	77: Secret
28: Faded	78: Security
29: Fame	79: Servant
30: Family	80: Spy
31: Headquarters	81: Strange
32: Heirloom	82: Strong
33: Hero	83: Struggle
34: History	84: Succession
35: Home	85: Suffering
36: Important	86: Suppress
37: Imprison	87: Tactics
38: Increase	88: Tension
39: Information	89: Travel
40: Intrigue	90: Trust
41: Investment	91: Usurp
42: Land	92: Valuable
43: Large	93: Vengeance
44: Leadership	94: Victory
45: Legal	95: Violence
46: Leverage	96: War
47: Liberty	97: Weak
48: Love	98: Wealth
49: Loyal	99: Weapon
50: Magnificent	100: Young

SCAVENGING RESULTS

1: Abundance	51: Lean
2: Activity	52: Less
3: Adversity	53: Lethal
4: Allies	54: Mechanical
5: Animal	55: Medicinal
6: Art	56: Messy
7: Barrier	57: Misfortune
8: Beauty	58: Mundane
9: Bizarre	59: Mysterious
10: Bleak	60: Nature
11: Broken	61: New
12: Clean	62: Normal
13: Clothes	63: Odd
14: Comfort	64: Official
15: Communicate	65: Old
16: Competition	66: Open
17: Concealment	67: Opposition
18: Conflict	68: Pain
19: Container	69: Peace
20: Control	70: Pleasures
21: Crisis	71: Portal
22: Damaged	72: Possessions
23: Danger	73: Protection
24: Death	74: Reassuring
25: Dirty	75: Repairable
26: Disagreeable	76: Rotten
27: Disgusting	77: Rough
28: Dispute	78: Ruined
29: Drink	79: Scary
30: Elements	80: Shelter
31: Empty	81: Simple
32: Enemies	82: Small
33: Energy	83: Smelly
34: Extravagance	84: Strange
35: Failure	85: Struggle
36: Fear	86: Success
37: Fight	87: Supply
38: Food	88: Technology
39: Fresh	89: Tool
40: Friendship	90: Travel
41: Fuel	91: Triumph
42: Good	92: Trouble
43: Health	93: Useless
44: Helpful	94: Valuable
45: Hope	95: Vehicle
46: Important	96: Victory
47: Information	97: Violence
48: Joy	98: Warm
49: Large	99: Waste
50: Lavish	100: Weapon

MEANING TABLES: ELEMENTS

SMELLS

1: Acrid	51: Malodorous
2: Animals	52: Meaningful
3: Antiseptic	53: Medicinal
4: Aromatic	54: Metallic
5: Artificial	55: Mildew
6: Attractive	56: Moist
7: Bad	57: Mossy
8: Bizarre	58: Musky
9: Burnt	59: Musty
10: Chemically	60: Mysterious
11: Clean	61: Natural
12: Comforting	62: Nature
13: Cooking	63: Nauseating
14: Decrepit	64: Normal
15: Delicious	65: Odd
16: Delightful	66: Odorless
17: Dirty	67: Offensive
18: Disagreeable	68: Overpowering
19: Disgusting	69: Perfumed
20: Dry	70: Pleasurable
21: Dull	71: Powerful
22: Earthy	72: Pungent
23: Electrical	73: Punishing
24: Evocative	74: Putrid
25: Faded	75: Rancid
26: Faint	76: Reassuring
27: Familiar	77: Reek
28: Fetid	78: Rich
29: Fishy	79: Ripe
30: Floral	80: Rot
31: Food	81: Rotten
32: Foul	82: Savory
33: Fragrant	83: Smelly
34: Fresh	84: Smoky
35: Fruity	85: Sour
36: Funky	86: Stagnant
37: Good	87: Stale
38: Grassy	88: Stench
39: Gratifying	89: Stinging
40: Heady	90: Strange
41: Heavy	91: Strong
42: Herbal	92: Stuffy
43: Horrible	93: Sulfuric
44: Humid	94: Sweet
45: Industrial	95: Warm
46: Interesting	96: Waste
47: Intoxicating	97: Watery
48: Irritating	98: Weak
49: Lacking	99: Weather
50: Laden	100: Woody

UNDEAD DESCRIPTORS

1: Active	51: Leadership
2: Aggressive	52: Lethal
3: Angry	53: Light
4: Animal	54: Limited
5: Anxious	55: Lonely
6: Attract	56: Love
7: Beautiful	57: Macabre
8: Bestow	58: Malice
9: Bizarre	59: Message
10: Bleak	60: Messy
11: Bold	61: Mighty
12: Bound	62: Mindless
13: Cold	63: Miserable
14: Combative	64: Misfortune
15: Communicate	65: Monstrous
16: Control	66: Mundane
17: Create	67: Odd
18: Creepy	68: Old
19: Dangerous	69: Pain
20: Dark	70: Pale
21: Deceive	71: Passive
22: Dirty	72: Possessions
23: Disgusting	73: Possessive
24: Elements	74: Powerful
25: Enemies	75: Powers
26: Energy	76: Purposeful
27: Environment	77: Pursue
28: Evil	78: Quiet
29: Fast	79: Resistant
30: Fear	80: Rotting
31: Fight	81: Scary
32: Floating	82: Seeking
33: Friendly	83: Shambling
34: Frightening	84: Slow
35: Glad	85: Small
36: Glow	86: Smelly
37: Goals	87: Strange
38: Good	88: Strong
39: Guide	89: Threatening
40: Harm	90: Tough
41: Helpful	91: Transform
42: Helpless	92: Travel
43: Historical	93: Trick
44: Horrible	94: Vengeful
45: Hungry	95: Violent
46: Imitate	96: Weak
47: Information	97: Weakness
48: Insubstantial	98: Weapons
49: Intelligent	99: Wounds
50: Large	100: Young

VISIONS & DREAMS

1: Activity	51: Information
2: Adversity	52: Instruction
3: Allies	53: Liberty
4: Assist	54: Lies
5: Attainment	55: Love
6: Bizarre	56: Malice
7: Bleak	57: Masses
8: Catastrophe	58: Mechanical
9: Celebrate	59: Message
10: Change	60: Messy
11: Colorful	61: Military
12: Conflict	62: Misfortune
13: Contact	63: Mundane
14: Control	64: Mysterious
15: Creepy	65: Natural
16: Crisis	66: Obscure
17: Cruelty	67: Odd
18: Danger	68: Oppose
19: Dark	69: Path
20: Death	70: Peace
21: Defeat	71: People
22: Disruption	72: Place
23: Elements	73: Plans
24: Emotions	74: Plot
25: Enemies	75: Positive
26: Energy	76: Possessions
27: Environment	77: Power
28: Event	78: Preventable
29: Evil	79: Reassuring
30: Failure	80: Riches
31: Fears	81: Riddle
32: Festive	82: Ruin
33: Fight	83: Scary
34: Friendship	84: Simple
35: Frightening	85: Strange
36: Future	86: Struggle
37: Goals	87: Success
38: Good	88: Suffering
39: Guidance	89: Suppress
40: Harm	90: Tension
41: Helpful	91: Threat
42: Helpless	92: Time
43: Hint	93: Travel
44: Hope	94: Trouble
45: Horrible	95: Trust
46: Hurry	96: Uncertain
47: Ideas	97: Unsettling
48: Implore	98: Violence
49: Important	99: Warning
50: Incomplete	100: Weapon

THE TABLES

The titles of the tables identify the themes they are meant to focus on. Below are some thoughts and suggestions for some of them.

ALIEN SPECIES DESCRIPTORS

This is meant for sci-fi adventures involving alien species met on distant worlds. The table is biased toward intelligent races, the kind of species found in a functioning civilization.

ARMY DESCRIPTORS

This table will give you some characteristics of an army. It's applicable to any large military force, independent of genre.

CIVILIZATION DESCRIPTORS

This table is meant as a general way to conceptualize an entire civilization, such as describing their technology level or predominant social attitudes.

CRYPTIC MESSAGE

For when you need a foreboding message that says something without saying much at all. The inspirational words focus on communication, conflict, and obscurity.

CURSES

This table is meant for magical curses, with words that focus on various misfortunes.

DOMICILE DESCRIPTORS

This table is for coming up with descriptions of living spaces, whether it's a single family home, an apartment, or a cave in the jungle.

DUNGEON TRAPS

Everyone loves a good dungeon trap. The inspirational words in this table are designed to suggest how a sprung trap functions.

GODS

This table focuses on generating aspects of a god that may be worshipped by a fantasy culture or alien race. It's not meant for the gods themselves, as individuals, but more for what they represent.

LEGENDS

This table is meant to offer words suggestive of ancient legends. I think this table especially lends itself to rolling on multiple times, to build layers of story around tales of long ago.

MUTATION DESCRIPTORS

This table is similar to Powers from Issue #18, except with a subtle difference to take into account the mixed nature of abilities derived from mutations. There is more emphasis on the subject's body, and some results that imply a mutation is detrimental to the Character.

NOBLE HOUSE

For creating general characteristics of a noble or royal household. It can be thought of as generating the current state of the Noble House or its history.

SCAVENGING RESULTS

Designed for post-apocalyptic settings, or any site of desolation where you are picking through the ruins for goods, this table tells you what type of items you've uncovered and if the act of scavenging has put you in danger.

VISIONS & DREAMS

Similar to Cryptic Messages, Visions & Dreams focuses on potential future conflict with words about warnings and solutions.



TOOL BOX

Something for you to consider or use

Journey To The Isle Of Kitra

Mythic Magazine #11 introduced Solo Adventure Modules with The Secret Of Tockley Manor, an adventure optimized for solo play with Mythic. The Journey To The Isle Of Kitra is similar, but instead of being a single adventure it is a full campaign setting for you to create adventures in.

Journey To The Isle Of Kitra is a sandbox full of adventure ideas, NPCs, locations to explore, and lots of other content for you to dig into. It's designed to fit into any high fantasy setting and can be easily adapted to a sword and sorcery style RPG.

This adventure setting makes use of The Location Crafter and Keyed Scenes from Mythic Magazine #10. If you don't have those resources, the relevant rules are summarized in this article.

Spoiler Alert?

I encourage you to read through the entire setting before you play in it. There is no real concern for spoilers since the adventure is generated as you go, Mythic style. While you will learn of the interesting people and locations on Kitra, those facts don't become reality until they are introduced into your adventure. For instance, you may read that the pirate Captain Stane usually stashes her ship near the mouth of a river, but you don't know if Stane will even exist in your adventure until you play.

One of the beauties of solo role-playing is genuine surprise, and that's maintained even with a prepared setting like this. All the details here are potential adventure elements or starting points for your adventure to develop.



JOURNEY to the ISLE of KITRA



A FANTASY THEMED SETTING



FOR USE WITH
THE MYTHIC
GAME MASTER
EMULATOR

FOR SOLO ADVENTURES



HIGH FANTASY, ISLAND STYLE

Journey To The Isle Of Kitra is a high fantasy setting, an island full of danger, mystery, and magic. It's designed with a single Player Character in mind, although it can easily be adapted for a group.

Since this setting is not built for any particular RPG, you can scale the dangers up or down as you see fit for your Character. See Creating NPC Statistics on page 19 for guidance on establishing values for NPC statistics.

Details are provided about the island itself, notable inhabitants and encounters, creatures, and places you might find yourself. Consider all of this as content you can use for your own adventures set on the island of Kitra. There's enough material here that you can likely generate a series of adventures spanning a lengthy campaign.

While this article provides information on Kitra and its wonders, these are just starting points. Your Kitra-based Mythic adventures will find their own course, shaping the island into a unique experience for yourself. It's possible to have many adventures on Kitra, learning secrets and accomplishing amazing goals. Even after you've fully explored the island and finished your adventures, it's possible to start over and do it again getting different outcomes and experiences.



MAKING THE ISLAND YOUR OWN

This Adventure Setting is constructed to be played solo using the Mythic Game Master Emulator, The Location Crafter, and using Keyed Scenes from Mythic Magazine #10. All the relevant rules are summarized in this article for easy reference.

Journey To The Isle Of Kitra is not a single adventure but a setting to host your own solo adventures. It's meant as a collection of ideas and resources, all tied together into a single common setting. Play using Mythic's normal rules, but you can draw on the setting material to help create First Scenes, to populate Characters and Threads Lists before you start, and to have places to explore and mysteries to delve into.

All the details provided in this setting are kept descriptive as the setting itself is system agnostic. You can translate the elements of this setting into your chosen RPG if you're using one alongside Mythic.

KITRA ISLAND

Kitra Island is a remote and inhospitable place that sailors have avoided for generations. Tales of walking dead and jungle monsters abound, leading most to gossip about the place over their cups in a tavern rather than set foot there.

That all changed when a valuable mineral, calthite, was found to be in abundant supply on Kitra. Calthite is used by smiths to make stronger metals, which means sharper blades, sturdier armor, and more stable building components for fortifications. It had only been known to exist in small supplies in distant lands, but a recent expedition to Kitra found the island to host ample supplies of the valuable ore.

The promise of profits overcame the fear of superstitious stories, and prospectors from many



WHERE TO START

On the next page you'll find a map of Kitra. Locations that are established and known are clearly marked, such as Port Karro and the jungles fringing the coast. The rest of the map is plain white for you to more easily mark on yourself as you explore the interior of the island.

There are three main areas of the island: Port Karro, the rivers (Gname and Zangra), and the jungle. Each of these areas have known NPCs associated with them. They are also places to base your adventures in.

You can find more thorough descriptions of each section of the island in Kitra Locations on page 31.

realms and continents began to set sail for the island to set up mining operations.

Ten years have passed and a modest settlement, Port Karro, has taken root on the island. Most new arrivals reach Kitra at Port Karro, and from here venture into the dense jungle in search of fame and fortune.

What Your Character Is Doing There

There are many reasons why one might visit Kitra. For instance, maybe your Character is a prospector hoping to get rich. Or, you might have been hired by a mining concern to safeguard an expedition.

For ideas on what got your Character to the island, or to randomly roll for it, check out the Getting To Kitra Table (starting on page 16). Each of the ideas provides enough information to help you establish a first Scene and for your initial Threads.

Adventuring Locations

There is much adventure to be had on the Isle of Kitra. However your adventure shapes up, it's probably going to take place in one of the three following general areas of the island.

PORT KARRO

This is the only city on the island, the base of operations for most enterprises here. The city is described in more detail later in Kitra Locations.

If you are intending to have an adventure that strikes out into the interior of the island, Port Karro is likely where you will start. The city is also large enough to host entire adventures of its own without ever leaving its borders.

GNAME AND ZANGRA RIVERS

There are two main rivers on Kitra that stem from lakes at the base of mountain ranges. These rivers wend their way out to the open sea. Getting into the island through the rivers is an option if you'd prefer not to go through Port Karro.

Travel on the rivers is faster than pushing through the jungle on foot (you can cover twice the distance in the same time). The rivers and their surroundings have an ecosystem all their own, as well as unique encounters.

The rivers are shallow enough that large, ocean traveling ships cannot venture on them. Rowboats and slightly larger boats, with a maximum capacity of about ten humanoids, are required.

THE JUNGLE

The jungles of Kitra could be considered the island's main feature. Past Port Karro, beyond the jungles hugging the coasts, and outside the rivers lay hundreds of miles of dense, uncharted, and wild jungle. This wilderness is teeming with dangers and opportunities. This presents a lot of

THE ISLE OF KITRA



N



JUNGLE TRAVEL TIME IN DAYS

1 2 3 4 5

1/2 THE TIME ON A RIVER

X3 THE TIME THROUGH MOUNTAINS

GETTING TO KITRA

1D100	SUMMARY	FIRST SCENE SUGGESTION	THREADS
1-7	You've been hired by a mining company to accompany and protect their surveyor, looking to make a claim on the island.	You meet representatives of the company at a tavern in Port Karro. They introduce you to the surveyor you are to protect and explain what lies ahead.	<ul style="list-style-type: none"> » Protect surveyor. » Help establish a calthite claim.
8-13	A powerful family has commissioned you to find out what happened to a relative of theirs who went to Kitra to find wealth and has not been heard from since.	You arrive in Port Karro with nothing more than a description of the missing relative and a few details about what they were doing there.	<ul style="list-style-type: none"> » Figure out what the relative was doing on Kitra. » Discover fate of missing relative.
14-20	There has been a sudden increase in the appearance of creatures animated by Corpse Crown. Port Karro authorities believe there must be a large deposit of the fungus somewhere, perhaps in a cave system. They have put out a sizable bounty with a reward for whoever finds the infestation and wipes it out.	You arrive in Port Karro, answering the call for help. There is a meeting the following day at the Port Karro governor's mansion, where governor Veera Gold will tell those assembled what is known so far.	<ul style="list-style-type: none"> » Find the Corpse Crown site. » Destroy the Corpse Crown site.
21-27	You've come into possession of a treasure map, purporting to pinpoint a cave system on Kitra where pirates have hidden their loot. Unfortunately, it's somewhere in the middle of the dense jungle, deep in the interior of the island.	You are taking a small boat up one of Kitra's rivers to reach the interior of the island. You've come equipped to brave the dangers ahead.	<ul style="list-style-type: none"> » Find the treasure.
28-33	Sir Terrence Longtooth is once again setting out into the jungle to find the mythical Lumberer. He's assembling a team of the brave and foolish, all well paid, to help him.	Meeting at Sir Terrence's palatial Port Karro coastal home to hear his plan for this expedition.	<ul style="list-style-type: none"> » Assist Sir Terrence in his expedition. » Keep Sir Terrence alive. » Discover the truth of The Lumberer.

GETTING TO KITRA

ROLL	SUMMARY	FIRST SCENE SUGGESTION	THREADS
34-40	The volcano is erupting! The Throat has been very active lately, threatening to destroy the entire island. The mage Sirius Monroe has come up with an insane solution: deliver a magic bomb to the heart of the volcano and blow it up.	You arrive in Port Karro in answer to a summons from Sirius Monroe. As you arrive, you see burning ashes raining down from the sky from the most recent activity of the volcano. Use The End Is Near Keyed Scenes on page 24.	<ul style="list-style-type: none"> » Find Monroe's Mansion in the jungle. » Fulfill Monroe's plan to blow up the heart of The Throat.
41-47	You are hired by a nobleman to retrieve a valuable family heirloom, the sword of a legendary adventurer. They are said to have perished in caverns beneath the Throat.	You arrive in Port Karro with instructions to find the sword and enough money to buy the supplies you need to set out.	<ul style="list-style-type: none"> » Locate the caverns beneath The Throat. » Find the sword. » Get back alive.
48-53	Recent rains have caused Kitra's rivers to overflow, and you know what that means: river racing! You are entering a daring and illegal race, the first one to make it to one of Kitra's lakes then boat all the way to the ocean on the wild, overflowing river wins.	The race begins in Port Karro. You and the other racers meet privately at the home of Sir Terrence Longtooth, who is bankrolling the prize money. At first light the next morning, the racers are expected to make their way into the jungle to reach the lake that feeds the Gname River. The first one to build a raft and sail it to the ocean wins.	<ul style="list-style-type: none"> » Get to the lake that feeds the Gname. » Construct a raft. » Be the first to sail to the ocean along the Gname River.
54-60	A wizard has hired you to capture a live octoeel and return it to him at Port Karro.	You've already accepted the mission. The first Scene is in Port Karro as you spend funds the wizard gave you to equip your expedition.	<ul style="list-style-type: none"> » Capture an octoeel. » Get it back to Port Karro alive.
61-67	You committed a crime in a nearby kingdom. Your sentence: to be marooned on a beach on Kitra.	You are left stranded on an empty beach on the far side of Kitra. You watch the boat that dropped you off sailing away. You are on your own.	<ul style="list-style-type: none"> » Get to Port Karro. » Survive the jungle.

GETTING TO KITRA

ROLL	SUMMARY	FIRST SCENE SUGGESTION	THREADS
68-73	Kitra is dying and you're on it. Roll again for another starting scenario on Kitra, but add The End Is Near Keyed Scenes on page 24 to the adventure to put a time limit on your goals.	Use the first Scene suggested in the scenario rolled.	» Survive.
74-80	The volcano is erupting out of control, the destruction of the island is imminent. Someone you care about is in the interior of the island. You have to go find them and bring them out while there is still time.	Begin in Port Karro. The city is bustling as residents hurry to evacuate the island. Use The End Is Near Keyed Scenes on page 24.	» Rescue your person. » Get off the island before it explodes.
81-87	You are fleeing from a pirate who wants to capture or kill you for some offense you did to them. Their ship is catching up to your ship. Kitra is nearby. Your only chance of escape is to flee onto the island.	Begin aboard your ship, near the coast of Kitra. You can see the pursuing pirate ship closing in. You have the choice to take a smaller rowing boat into one of Kitra's rivers or to set out on foot on the beach.	» Escape the pirate. » Make your way to Port Karro and get away.
88-93	You've been given the strange task to bury treasure on Kitra. A mage entrusts a sealed box to you, telling you that an evil magic object is inside that no one should ever find. They want you to go deep into the jungles of Kitra, find a cavern, and hide the box inside somewhere.	Begin on a beach of Kitra, as the mage did not want you entering Port Karro with the box for fear of someone stealing it. You have all the equipment you could need to survive the jungle.	» Find a cavern system. » Hide the box. » Don't lose the box before you can hide it.
94-100	A mining consortium has found a rich calthite source in the Kitra jungle. They are trying to build a road through the jungle connecting the site to Port Karro. A violent, unknown creature has been picking off their workers. They want you to find and kill the beast.	Begin in Port Karro, meeting with a representative from the consortium at their office. The next day you will all set out for the site in the jungle.	» Find the beast and figure out what it is. » Stop the beast's reign of terror.

role-playing potential, from following treasure maps to hidden hordes to locating untapped veins of calthite.

The map of Kitra shows a ruler indicating the approximate distance someone traveling on foot all day can cover in the jungle. If crossing through a mountain region the pace is cut to one-third while travel speed on a river is doubled.

CHARACTERS OF KITRA

The Isle of Kitra is home to a wide variety of Non-Player Characters, from the denizens of Port Karro to the mysterious jungle beast known as the Azure Dreamer.

Following are descriptions of the island's most well known NPCs. You can use these descriptions as Context when representing these Characters in your adventure, or as places to start when generating descriptions for them.

Listings for NPCs are broken into the three general areas of the island. Some Characters are listed in more than one location because they are likely to be encountered there. Some additional Context may be given for each location as the NPC's motivations may differ depending on where they are when encountered.

You'll also find a suggestion for which NPCs to place on your Characters List and when.

Port Karro

THE PEOPLE OF KARRO

Anyone brave enough to live on Kitra Island is here because they are making a livelihood in calthite mining in one way or another. Prospectors, agents of mining consortiums, merchants of tools and survival gear, guides, bodyguards, mercenaries for hire, investors and their hirelings, representatives of foreign



CREATING NPC STATISTICS

If you are playing Mythic adventures in this setting with a chosen RPG, you'll have to come up with the statistics for NPCs as you encounter them. You can decide for yourself what you think those values should be, but by testing them with a Fate Question you can give the results some variability.

When deciding on an NPC statistic (such as its attack value, important attribute scores, etc.) decide what you think is a likely value for the statistic. Come up with the Odds that you think the value is correct, then ask the Fate Question, "Does the NPC have a statistic value of X?"

Use the table below to help determine the final value.

NPC STATISTICS	
FATE QUESTION RESULT	"DOES THE NPC HAVE A STATISTIC VALUE OF X?"
YES	The value is what you expected.
EXCEPTIONAL YES	The value is a little higher than you expected. Take it up one step, or about 10%.
NO	The value is a little lower than you expected. Take it down one step, or about 10%.
EXCEPTIONAL NO	The value is higher or lower than you expected by 2 or 3 steps, or about 25%. Use your judgement on which direction makes the most sense, given the NPC and the context.



KITRA MEANING TABLE

This is an Elements Meaning Table unique to the Isle of Kitra. You can use this table for Random Events that pertain to the island itself or to generate details about the island. It's also a good source for random information and rumors.

For instance, your character is having a drink at a Port Karro tavern on the evening before setting off into the jungle to serve as protection for a calthite prospector. While drinking, you encounter someone who just came back from the jungle. You find through a Fate Question that they have a rumor to tell you about the island.

You use the Kitra Elements Meaning Table to figure out what the rumor is, rolling Leapards and Investment.

The Player interprets the results this way: Someone with a lot of money is hiring hunters to go into the jungle and capture Leapards.

KITRA ELEMENTS MEANING TABLE

1: Abandoned	51: Leadership
2: Activity	52: Leapards
3: Adventure	53: Less
4: Adversity	54: Lethal
5: Advice	55: Lies
6: Aggressive	56: Loss
7: Allies	57: Loud
8: Ambush	58: Message
9: Anger	59: Mining
10: Animals	60: Misfortune
11: Antagonize	61: Mistrust
12: Arrive	62: Mysterious
13: Assistance	63: Nature
14: Attainment	64: Normal
15: Attention	65: Official
16: Attract	66: Oppose
17: Azure Dreamer	67: Path
18: Befriend	68: Peace
19: Betray	69: People
20: Bizarre	70: Pirate
21: Block	71: Plans
22: Bold	72: Port Karro
23: Business	73: Possessions
24: Calthite	74: Pursue
25: Communicate	75: Recruit
26: Competition	76: Release
27: Conflict	77: Riches
28: Control	78: River
29: Corpse Crown	79: Ruin
30: Crime	80: Secrets
31: Damaged	81: Sirius Monroe
32: Danger	82: Strange
33: Disruption	83: Struggle
34: Enemies	84: Supplies
35: Environment	85: Take
36: Failure	86: Tension
37: Fame	87: The Lumberer
38: Fear	88: Threatening
39: Ferocious	89: Travel
40: Fight	90: Treasure
41: Frightening	91: Triumph
42: Goals	92: Trust
43: Haggle	93: Valuable
44: Harm	94: Volcano
45: Helpful	95: Warm
46: Important	96: Water
47: Information	97: Weapons
48: Investment	98: Weather
49: Jungle	99: Wild
50: Large	100: Work

interests, thieves, adventurers, pirates, and more.

Port Karro has grown enough that the people feel safe, or at least as safe as it's possible to feel on Kitra. The island is ruled by a governor, currently Veera Gold. There is a modest government structure, taxation, and local protection through a city guard. The place is secure enough that many people have brought their families to stay in Port Karro calling it their permanent home. The streets are lined with taverns, merchants of all sorts, and offices for the agents of all the various parties with interests in the island. There is even a school system that's recently developed to help with the small but growing number of children living in the city.

As such, an encounter with a citizen of Port Karro can mean meeting just about any kind of person. There is a strong sense of community among the denizens of Port Karro. No matter how secure the place seems, it is always in the back of everyone's mind the dangers lurking in the jungle, just past their well lit streets and sturdy dwellings. The rocky peaks of Kitra's Gate, the island's tallest mountain, is always staring down at the city and a thin wisp of smoke is usually snaking up to the sky from the center of the island, reminders to the people of Port Karro that they can never get too comfortable.



POPULATING CHARACTERS LISTS

You can start your adventure on Kitra with Characters already on the Characters List if you like. Below are suggested NPCs to place on your List, depending on where you begin your adventure.

When changing from one area of Kitra to another, you may consider removing some Characters and adding ones for the new area. For instance, if you begin in Port Karro you'll have all the NPCs associated with the city on your List. If you move from Karro into the jungle, you might remove most of the Karro Characters and add Characters associated with the jungle.

You can decide how to edit your Characters List at the end of the Scene where you leave one area and enter another. Some NPCs will make sense to remove, while others you may want to retain.

For instance, when moving from Karro to the jungle you might remove "The people of Karro" from your List, but maybe you retain "Sir Terrance Longtooth" since he has factored into your adventure and you're aware he is setting off into the jungle with an expedition.

Characters Lists By Area

PORT KARRO

- » The people of Karro
- » Sir Terrence Longtooth
- » Governor Veera Gold
- » Nicelle the Procurer
- » Mining Consortiums
- » Adventurers
- » The Throat

JUNGLE

- » Leopards
- » The Lumberer
- » Azure Dreamer
- » Corpse Crown
- » Prospectors
- » Jungle
- » Adventurers
- » Sirius Monroe
- » The Throat
- » Pirates
- » Dwellers
- » Animals
- » Rescuers

RIVERS

- » Octoeel
- » Crocodile
- » River
- » Pirates
- » The Throat
- » Captain Stane

Overall, the population is possessed of an adventurous spirit, a vested desire to watch each others' backs, and always an eye toward the jungle for signs of danger.

SIR TERRENCE LONGTOOTH

Sir Terrence Longtooth is a retired knight who is famed for a career in monster hunting. He now resides permanently in Port Karro, forever plotting to discover and slay the mysterious Lumberer.

Sir Terrence is eccentric, many would call him crazy. Every year he funds an expedition into the jungles to hunt for the creature that may or may not exist, and every year his team comes back a few members short and empty handed.

His repeated failures do not dissuade Sir Terrence, however. If anything, each year he gets even more intent on completing his goal, which he would view as the crowning achievement of a lifetime of creature killing.

The retired knight is wealthy from his life of

adventuring. He owns the largest house in Port Karro, and funds a number of services. He has a lot of pull in the city. Some would even say he is more powerful than the governor.

GOVERNOR VEERA GOLD

Veera Gold is the governor of Port Karro, and theoretically of the entire island. She was appointed by the king of the first settlers, about ten years ago. They were the first to arrive upon the discovery of calthite and as such staked the most solid claim on the island.

Gold is proud of what she's built in Port Karro. Within the span of a decade she has turned the rough settlement into a real city. Under less capable leadership the Port could have easily degenerated into a chaotic mess of desperate prospectors and conniving consortiums. Gold managed to establish law and order on the edge of the wild, and she means to keep it that way.



A CRASH COURSE IN KEYED SCENES

This adventure setting makes some use of Keyed Scenes. Mythic Magazine #10 goes into detail about how Keyed Scenes work, but here it is in a nutshell: a Keyed Scene is any event you want to happen in your adventure that is tied to a specific Trigger. For instance, in an adventure where your wizard utilizes wild magic that sometimes goes out of control, you may include the Event: "Wild magic surge, a random display of magic erupts from you." You set the Trigger of this to: "Every third Scene, roll a 1-2 on a 1d10."

Triggers are checked at the end of Scenes as part of Scene bookkeeping. If you determine that a Trigger happens, then that Keyed Scene Event takes place some time in the next Scene.

You can use the Count box as a place to record a reminder about important tallies you need to keep track of, like how many Scenes have passed.

For the purpose of moving toward a satisfying conclusion to your adventure, Keyed Scenes are a way to make sure your adventure follows a certain path to keep it on track, even if you don't know for sure how exactly it will all pan out.

KEYED SCENE	
EVENT	
TRIGGER	
	COUNT

NICELLE THE PROCURER

Port Karro has no shortage of merchants for all kinds of goods. From food to mining equipment, the streets are clogged with sellers.

For goods that are harder to find, both because of their rarity or legality, there's Nicelle the Procurer.

Nicelle grew up on the mean streets of a big city far away. Rumor has it that she fled because of her crimes, and ended up in Port Karro when she smelled growing opportunity. She is now the head of the city's only crime syndicate.

Characters who need something that is not easily found in a shop might be able to get it by setting up a meeting with Nicelle or one of her associates.

MINING CONSORTIUMS

While there are many individual prospectors looking for calthite deposits on the island, there are also organized consortiums. These business entities are usually composed of foreign investors who fund teams who operate in Kitra. Each consortium has headquarters in Port Karro, with representatives there who manage their interests. Typical consortium structure includes a manager at the top who is in charge, underlings beneath them who carry out orders, teams of miners and engineers, and trained security to use as protection when needed and intimidation when convenient.

ADVENTURERS

It's possible to run into other adventurers in Port Karro, people like yourself who may have similar goals. Adventurers are drawn to the island for a variety of reasons, from rumors of pirate treasure to contracts for people with interests in the island.

Encountering a fellow adventurer is an opportunity to learn some rumors or knowledge about the island. They are also potential allies who may join you and help. In the worst cases,

they may view you as competition and seek to undermine your efforts.

THE THROAT

Kitra's Throat, or more generally spoken of as just "The Throat", is an active volcano in the center of the island. The volcano is responsible for the islands formation ages ago and also its network of underground caverns.

Residents of Karro are accustomed to the

THE THROAT ACTIVITY	
1D10 + each previous activity	RESULT
1-3	Smoke rises from the volcano.
4	A loud explosion is heard across the island.
5-7	A mild earthquake is felt.
8-9	A light but steady dusting of ash falls from the sky.
10	A serious earthquake is felt. There is possible danger of falling structures or landslides.
11-12	A stream of lava pours from the volcano, burning its way through the jungle toward the coast.
13-14	Fiery rocks rain down, causing impact and fire danger.
15+	A loud rumbling is heard across the island as the volcano settles down. Disregard previous activity, resetting the modifier to zero.

volcano's frequent outbursts. Activity ranges from the mild, like smoke rising, to more noticeable activity like loud explosions, violent earthquakes, and ash falling from the sky. At its worst, The Throat will send fiery rocks raining down on the island and rivers of lava flowing out to the ocean.

When rolled as an NPC for a Random Event, The Throat is acting up in a way that's noticeable. Whatever your initial Focus was (NPC Positive, NPC Negative, or NPC Action) treat the Event Focus as NPC Action and roll on the Throat Activity Table to see what it does. You can use your results from the Meaning Tables to help you interpret the volcano's activity on your adventure.

Keep track of each time The Throat is active. Each roll on the Throat Activity Table gets a bonus for every time the volcano has acted up.

If your Character experienced The Throat acting up in one Scene, then it does it again a few Scenes later, the die roll on The Throat Activity Table would be +1. If it's active again during this adventure, the next roll would be +2, etc.

Kitra Jungle

THE THROAT

The description for the Throat is the same as that given for Port Karro. However, if you are in the jungle when the volcano has an eruption there may be less time to find shelter. Earthquakes caused by the volcano can also cause boulders to roll, landslides, or trees to fall.

PROSPECTORS

Most miners digging for calthite work on Kitra's Gate, one of the island's tallest mountains. Given its close proximity to Port Karro, Kitra's Gate is a popular target for mining consortiums.

This means individual prospectors have to seek calthite elsewhere.



THE END IS NEAR

An active volcano gives the opportunity to use Journey To The Isle Of Kitra as a disaster adventure. If you'd like to simulate the volcano going out of control you can use the Keyed Scenes below.

The Getting To Kitra adventure suggestions earlier in this article suggest some ways to put this scenario into action.

KEYED SCENE	The Volcano Is Waking Up.	
EVENT	Roll on the Throat Activity Table. Count each occurrence of this result toward the roll modifier. You can keep track in the Count box below.	
TRIGGER	Roll a d10 at the end of every Scene. A roll of 1 to 5 Triggers the Event in the next Scene.	COUNT <div></div>

KEYED SCENE	Kitra Is Doomed	
EVENT	The volcano violently explodes, tearing the island apart. If you are still on the island, treat the next Scene as complete chaos with lava flowing, the ground breaking apart, major earthquakes, and mass destruction. By the end of that Scene the island should be completely covered in lava and/or broken apart into the ocean.	
TRIGGER	Roll 15 or more on The Throat Activity Table.	

These rugged and brave individuals travel through the jungle, looking for signs of calthite. Once they spot it, they will dig for the ore and take back what they can to sell at Port Karro. A lucky few have found deposits rich enough to stake a permanent, legal claim. However, such finds are very rare. Most prospectors are seeking wealth but find only a grisly, jungle death.

If encountered, a prospector may be suspicious of Player Characters at first. They are always wary of other prospectors and thieves stealing what little ore they have found. At the same time, they are eager to make friends if it means mutual protection, even if only for a short time.

LEAPARDS

Leapards are fierce jungle predators that resemble panthers except for a few notable differences. They have six legs that end in large paws with thick, sharp claws. A leapard, with its powerful legs, can jump vertically 40 feet into the air. It uses this ability to jump onto unsuspecting prey from a distance. The leapard will land on its target, digging in its claws as it tries to bite for the neck.

Leapards prefer prey that is alone so they are not likely to attack humanoids in a group. However, they are patient and can quietly stalk prey until it finds the right moment to pounce.

While they are deadly fighters, a leapard is looking for an easy meal. If the target puts up a strong fight or wounds the animal it will flee into the jungle.

JUNGLE

The jungle itself can serve as a Character on the Characters List. When rolled for a Random Event, interpret the result as something that is a product of the jungle.

For instance, a Random Event that gives you a Focus of NPC Positive and an NPC of "Jungle"

could mean you've found a waterfall with clean water. An NPC Negative result might mean you've stepped on a venomous snake that tries to bite you.

When including elements like this on the Characters List it can be difficult to determine what "negative" or "positive" means from the Event Focus Table. Feel free to interpret the result loosely. The important thing is that the jungle, as a composite entity of everything existing in it, is impacting the adventure.



THE LUMBERER

There is a myth on Kitra that deep in the heart of the jungle The Lumberer strides. Spoken of as a towering supernatural creature, stories abound of The Lumberer snatching unwary prospectors and destroying mining equipment. Nevertheless, there never seems to be anyone who has actually seen the creature. When this fact is pointed out it's often used as further evidence that whomever encounters The Lumberer never lives to tell the tale.

What exactly The Lumberer is, or even if it exists at all, can be something for you to determine in your adventure. Its nature can be determined through Fate Questions or Meaning Table rolls. If you prefer, you can roll on The Lumberer Table to find out what it is.

If you roll The Lumberer as an NPC for a Random Event consider interpreting the result as evidence of the monster as opposed to the creature itself. You should do this for the first two or three encounters you have with it then consider a third encounter to be with the creature in person.

ADVENTURERS

Adventurers encountered in the jungle will be less predictable than ones encountered in Port Karro. They are in the jungle for a reason, like you are, and it's probably not for mining calthite. Depending on how well they are doing, their reactions could vary from friendly to neutral to hostile.

You can use the Kitra Elements Meaning Table to figure out what the Adventurer is doing in the jungle. If their interests align with yours they may want to join forces with you.

SIRUS MONROE

Sirus Monroe is a wizard who took up residence in the jungles of Kitra long before calthite was discovered and Port Karro was built. No one

WHAT IS THE LUMBERER?

D10	RESULT
1-2	The creature is a type of forest elemental, composed of wood and vines and jungle material. It stands 50' tall and is immensely strong and powerful.
3-4	It is a supernatural force that can animate the jungle itself, moving trees and plants. This gives the impression of something massive moving through the trees when it's really the trees themselves moving.
5-6	It's a mad witch that has been living in the jungle for generations. Among her various powers is the ability to project an illusion of herself as a massive and distorted nightmarish creature. It is not as powerful as it looks, however.
7-8	The Lumberer is an ancient god that fell from power thousands of years ago. It has made Kitra its home and seeks to protect the island from the miners who plunder its resources.
9-10	The Lumberer is an alternate manifestation of the Azure Dreamer. Whereas the Dreamer is passive and peaceful, when in The Lumberer form it is dangerous and angry. It appears as a towering dark, humanoid mass with glowing orange eyes. The Lumberer fades in or out of existence with the changing of the sun.

knows how long he's been out there, but he has built for himself a "mansion" in the heart of the jungle. He protects his domicile with magic.

Sirus should be played as a cagey and powerful wizard. He is likely to keep his activities secret. If Player Characters make an enemy of him he would be formidable. By the same token, if you are on the same side Sirus Monroe would be a valuable ally.

AZURE DREAMER

Another potential mythical creature, the Azure Dreamer is said to be a massive, primordial looking monster that stalks silently through the jungle. The people of Port Karro write the stories off as colorful visions from miners who have eaten suspicious mushrooms, but those who have spent much time in the jungle know the stories are true.

The creature will appear slowly from nowhere, walking through the jungle. It's lower portions are misty and indistinct, while its upper body is solid and towering over the trees.

The creature is completely peaceful and will ignore the presence of others, even if attacked. It moves so slowly that those who are bold will sometimes climb up the creature's rocky hide and hitch a ride on it.

It appears randomly somewhere in the jungle either with the rising or setting of the sun, and it disappears with the next rising or setting. When it fades away it does so gradually. Anyone riding it at the time will slowly sink to the ground as the Azure Dreamer fades from reality.



PIRATES

Kitra Isle has been a popular destination for pirates since long before calthite was discovered. The place's evil reputation kept visitors away, making it ideal for stashing loot.

Even though the island is busier these days, the jungle is still largely shunned by most people so some pirates still use it as a safety deposit box.

If a pirate is discovered in the jungle they are likely going to, or from, their treasure stash. They will likely be paranoid and dangerous, wanting to silence anyone who may have a clue as to where their horde is hidden.

It's also likely that if you encounter a pirate, it may be a member of Captain Stane's crew. If this is important to your adventure you could ask this as a Fate Question.

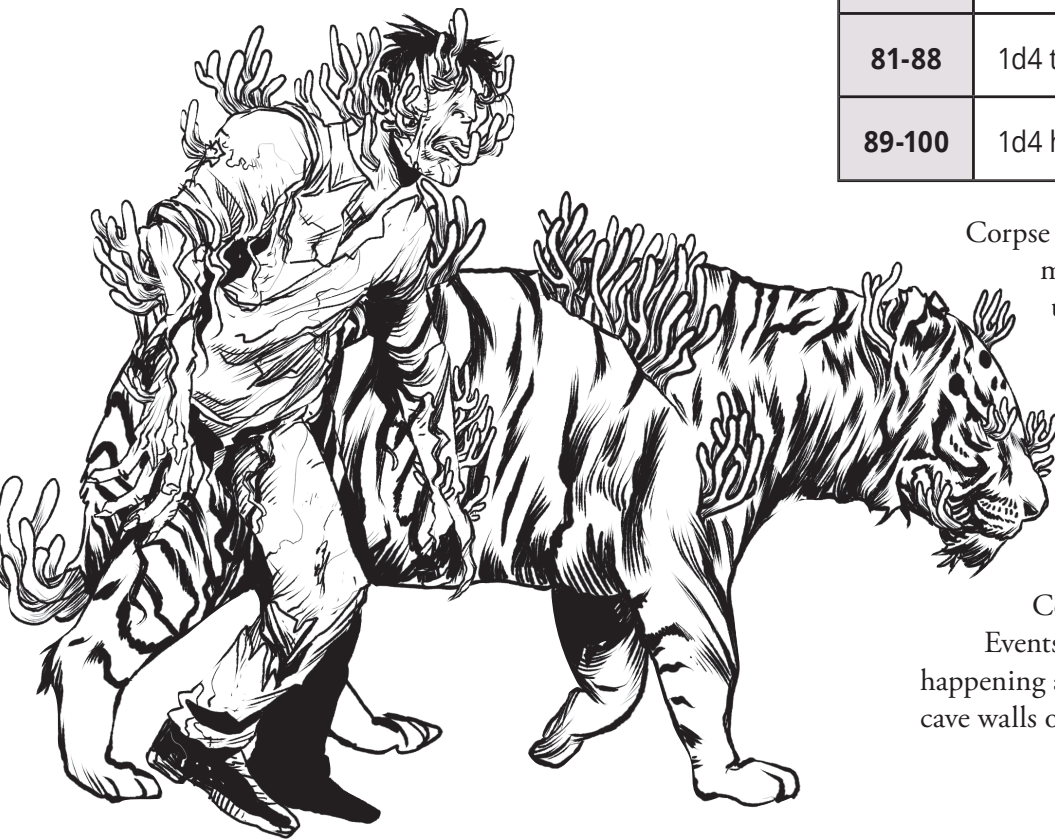
CORPSE CROWN

Corpse Crown is a nasty fungus that grows on the island, attaching itself to the bodies of dead animals. It seeks out nerves and activates them, reanimating the animal like a zombie. The fungus then makes the corpse seek other animals to kill so the fungus can spread to a new body.

Bodies infected with Corpse Crown will show bright orange fungal growths protruding through the skin, especially around the head and spine. The animated animal will move in an awkward, jerky fashion, seeking out other creatures to kill.

Corpse Crown is not intelligent so it will only animate bodies in the crudest of ways. Their attacks will be simple, clawing and biting.

It's not uncommon to encounter animated animals in the jungle, especially smaller creatures like insects that are likely to be crawling in areas where the fungus accumulates. Larger animals get infected as well, however, including people who die in the jungle.



CORPSE CROWN INFESTATION

D100	RESULT
1-7	1 large boa constrictor
8-20	1 tiger
21-33	1 crocodile
34-47	1 tusked boar
47-60	1 humanoid
61-64	1d4 large boa constrictors. Roll again.
65-72	1d4 tigers. Roll again.
73-80	1d4 crocodiles. Roll again.
81-88	1d4 tusked boars. Roll again.
89-100	1d4 humanoids. Roll again.

Corpse Crown is likely the root of many of the islands stories of undead on the prowl.

If Corpse Crown is generated for a Random Event, it most likely means you've encountered an animal that has been animated by the fungus and is a danger to you. You could also interpret

Corpse Crown for Random Events as the Player Character happening across patches of the fungus on cave walls or other surfaces where it hasn't

attached to a dead animal yet.

Animated animal are usually solitary. The fungus succeeded in infesting a body and is now seeking more. However, it's possible to come across a horde of animated dead as well. Such hordes can become very dangerous very quickly as their growing numbers increase their chances of finding more bodies to infest.

To randomly determine how many Corpse Crown infected are encountered roll on the Corpse Crown Infestation Table. Results that include "Roll again" mean to keep rolling and combining your results into a combined horde.

DWELLERS

Most people enter Kitra's jungles because they are motivated by profit. A prospector just needs to find one mother load of calthite and they are rich! It's worth it for them to risk their lives on the gamble, but they don't spend any more time in the wilderness than they have to.

Then there is a handful of those who enter the jungle and become fascinated by it, choosing to never leave. The phenomenon is rare when a prospector seeks their fortune in Kitra's dark heart and hears something whispering deep in their brains. They begin to feel at home in the wild, and eventually they become obsessed with it.

Most of them build huts high in the trees to avoid the predatory leopards. The average Dweller is, by the reckoning of most, quite insane. Some have gone completely feral and are no longer capable of speech. They generally keep to themselves but they will attack people in the jungle to take their equipment and goods.

Dwellers usually wear the tattered clothing they had on when they committed themselves to the jungle's dark heart. They tend to stare with an intense gaze and when they attack they come at you in a wild frenzy, usually using rocks or tree branches as clubs.

ANIMALS

Not all of the dangers in Kitra's jungles are supernatural or unusual. The place is full of the usual sort of plant and animal life one would expect. The chirps and cries of birds and beasts can be heard constantly.

If a Random Event gives you Animals from the Characters List you can either choose from the list below or roll to see which critter you've encountered. This list only contains animals that you are likely to have trouble with.

JUNGLE ANIMALS	
D10	RESULT
1-4	Poisonous snake
5	Large boa constrictor
6-8	Hungry tiger
9-10	Aggressive tusked boar

RESCUERS

Kitra's jungles are a dangerous place and the people of Port Karro rely on those who seek their fortunes in it. To help make sure those people come back a small group of dedicated volunteers formed The Rescuers. Funded by Governor Gold, Rescuers routinely venture into the jungle in search of people who need help.

Rescuers typically travel in groups of five. Their parties usually consist of someone with medical training, a guide who knows the jungle and three Port Karro guards to act as security. They all carry medical supplies, food, and water.

Rescuers will almost certainly offer aid to any Player Characters they encounter in the jungle. If

the PC requests an escort back to Port Karro they will also provide that.

Rescuers can be a lifeline for those who have run in to misfortune in the jungle.

Rivers

CAPTAIN STANE

Captain Stane is a pirate of some renown whose adventures have put her on the wrong side of the law with multiple nations. She is currently hiding out in the Kitra jungle in a cavern system near the Zangra River. Her ship is beached in the shallows of the river, covered with jungle debris to hide it. At high tide that portion of the river is full enough that she could sail the ship out to sea, which she does on occasion in the dead of night.

Captain Stane keeps a small crew of about a dozen pirates who are all loyal to her. If she is encountered near the Zangra River she is likely close to her ship or her cave. If she's encountered near the Gname River then she likely stashed her ship there temporarily while she and her crew rustle up supplies.

Captain Stane is a dangerous opponent in a battle and is keen on keeping her presence on the island a secret. She's also an opportunist and if the Player Characters present a lucrative offer she is likely to throw herself, and her crew, into the enterprise with you.

PIRATES

Pirates encountered on a river will usually be in small rowboats traveling from or back to their ocean ships. There is a good chance that they are associated with Captain Stane's crew.

Unless they have a specific complaint with you pirates are not likely to attack while on the river. Between octoeels and massive crocodiles no one wants to risk ending up in the water because of a confrontation.

OCTOEEL

Octoeels inhabit both rivers of Kitra and breed in its lakes. The creature has a round, grapefruit sized central mass with a circular, lamprey-like mouth. From this mass eight long, ropey appendages stretch. The whole thing is inky black and greasy.

Octoeels prowl the rivers looking for prey. They wrap their long tentacles around the target to grapple them then bite to suck the creature's blood. They typically latch on for short periods then release when sated, leaving the creature alive but wounded.

Octoeels will attack anything in the water they come near when they are hungry. They've also been known to climb up the sides of boats to attack humanoid prey out of the water.



CROCODILE

Kitra's river crocodiles are often irritable and quite dangerous. Although they are predominantly saltwater crocodiles, they often venture up Kitra's rivers in search of food.

Growing up to 20' in length these animals are powerful and tough. They are ornery enough that they are often willing to attack boats.

Their hides are pockmarked with circular scars, evidence of octoeels feeding off of them. Some guess that this abuse by the octoeels is what keeps the crocs grouchy.

RIVER

Just like the jungle, the rivers can also be treated like NPCs. When rolled during a Random Event interpret the results that make the most sense.

The kind of experiences the rivers might throw at you:

- » You encounter a brief series of rapids that makes for a bumpy ride.
- » The river is snarled with the branches of a fallen tree. If your boat gets stuck you may have to work to free it.
- » Portions of the river bottom sometimes collapse down through into underground caverns causing sudden sinkholes. The danger doesn't usually last more than a few minutes but during that time you do not want to get sucked down.

THE THROAT

Use the same rules for The Throat as given in the Port Karro description. If you are in a boat on the water when the volcano has a massive eruption or causes an earthquake it will cause the river to sway, posing a possible capsizing hazard.



CREATING DETAIL

This adventure setting includes basic descriptions for all the important elements, from Port Karro and the jungle to NPCs you might encounter.

However, the descriptions only go so far on purpose. When you need to know more, use Mythic's normal rules: ask Fate Questions or roll on Meaning Tables to get more details.

Maybe you run into a citizen of Karro on the street and you want to know something about them. You roll on the Description Meaning Tables to get an idea of what they look like and roll on the Action Meaning Tables to see what they want. You discover they're a supplier for expeditions and that they know of an expedition that is looking for talent like yours. They offer to set up a meeting later that night in a tavern for you to meet the client.

Generating details about the setting is how you build it up from the starting content provided. It won't take long before your Character is embroiled in a distinctive and colorful adventure that has expanded far from the content provided in this setting.

To help generate details related directly to the island you can use the Kitra Meaning Table on page 20. For help with defining NPCs you encounter additional Meaning Tables are provided on the next page.

KITRA LOCATIONS

There are three main areas on the island you can use for adventuring and exploring: Port Karro, the jungle interior of the island, and caverns that can be found sprinkled around Kitra.

You can explore these locations using The Location Crafter rules (if you don't have that book the relevant rules are summarized on page 54).

You'll find Region Sheets for each of the areas on the following pages.

MEANING TABLES: ELEMENTS

CHARACTER IDENTITY

1: Abandoned	51: Investigator
2: Administrator	52: Judge
3: Adventurous	53: Killer
4: Adversary	54: Laborer
5: Advisor	55: Lackey
6: Ally	56: Law
7: Art	57: Leader
8: Artist	58: Legal
9: Assistant	59: Mechanical
10: Athlete	60: Mediator
11: Bureaucrat	61: Merchant
12: Business	62: Messenger
13: Combatant	63: Military
14: Competitor	64: Mundane
15: Controller	65: Mystery
16: Crafter	66: Official
17: Creator	67: Organizer
18: Criminal	68: Outsider
19: Deceiver	69: Performer
20: Deliverer	70: Persecutor
21: Dependent	71: Planner
22: Driver/Pilot	72: Pleaser
23: Elite	73: Power
24: Enemy	74: Professional
25: Enforcement	75: Protector
26: Enforcer	76: Public
27: Engineer	77: Punish
28: Entertainer	78: Radical
29: Executive	79: Religious
30: Exotic	80: Representative
31: Expert	81: Rogue
32: Explorer	82: Ruler
33: Family	83: Scholar
34: Farmer	84: Scientist
35: Fighter	85: Scout
36: Fixer	86: Servant
37: Foreigner	87: Socialite
38: Friend	88: Soldier
39: Gambler	89: Student
40: Gatherer	90: Subverter
41: Guard	91: Supporter
42: Guardian	92: Survivor
43: Healer	93: Teacher
44: Helpless	94: Thief
45: Hero	95: Thug
46: Hunter	96: Trader
47: Information	97: Victim
48: Innocent	98: Villain
49: Inspector	99: Wanderer
50: Intellectual	100: Warrior

CHARACTER PERSONALITY

1: Active	51: Humorous
2: Adventurous	52: Inconsistent
3: Aggressive	53: Independent
4: Agreeable	54: Interesting
5: Ambitious	55: Intolerant
6: Amusing	56: Irresponsible
7: Angry	57: Knowledgeable
8: Annoying	58: Larcenous
9: Anxious	59: Leader
10: Arrogant	60: Likable
11: Average	61: Loyal
12: Awkward	62: Manipulative
13: Bad	63: Mercurial
14: Bitter	64: Naive
15: Bold	65: Nervous
16: Brave	66: Oblivious
17: Calm	67: Obstinate
18: Careful	68: Optimistic
19: Careless	69: Perceptive
20: Classy	70: Perfectionist
21: Cold	71: Practical
22: Collector	72: Prepared
23: Committed	73: Principled
24: Competitive	74: Protect
25: Confident	75: Quiet
26: Control	76: Quirky
27: Crazy	77: Rash
28: Creative	78: Rational
29: Crude	79: Respectful
30: Curious	80: Responsible
31: Deceptive	81: Restless
32: Determined	82: Risk
33: Devoted	83: Rude
34: Dull	84: Savvy
35: Emotion	85: Searching
36: Empathetic	86: Selfish
37: Exotic	87: Selfless
38: Fair	88: Shallow
39: Fastidious	89: Social
40: Follower	90: Strange
41: Foolish	91: Strong
42: Friendly	92: Studious
43: Good	93: Superstitious
44: Gourmet	94: Tolerant
45: Greed	95: Vindictive
46: Haunted	96: Vocal
47: Helpful	97: Wary
48: Honest	98: Weak
49: Honor	99: Wild
50: Humble	100: Wise

CHARACTER CONVERSATIONS

1: Abuse	51: Ideas
2: Advice	52: Inform
3: Aggressive	53: Innocent
4: Agree	54: Inquire
5: Amusing	55: Intense
6: Angry	56: Interesting
7: Anxious	57: Intolerance
8: Assist	58: Irritating
9: Awkward	59: Joyful
10: Betray	60: Judgmental
11: Bizarre	61: Juvenile
12: Bleak	62: Kind
13: Bold	63: Leadership
14: Business	64: Lie
15: Calm	65: Loud
16: Careful	66: Loving
17: Careless	67: Loyal
18: Cautious	68: Macabre
19: Cheerful	69: Mature
20: Classy	70: Meaningful
21: Cold	71: Miserable
22: Colorful	72: Mistrust
23: Combative	73: Mocking
24: Crazy	74: Mundane
25: Creepy	75: Mysterious
26: Curious	76: News
27: Defiant	77: Nice
28: Delightful	78: Normal
29: Disagreeable	79: Odd
30: Dispute	80: Offensive
31: Efficient	81: Official
32: Energetic	82: Oppose
33: Enthusiastic	83: Peace
34: Excited	84: Plans
35: Fearful	85: Playful
36: Fierce	86: Polite
37: Foolish	87: Positive
38: Frantic	88: Praise
39: Frightening	89: Quarrelsome
40: Generous	90: Quiet
41: Gentle	91: Reassuring
42: Glad	92: Refuse
43: Grateful	93: Rude
44: Haggle	94: Rumor
45: Happy	95: Simple
46: Harsh	96: Threatening
47: Hasty	97: Truce
48: Helpful	98: Trust
49: Helpless	99: Warm
50: Hopeless	100: Wild

Journey To The Isle Of Kitra is a solo role-playing setting, which means that while the island's Regions have unique and notable elements you don't know what exactly is in them until you explore.

For instance, when you spend time in Port Karro you are building the city using The Location Crafter system as you explore it. If you were to replay this adventure, starting completely from scratch, you might get an entirely different Port Karro the next time.

The same is true for the interior of the island and the caverns you discover. As you play adventures on the island, keep track of what you find when you find it, making your own map as you go.

The map of the island on page 15 has much of the interior in plain white to make it easier to write on.

Port Karro

Port Karro is only about ten years old but it has become a well organized city under the leadership of Governor Veera Gold. The place is sprawling, with buildings, shops, and services around every corner.

While not as sophisticated as a city on the mainland, Port Karro has a character all its own. The people are friendly and the guards are serious about keeping the peace.

All of the streets are unpaved dirt roads. Most of the original buildings were hastily constructed on the cheap and are showing their age now. Newer buildings are of higher quality but everything still has a rustic air to it.

Below are descriptions of the custom Elements you might roll on the Port Karro Region Sheet. Also, refer to Characters Of Kitra on page 19.

BUSY STREET

The streets of Port Karro are always bustling, day and night. While not as packed as a major city



NOT PLAYING ALONG

This adventure setting is full of individual pieces, like a puzzle, that you fit together as you play. You can make those pieces fit using Mythic's rules and your own interpretations. Sometimes, though, the rules may run afoul of your adventure narrative.

Every Region you explore, be it Port Karro, the interior of the island, or discovered caverns, is created as you explore it. If your Character is on a specific mission, for instance to rescue a lost prospector or return an item, it's possible to fully explore a Region by generating a Location of Complete while not finding what you're looking for.

If this happens consider the Context of your adventure when interpreting what Complete means for that Area. For instance, if you are looking for Sirius Monroe's mansion in the jungle and you Complete exploration of the island without finding it then that last Area, the one you rolled Complete for, will have the mansion in it.

on a continent, one will always find the people of Karro out and about doing what they do.

Generating a Busy Street as a Location means you're in a particularly congested area. These are mostly found near the entry port since people and ships are always coming and going. Once you get a little further into the city you're less likely to find this kind of heavy foot traffic.

MERCHANT STORES

You've come across a section of the city with interesting stores. While merchants and their shops abound most will be abstract parts of the background noise of the city your Player Character is passing by. If you generate this Location on the Region List then you come across a merchant that has caught your attention. Maybe it's just the kind of store you were looking for.

KITRA REGION SHEET

REGION: *Port Karro*

LOCATIONS	ENCOUNTERS	OBJECTS
1 Expected	1 None	1 None
2 Busy Street	2 People of Karro	2 None
3 Expected	3 None	3 Expected
4 Merchant stores	4 People of Karro	4 None
5 Expected	5 None	5 None
6 Calthite Plaza (U)	6 People of Karro	6 Fallout shelter
7 Expected	7 Expected	7 Expected
8 Enlistment Center	8 Patrol	8 Boglegoyle
9 Special	9 Special	9 Special
10 Mining Consortium Office	10 Adventurer	10 Public Notice
11 Random	11 Random	11 Random
12 Neighborhood	12 The Throat	12 Graffiti
13 Expected	13 None	13 None
14 Armory	14 Thief	14 Monument
15 Special	15 Expected	15 Expected
16 Pieces Of Hate (U)	16 Nicelle The Procurer	16 Kitra Coin
17 Random	17 Special	17 Special
18 Capital House (U)	18 Sir Terrence Longtooth	18 Fallout shelter
19 Complete	19 Random	19 Random
20 The Lost (U)	20 Cult Of Kitra	20 None

PROGRESS POINTS

PROGRESS POINTS

PROGRESS POINTS

You can generate details for the store by asking Fate Questions or rolling for inspiration on Meaning Tables. When interpreting your results keep in mind the Context that the shop is something that will interest your Character.

A Player Character has taken on a mission to act as security for a prospector in the jungle. They are to head out the next day so today they are wandering around Port Karro looking for anything interesting that may be useful on the mission.

The Character wanders into a new Area of the city and the Player rolls Merchant Stores for the Location. To get an idea of what is sold there they roll on the Action Meaning Tables and get Arrive and Messages.

The Player interprets this to mean that it's a Kitra post office. The Player Character thinks about it and realizes how dangerous this mission is going to be. They go into the post office to send a letter to friends on the mainland to let them know about the mission. "If you don't hear from me in two weeks, please come search for me."

CALTHITE PLAZA

Calthite Plaza is a central hub in Port Karro. It can be thought of as the city's downtown. As a Unique Location it can only be discovered once, but when found you can always return to it just like you can to any other discovered Area.

As the center of town you'll find lots of amenities and services including the most important merchants, banks, government representatives, and eateries where locals meet.

In game terms think of the Plaza as a go-to location to find basic needs. If your Character is having trouble locating a certain service or good elsewhere in the city there's a good chance you'll find it here in the Plaza.

To check if something you're looking for is here ask a Fate Question with Odds of either 50/50,



THE MOUNTAINS

As you can see on the map of Kitra there are numerous mountain ranges located on the island. Kitra's Gate is the most well known but all of the island's mountains share similar features.

The mountains are shrouded in thick jungle vegetation and trees like the rest of the island. When venturing into the mountains it will seem much the same as the rest of the jungle just harder to travel as you are climbing steep terrain or navigating past clusters of boulders or irregular land features.

Travel through the mountains is slower than through the plains of the jungle. When mapping your progress consider travel speed to be about 1/3 when moving through mountain terrain.

Somewhat Likely, or Likely, depending on the rarity of what you're looking for.

Keep searches for goods and services here only to things that make sense and are expected in Kitra. The Plaza is meant as a location for the most obvious goods and services in the city. For instance, looking for an expedition outfitter or a member of the city Patrol would be Likely. If you're looking for a shop that sells rare magic wands you won't find it here.

NEIGHBORHOOD

Kitra's residential neighborhoods can be found far from the busy entry port. Houses are crammed close together to make the best use of limited space and supplies.

The people of Kitra are friendly and untroubled by strangers wandering by their homes. It happens all the time, it's just part of living in Port Karro. It's very possible a resident of the island will invite a Player Character in for a meal or even offer a place to stay at night. While inns can be found in

Port Karro there is a cottage industry of residents letting visitors stay in their homes for a modest fee. Think of it as a sort of tropical fantasy world equivalent to Airbnb.

Some Fate Questions you might ask while in a Neighborhood:

- » Does anyone offer me a place to stay?
- » Do I see any signs for meals or hospitality offered?
- » Does a resident approach me?

ENLISTMENT CENTER

Enlistment Centers are places where job offers are posted and people come looking for work. These are typically simple buildings that feature an open, common room. Along the walls you'll find notices from consortiums and individuals looking to hire prospectors, security, guides, and other services. Those looking for work will often hang out here waiting for an employer to show up and select people for immediate hire.

There are also one or two agents from Governor Gold's administration on site who can be approached for help.

Some Fate Questions you might ask while in an Enlistment Center:

- » Are there any notices looking for bodyguards for prospectors or for a mining consortium?
- » Does the agent know how I can get in touch with Sir Terrence Longtooth?
- » I'm assembling a team for an expedition, is there anyone here who looks like they know what they're doing I can hire right now?

MINING CONSORTIUM OFFICE

A Mining Consortium Office is like an Enlistment Center except it's for one specific mining company. Most consortiums are owned by outside investors who bankroll an expedition to Kitra. They set up shop on the island in an office



where you can usually find the lead agent and a few underlings.

Most mining activity from the consortiums takes place on Kitra's Gate, one of the largest mountains on the island which is located close to Port Karro. It's proximity and rich calthite deposits make it the prime target for organized mining.

Consortium's will also fund expeditions deeper into the island interior to find untapped calthite deposits. While Kitra's Gate is attractive for its proximity it's also teeming with competition. Finding an undiscovered site in the jungle is ideal because the consortium has it all to itself. However, mines located in the jungle are difficult to find, hard to maintain, and are under constant threat from the dangers of the island.

ARMORY

An armory is a regional office of the city Patrol. These are usually small buildings that host about a dozen members of the Patrol. While on duty they work and live out of this building.

You can usually find at least one or two Patrol members inside at any time. If you have a complaint or request this is the place to go. Members of the Patrol are usually inclined to help but they are also understaffed and stretched thin across the city so their resources are limited.

While they call their offices "armories" you won't find much weaponry inside other than a few swords and nets for corralling wild animals that wander into the city.

Some Fate Questions you might ask while in an Armory:

- » Is there anyone on duty right now?
- » Am I able to get assistance?

PIECES OF HATE

This Unique location is a popular bar in Port Karro. It's owned by Nicelle The Procurer and serves as the base of operations for her criminal activities.

Everyone knows Pieces is Nicelle's place, including the governor and the Patrol. Nicelle keeps the peace with the law by making sure the criminal element doesn't get out of control and doesn't steal from any of the city's main interests. Nicelle also kicks back regular and generous



THE LAW IN PORT KARRO

Laws are fairly lax in Port Karro with the worst offenses being anything that hinders the commerce of mining or substantially threatens the safety of residents.

While the city does have a charter and written laws at the end of the day Governor Gold's word is law. The Patrol will do whatever she tells them to do. If Player Characters get on the bad side of Gold they will likely have a problem.

The law in Port Karro is enforced by the Patrol. While some of them are trained soldiers most are volunteers. As such, most members of the Patrol are only minimally trained fighters. If a serious problem arises they will address it as a group, using numbers to make up for what they lack in individual ability.

If a Player Character is arrested by a member of the Patrol for a crime the penalty is usually a night spent in jail at the nearest Armory. For more serious offenses a high ranking member of the Patrol will act as a judge or the case will be put before Governor Gold to decide.

"donations" to Governor Gold and members of the Patrol, which helps keep her in their good graces.

Player Characters who find themselves here can relax and get a drink. This is also a good place to try and set up a meeting with Nicelle if you'd like to do business with her or to find less savory sorts you might want to hire.

Use Fate Questions and Meaning Tables to describe Pieces of Hate for your adventure.

Some Fate Questions you might ask while in Pieces:

- » Will the bartender help set up a meeting with Nicelle?
- » Hanging out at the bar all day, do any rogues approach me to ask if I'm hiring for a job?



EXPLORING PORT KARRO

While using Location Crafter rules to explore Port Karro consider making a map as you play to keep track of how the city is coming together. Keep in mind that Karro is large and dense so it takes time to move from one interesting location to the next.

Rather than treat every street block as a new Area try to think of it as every 20 minutes or so of walking the streets. Most of what you see and encounter is what you would expect: people going about their way, random shops and businesses, consortiums preparing expeditions, patrols keeping the peace, etc.

When rolling the Location, Encounter, and Object for a new Area these Elements should be considered the most interesting thing you see in that 20 minute span of walking. It doesn't mean your character doesn't see anything else, they're still experiencing the bustle and life of Port Karro. However, rolls on the Port Karro Region Sheet describe the key features of the Areas your Character is exploring.

Thinking of it in this way will also give the city a greater sense of scope and scale while still giving each individual Area it's own flavor.

CAPITAL HOUSE

This Unique Location is the home of the governor, Veera Gold. It also serves as her office and where she runs the seat of her government. It is off limits to strangers without an appointment. However, if you make a good enough case to the Patrol at the front gate you might get a meeting with the governor.

Use Fate Questions and Meaning Tables to detail what Capital House looks like and what happens there.

THE LOST

The Lost is a small building run by The Rescuers organization. Here a staff maintains records on those who have gone into the jungle and never returned. The Lost is used by The Rescuers to help build information in the hopes of some day recovering some of these people, and also to offer solace to those who have come looking for missing family and friends.

Player Characters here will find a staff that is eager to answer questions or help anyone interested in someone who is missing in the jungle. This is a good place to pick up information if a PC is searching for a missing person.

To generate rumors or evidence about lost jungle travelers use the Kitra Elements Meaning Table on page 20.

PEOPLE OF KARRO

Getting this result on the Encounters List means you've come into contact with a resident of Karro in some meaningful way. You can use the description on page 19 to better understand what they are like and the Meaning Tables on page 32 to figure out who they are and what they want.

PATROL

When wandering around the city you will occasionally see a member of the Patrol walk by. They are usually casually dressed and armed with a sword, spear, or net. What distinguishes them as a member of the Patrol is a red sash they wear across their chest with the emblem of Port Karro emblazoned on it.

Generating Patrol as an Encounter means a member of the Patrol has approached you for some reason. They may have a question to ask of you or perhaps they suspect you of something. Sometimes members of the Patrol simply want to meet an unfamiliar face they see in the city and

may inquire about who you are and what you're doing in Port Karro.

If you have an idea for why they would approach you can pose it as a Fate Question. Otherwise roll on the Character Conversation Elements Meaning Table on page 32 to get inspiration for what they want.

ADVENTURER

Adventurers are described on page 23.

THE THROAT

The Throat is described on page 23.

THIEF

Encountering a thief in Port Karro probably means they are trying to rob you right now. How this encounter unfolds can be decided by Fate Questions and Meaning Tables.

While there are some independent rogues operating in Port Karro many who consider themselves professionals work for Nicelle. Anyone who conducts criminal activity in the city will eventually get a visit from Nicelle making sure they play by the rules.

NICELLE THE PROCURER

Nicelle is described on page 23.

SIR TERRENCE LONGTOOTH

Sir Terrence is described on page 22. When this Encounter comes up in Port Karro you might run into Terrence himself or one of his hired hands.

Some ideas for what may happen:

- » Sir Terrence has heard of your reputation and that you're in town. He has sent a representative to invite you to a meeting with him where he will propose an offer to you.
- » You see a parade passing by on the street



IT'S A LIVING

Most of this adventure setting is presented to Player Characters as an opportunity to take on a goal that gets them to the island then seeing where the adventure goes from there.

Another way to play this setting is to have your Character call Kitra home and to work for one of the interests there.

Here are some possible careers your Character may be engaging in on Kitra:

- » You are part of Nicelle's criminal organization, perhaps as an enforcer or a thief.
- » You are a Port Karro Patrol member, protecting the city and its citizens.
- » You work for Governor Gold in some capacity, perhaps as a mercenary for special projects.
- » You work for Sir Terrence Longtooth helping him with his estate and business, especially his annual expeditions.
- » You are a member of the Cult of Kitra, pretending to be a law-abiding citizen by day while plotting at night to sabotage the mining consortiums.
- » You are an agent of a mining consortium, helping to ensure their interests remain secure and profitable.
- » You're a pirate who hides out in the coves near the rivers. You pretend to be a trader when in Port Karro where you get your supplies.

If you go this route, no matter what your Character is doing they are likely very familiar with Port Karro. Before you start your adventure use the Location Crafter to map out the city Area by Area as if you were exploring. Just roll for the Locations, however. Do this until you hit Complete. This is your map of Port Karro which you know well. When playing your adventure just roll for Encounters and Objects in those Areas.

with lots of people cheering. It's Sir Terrence leading the parade, celebrating his next expedition into the jungle to hunt The Lumberer.

FALLOUT SHELTER

These small but sturdily built huts can be found peppered through the city. They are meant as a place to duck into when The Throat gets so active that it's spitting burning rocks into the sky that rain down on Port Karro. While that doesn't happen often it occurs frequently enough that people immediately burst into action. Most will seek the nearest shelter, either inside a building or under a tree. Fallout Shelters are there in case you have no where else to immediately take cover.

PUBLIC NOTICE

Generating a Public Notice as an Object means you have come across a written message posted on a nearby wall. These are common in Port Karro as a way to disseminate information, announce news, promote opportunities, or just to spread unsubstantiated rumors.

For inspiration about what a notice says use the Kitra Elements Meaning Table.

CULT OF KITRA

Not everyone on Kitra is keen on mining calthite. There is a small religion devoted to worshipping the island, believing it is divine. The Cult Of Kitra works in secret and its goals are shrouded in mystery.

An Encounter with the Cult Of Kitra probably means a member of the cult has approached your Character for some reason. Maybe they believe you might be a sympathizer and they want to recruit you. Or you may notice that a stranger is following you showing an odd degree of interest in your activities.



SAME OLD STREETS

Beginning your adventure on Kitra will be an act of discovery as you explore Port Karro and the interior of the island. However, the longer you play and the more adventures you host here the more Areas you'll have mapped out. It's possible that eventually you'll have the entire city or even the entire island mapped.

Even if you don't fully map out each Region you're likely to start treading over the same ground eventually.

When using the Location Crafter for exploring a Region it's assumed you are encountering each Area for the first time. You are discovering the Area's Location, Encounter, and Object.

When returning to those Areas in the future the Locations will remain the same but what about the Encounters and Objects? Those elements are often temporary so there's no reason to repeat them.

I suggest you follow your expectations for what you think should be in those Areas your Character returns to. The Region is more known to you now, it's not a brand new series of Areas to check out so you don't need to use the Location Crafter exploration method unless you are entering a new Area and the Region hasn't been Completed yet.

Once a Region is known treat it like you would any other place your Character is in when playing a Mythic adventure. Knowing the Region you have a lot of Context for asking Fate Questions that make sense. Also your Characters and Threads Lists will have grown to include many of the important elements that you encountered earlier making for more varied Random Events.

You can work out the encounter using Fate Questions and Meaning Tables. Some ideas:

- » If you're character is working against a mining consortium, a cult member

- approaches you to offer assistance.
- » You come across a burning building. It's a consortium office set ablaze by the cult.
 - » If you are working for a consortium, a cult assassin is after you to send a message to your employers.

BOGLEGOYLE

A Boglegoyle is a fearsome looking face carved into a coconut that is then mounted on a spear and stuck into the ground. This tradition is imported from neighboring islands and is meant to ward off evil spirits. On Kitra the practice has turned into a fund-raising effort for The Rescuers. You will find Boglegoyle's around the city stuck into the ground along the road or beside buildings. Passersby will sometimes drop a coin into the open mouth as a donation. Once or twice a day a member of the Patrol will come by and collect.

Stealing from a Boglegoyle is a serious offense and anyone caught doing so will face the anger of the law.

GRAFFITI

As in any city some people use public spaces to paint messages. Kitra is no different. If you generate Graffiti as an Object then your Character sees a message painted on a wall.

Roll on the Kitra Elements Meaning Table for inspiration about what the message says. Some ideas:

- » Not everyone likes Governor Gold's rule of Kitra. You may see a message against her or supporting a political opponent to replace her.
- » The Cult of Kitra is known for marking cryptic messages in the city just to remind people they are there.
- » A mysterious message of doom always makes for good graffiti. Maybe the people of Kitra know something about the island that you don't and they are loathe to talk about it in the open.



WHAT'S THE CULT UP TO?

The Cult of Kitra is mentioned several times in this setting but very little detail is given. Their motives have something to do with protecting the island and discouraging mining but beyond that their activities and organization are a mystery.

This gives you an opportunity to use the cult to play a horror, magic, or mystery themed adventure centered around the cult. There is a lot of potential for what the cult could be up to. Maybe the cult knows what The Lumberer is and they are trying to give it power. Maybe the cult is more widespread and powerful than suspected and they are looking to expand their influence beyond Kitra.

The Cult of Kitra is mostly a blank canvas that you could use to generate these kinds of adventures. This could set up a start for your adventure that focuses on the cult and Threads that set goals related to it.

MONUMENT

Port Karro is proud of its accomplishment in carving itself out in such an inhospitable location. Kitra's short history features a number of famed explorers and pioneers, many of whom are celebrated publicly through statues and markers.

Monuments are commissioned by Governor Gold and her administration or by mining consortiums so their rendition of history is likely biased to promote their own interests. Did these ground breakers make way for future generations or did they exploit a natural location for the profit of foreign powers?

Encountering a Monument means you have come across a permanent marker noting a historical moment in Port Karro's past. This can give your Character a chance to learn something about the city's history.

For inspiration about what a monument is for use the Kitra Elements Meaning Table.

KITRA COIN

Kitra Coins are small metal tokens minted by the Cult of Kitra. They are used by cult members to silently signify to other members their allegiance.

Kitra Coins can sometimes be found laying about the city. Maybe it's on a dirt road or you find a coin wedged between the planks of a building's walls.

Cult members leave the coins in public in the hopes that curious citizens will find them and consider joining the movement. It's an invitation.

If you find a coin and learn where a cult meeting is taking place you can show the coin to gain entry. Flashing the token to cult members will generally gain you a favorable reaction from them.

When members of the Patrol find Kitra Coins they confiscate them to dissuade the activities of the cult. The cult is aware that Patrol members will

pose as possible initiates to sniff them out so if a Player Character uses a Kitra Coin to get closer to cult members the reaction will initially be positive yet wary. They will give you a chance to prove you are safe before letting you in on their secrets.

Isle Of Kitra Interior

Treat the entire interior of the island as one large Region. The white areas of the map on page 15 are all considered dense jungle. Use the distance guide on the map as an indicator for how far your Character can travel given a day's time.

When creating Areas for the Region consider a day's walk to be one Area. What you generate for Locations, Encounters, and Objects comprises the most interesting elements you find that day.

Some elements on the Isle Of Kitra Interior



Region Sheet are separated by a hyphen “/”. This means the Element depends on if you are in the jungle (before the hyphen) or on the river (after the hyphen).

If your Player Character is in the interior of the island on a specific quest and you generate Complete for the Location before you find what you're looking for then consider your goal within that Area.

For instance, you are playing the quest of retrieving a family heirloom from a cavern in the jungle. You have reached Complete before finding any caverns so the Complete Area automatically has an entrance to a cavern.

Below are descriptions of the custom Elements you might roll on the Kitra Interior Region Sheet. Also, refer to Characters Of Kitra on page 19.



ACTIVE MINING SITE

You've come across an active calthite mine. This could range from a cave carved into the side of a mountain to a wide and deep hole dug in the ground.

The mine could be operated by a consortium or by an individual prospector. The closer you are to Kitra's Gate the more likely it's a consortium mine. You can determine this by asking a Fate Question.

If it's a consortium mine then it's likely a busy place with a dozen miners, a handful of guards, and a dozen support staff. They will have equipment and supplies to operate the mine as well as medicine, food, and water.

Strangers appearing at consortium mines are unwelcome and Player Characters are likely to be met by guards.

If it's an individual prospector's mine then it may just be a hole in the ground with a tent beside it and a single prospector digging away. The further from Karro the more wary and paranoid the miner will be of visitors.

ABANDONED MINE

This was once an active mining site but has been abandoned. All that's left now is maybe a few molding tools and a dark, boarded up cave.

WRECK

The Kitra jungle is dangerous and sometimes people arrive by boat, disembark into the jungle, and never return. When left abandoned watercraft tend to drift, sometimes hitting boulders and eventually coming to rest against a mossy embankment.

When you encounter a Wreck on a river treat it as any watercraft large enough to carry ten or fewer people. This includes small fishing barges down to rowboats. The craft is in ruins and stuck against the shore.

Wrecks sometimes have salvageable goods, or a body, in them.

KITRA REGION SHEET

REGION: ISLE OF KITRA INTERIOR, JUNGLE/RIVER

LOCATIONS	ENCOUNTERS	OBJECTS
1 Expected	1 None	1 None
2 Expected	2 None	2 None
3 Expected	3 None	3 Expected
4 Active mining site / Expected	4 None	4 None
5 Expected	5 Random	5 Random
6 Expected	6 Animal	6 Fresh water / None
7 Expected	7 None	7 Expected
8 Abandoned mine / Wreck	8 Leopard / Octoeel	8 None
9 Active mining site / Expected	9 Special	9 Special
10 Rope bridge / Rapids	10 Animal / Crocodile	10 Cavern entrance / None
11 Random	11 Random	11 Random
12 A sheer cliff / Boulders	12 Corpse Crown / Crocodile	12 Edibles / Fish
13 Expected	13 None	13 None
14 Special	14 Prospector / None	14 Left-behinds / Flotsam
15 Monroe's Mansion	15 Random	15 Expected
16 Abandoned mine / Wreck	16 Leopard / Octoeel	16 Cavern entrance / None
17 Random	17 Special	17 Random
18 Expected	18 Rescuers / None	18 Fresh water / None
19 Complete	19 None	19 Special
20 Special	20 Azure Dreamer	20 None

PROGRESS POINTS

PROGRESS POINTS

PROGRESS POINTS

ROPE BRIDGE

Kitra's landscape is full of hills and valleys. With so much uneven territory and distance to cover prospectors sometimes build rope bridges or zip lines from one hilltop to another for faster travel.

When a Rope Bridge is encountered you are probably at the top of a hill or edge of a cliff. The rope bridge is any kind of poorly constructed crossing from your point to a point across usually with a significant drop into the jungle below.

MONROE'S MANSION

Sirus Monroe is a wizard who has taken up residence within the jungles of Kitra. You can read about him on page 26.

He lives in Monroe's Mansion, a mysterious house he built deep in the jungle. When generating Monroe's Mansion as a Location you have stumbled across the wizard's lair. Use Fate Questions or Meaning Tables to describe what it looks like.

Consider as Context that Sirus is a talented wizard. To survive in the jungle his home must have defenses or protections. Maybe it's invisible or perhaps there's a force field around it. Maybe there's a magical doorway you have to step through to get to it.

If you find his home Sirus himself is likely not far and is probably aware of your presence which means Player Characters should expect to meet him soon. You can use the Character Elements Tables for inspiration of what Sirus looks like and how he acts when met.

If you enter the Mansion use Fate Questions or the Description Meaning Tables to figure out what the interior looks like. If you don't encounter Sirus right away and you enter the Mansion you will trigger a magical defense of some kind. Roll on the Action Meaning Tables for inspiration of what happens.



RAPIDS

A Location of Rapids means the river has become fast moving and choppy. This won't last long but while it does your boat is in danger of flipping or crashing against rocks.

A SHEER CLIFF

You have come to the edge of a cliff. There is dense jungle straight down. You can choose to try and climb down to continue the way you are going or go around.

BOULDERS

Traveling by boat along a river you encounter large boulders in the way. Movement along Kitra's rivers is usually slow so there is little danger of crashing into the boulders. However they may constitute a delay if there are so many they impede your path.

When encountering Boulders ask the Fate Question "Do they block our path?" with Odds of 50/50. If the answer is Yes then they are blocking you and it will take the rest of the day to get past them. If the answer is Exceptional Yes then there is no way past. You will have to wait a day for the changing ocean tide to push back against the river, raising its level and giving you access past the boulders.

A result of No means a slight delay as you navigate around the obstacles. An Exceptional No means they are no problem at all.

LEAPARD

Leopards are described on page 25.

OCTOEEL

Octoeels are described on page 30.



EXPLORING THE MANSION

What's most important about Monroe's Mansion is what the place looks like from the outside and if you encounter the wizard. If you step inside it's suggested to roll on the Meaning Tables for what it looks like and to determine a magical defense you've set off.

It's assumed that there isn't much more to the Mansion than that. The place is likely small considering it's nestled in the Kitra jungle. Calling it a "mansion" is likely a grandiose affectation by Sirus.

If you want to treat the Mansion as a fully explorable Region you can do so using Mythic Fate Questions or the Randomized Location Crafter rules from Mythic Magazine #2.

ANIMAL

Jungle animals are described on page 29.

CROCODILE

Crocodiles are described on page 31.

CORPSE CROWN

Corpse Crown is described on page 28. You can also find the Corpse Crown Infestation Table on that page.

PROSPECTOR

Prospectors are described on page 24.

RESCUERS

Rescuers are described on page 29.

AZURE DREAMER

The Azure Dreamer is described on page 27.

FRESH WATER / EDIBLES / FISH

This Location contains a source of fresh water, safe and edible fruit growing in the jungle, or bountiful and easy to catch fish in a river. You can ask a Fate Question or roll on a Meaning Table to figure out the nature of the supply.

If you are using the Supplies & Fatigue rules on this page then you can gain 1 day worth of supplies from this find without costing any travel time. If your Character decides to spend the day here you gain 5 days worth of supplies but lose a day of travel time.

CAVERN ENTRANCE

You have located the entrance to a cavern. The island is littered with holes that lead down into the many underground caves weaving across the island.

Ask a Fate Question or roll on the Meaning Tables to figure out what the entrance looks like. Most of the time it's a simple cave in the side of a hill or a rocky hole in the ground.

A Cavern Entrance leads to a Cavern Region. Treat each Cavern Region as its own unique Region generated separately. Caverns give you a chance to exit the jungle for a dungeon delve style exploration. Make note on your map of Kitra where the Cavern Entrance is if you wish to return later.

LEFT-BEHINDS / FLOTSAM

Left-behinds is anything you find in the jungle that was left there by someone else. Flotsam is the same thing but stuff that has washed up along the shore of a river.

This could be just about anything from discarded prospector tools to the body of a slain adventurer.

For inspiration on the nature of the find ask a Fate Question or roll on Meaning Tables.



SUPPLIES & FATIGUE

Role-playing exploration of a dense jungle is an opportunity for discovery and mysterious danger. It's also a chance to engage in survival considering how deadly the wilderness is. One aspect of survival is food and water and running out of them.

It's up to you if you want to make supplies an issue for your Character. Maybe you'd rather skip this aspect and assume your Character is always sufficiently nourished.

If you'd like to role-play the roll supplies can play in survival then keep track of how many day's rations of consumables you have. If your Character is setting out from Port Karro fully supplied then they probably have 10 days worth of goods.

Each day you are in the jungle mark off another day's worth of supplies. If you run out your Character is struggling and should be considered Fatigued. Hunger and thirst is wearing them down. Consider Fatigue as part of the Context when it makes sense. For instance, a Fatigued Character may have a harder time climbing a cliff.

The Character can take time to locate food and water. If they do so then assume they remain in the same Area of the jungle. This will take up the day.

To determine the success of foraging you can use the task resolution rules of the RPG you are using for this adventure or ask the Fate Question "Did I forage up anything?" The Odds for most places in the jungle for a Character foraging is Likely.

A Yes means you found 1 day worth of food. An Exceptional Yes means you found 3 days worth of food. A No means nothing useful was found. An Exceptional No means you found nothing plus you had a mishap of some kind. Use Fate Questions or the Meaning Tables to figure out what happened.

Consuming 1 days worth of supplies removes the Fatigue condition.



NIGHT TRAVEL

When exploring the interior of Kitra you can use the map on page 15 and it's distance scale at the bottom of the page. Those distances assume you are traveling during the day and camping at night.

Most explorers moving through the jungle stop when the sun goes down. They make camp, light a fire, and rest. Traveling through the jungle is arduous and resting for the night is essential. Also, it's very dangerous to travel in the dark. Visibility is poor even during the day and at night you can barely see your hand in front of your face.

If a Player Character chooses to travel at night consider their travel speed to be 1/3 that of the day. Also, ask the Fate Question "Does a mishap happen?" Night travelling mishaps can include things like falling down a hillside you didn't notice or getting attacked by a leopard.

Discovering left-behinds is a chance to scavenge supplies or to learn something.

You're searching the jungle for an escaped fugitive. You find a body that appears to have been run through with a sword. This may be a sign that the fugitive committed this murder and may not be far away.

Caverns

Ages of volcanic activity on the island have riddled it with caverns created by lava flows that cooled and hardened with time. Entrances to such caverns are often found within the dense jungle. Prospectors search for these caverns in hopes of finding deposits of calthite deep within.

Of course caverns also make good homes for jungle creatures, places for pirates to hide their treasure, and all manner of other strangeness to lurk. While Kitra's jungles are dangerous its

caverns are doubly so.

There is one Region Sheet provided for Caverns. It should be duplicated and a fresh one used for each separate cavern to create a new, unique environment.

Kitra's caverns give you a chance to move your wilderness exploration adventure into a dungeon delving scenario. The number of possible caverns on Kitra is limitless.

Below are descriptions of the custom Elements you might roll on the Caverns Region Sheet. Also refer to Characters Of Kitra on page 19.

WAY OUT

The cavern you're exploring continues but you also see an exit here.

Your Player Character is walking along a cave tunnel when they see a shaft of sunlight from above. There is a hole clogged with vegetation. With some scrambling you could probably squeeze through it if you wanted to leave the cavern.

A Way Out gives your Character an additional Exit from the cavern.

SIDE TUNNEL

Joining one Area to the next using the Location Crafter is abstracted using your assumptions and expectations. It's assumed your Character is making choices about which way to go as they proceed from one Area to the next.

Generating Side Tunnel as a Location means there is definitely another way to go in this Location. This spot is an intersection of some kind.

UNDERGROUND RIVER

This Location includes an underground river. It could be a trickling stream or a raging torrent. Maybe the cavern continues alongside it or maybe you have to pass across the river to get to the other side.

KITRA REGION SHEET

REGION: CAVERNS

LOCATIONS	ENCOUNTERS	OBJECTS
1 Expected	1 None	1 None
2 Expected	2 None	2 None
3 Expected	3 None	3 None
4 Expected	4 None	4 Random
5 Expected	5 Random	5 Left-behinds
6 Way out	6 Animal	6 None
7 Expected	7 None	7 Expected
8 Side tunnel	8 None	8 Shroom Poms
9 Special	9 Special	9 None
10 Underground river	10 Corpse Crown	10 Markings
11 Random	11 Random	11 Random
12 Massive natural chamber	12 Drop	12 None
13 Expected	13 None	13 None
14 Side tunnel	14 Prospector	14 Random
15 Special	15 None	15 Expected
16 Lava flow	16 Cave-in	16 Left-behinds
17 Random	17 Random	17 Special
18 Way out	18 Steam vent	18 Calthite
19 Complete	19 Special	19 None
20 Expected	20 Azure Vision	20 Pirate treasure

PROGRESS POINTS

PROGRESS POINTS

PROGRESS POINTS

Ask Fate Questions to determine these factors about the river.

If a Character gets swept down a fast moving river consider it as moving to another Area. If you are mapping this Region place the Character some distance from the point they met the river and generate a new Area to represent where they come to rest.

LAVA FLOW

This Area contains active, boiling lava. It may be bubbling from pools on the ground or it could be a slow flowing river of lava. Use Fate Questions to determine the nature of the lava flow.

Needless to say this Area will be very warm. The lava itself also poses a danger if your Character has to cross it or go near it.

MASSIVE NATURAL CHAMBER

Most portions of a Cavern are considered to be tunnels that are about your Character's height. Encountering a Massive Natural Chamber means they have entered a large, hollowed out pocket in the cavern. This should be played as an enormous space probably adorned with mineral formations like stalactites.

When continuing from this Area it's assumed your Character found a cave opening leaving the chamber which continues on through the cavern system.

CORPSE CROWN

Corpse Crown is described on page 28. You can also find the Corpse Crown Infestation Table on that page.

When encountering Corpse Crown in a cavern it's more likely that it's growing along the surface of rocks than an active, animated dead creature. Ask the Fate Question "Is this an animated creature?" with Odds of Very Unlikely.

A Yes means you have encountered a lone, animated Corpse Crown creature. Roll on the Corpse Crown Infestation Table to see what it is. If you roll a group of creatures ignore the additional results and treat it as just one creature.

An Exceptional Yes means you've encountered two Corpse Crown creatures. Roll on the Corpse Crown Infestation Table and consider two of them encountered. Ignore any further rolls indicated.

A No means you have encountered the fungus growing along rock. Exceptional No means you've found a large amount of the fungus growing on rock.

AZURE VISION

There is a mysterious blue mineral sometimes found deep in Kitra's caverns. Steam vents can convert the mineral into a blue mist. If Azure Vision is rolled as an Encounter then your Character enters a Location where this mist is prevalent. Breathing the mist can cause hallucinations.

Use Fate Questions to



determine how this Encounter unfolds. If your Character has hallucinations and you determine that this involves a vision roll on the Kitra Elements Meaning Table for inspiration on what they experience.

Azure Visions don't last long. Once a Character is beyond the mist the effects fade quickly.

DROP

Kitra's caverns were carved through volcanic activity. Not all of the surfaces are as secure as they look. When you roll a Drop as an Encounter it means the floor beneath your Character gives way and drops them to another cavern below.

Ask Fate Questions to determine how harmful the fall is.

Drops usually happen because one cavern system is close to another. If your Character falls through the floor they may not be able to continue in the cavern system they had just been in but can continue exploring through the new cave they find. This is all still treated as the same Region, however.

PROSPECTOR

Prospectors are described on page 24.

A prospector discovered inside a cavern is probably looking for calthite deposits or is actively mining it. They are likely to be more paranoid than ever of strangers. You can ask Fate Questions to see what they are doing when encountered.



CORPSE CROWN ADVENTURES

There are a couple of adventure seeds in the Getting To Kitra tables that involve Corpse Crown, including locating a large source of it to destroy.

When playing one of those kinds of adventures discovering Corpse Crown in a cavern may mean you found the source you are looking for. You can either assume that discovery of the fungus means you have met your goal or you can phrase it as a Fate Question such as "Is this the source I was looking for?"

Also, Corpse Crown allows for the possibility of hosting a zombie apocalypse style adventure on Kitra. An exciting adventure could be created around the idea of a Corpse Crown infestation gone out of control. With hundreds of infected animals and people wandering the island Kitra would become a very different adventure location.

You could simulate this kind of adventure by starting off normally, generating a goal through the Getting To Kitra Tables, and waiting until your Character is deep in the jungle. Then you can change it up and spring the Corpse Crown apocalypse. Stuck deep in the jungle, midway through whatever goal they were pursuing, now your Character has a whole other problem on their hands.

If you'd like to include a major outbreak in your adventure and want to randomize it you can use the Keyed Scene table below.

KEYED SCENE	Corpse Crown Calypse
EVENT	<p>A major outbreak of Corpse Crown takes place. It's been building for the past 24 hours but your Character becomes aware of it now with the presence of infested creatures.</p> <p>Every Scene after this ask the Fate Question "Are there infected creatures in this Scene?"</p>
TRIGGER	<p>When your Character is in a location that is difficult to get out of, such as deep in the jungle or in a cavern, roll 1-5 on a d10.</p>

CAVE-IN

Just like a Drop will cause the ground beneath your Character to crumble sometimes the ceilings also cave in. If you roll a Cave-In as an Encounter then the passage of your Character through the corridor has disturbed some delicate balance and a portion of the ceiling falls. This may cause harm to your Character or block their return path. Ask Fate Questions to determine the nature of the Cave-In.

STEAM VENT

When underground rivers meet lava you get hot water and steam. If you roll an Encounter of a Steam Vent then your Location has holes in the ground where jets of hot steam shoot up periodically. This can be dangerous as the steam will burn with contact.

Ask Fate Questions to determine the nature of the vents.



An Azure Vision can be used as a way to move the narrative of your adventure forward by giving your Character a clue to help toward a Thread.

LEFT-BEHINDS

This is the same as Left-Behinds found in the jungle on page 47.

SHROOM POMES

Shroom Poms are an edible mushroom that can be found in Kitra caverns. They are round, like apples, and generally grow high on the walls. They can be plucked and eaten directly.

If you are using the Supplies & Fatigue rules you can consider discovering Shroom Poms as acquiring 1 day worth of supplies.

MARKINGS

You've discovered markings on the cavern walls. This could be animal marks made by claws, cave paintings drawn by a Dweller or cultist, or just about anything else.

To determine the nature of the Markings ask the Fate Question "Are these animal markings?"

Yes means they are clearly made by an animal. You can ask Fate Questions or consult Meaning Tables to determine exactly what the Markings are.

An Exceptional Yes means the same as above plus the animal is near. This is likely an animal lair.

A No means the markings are man-made. Ask Fate Questions or consult Meaning Tables to determine what you find.

An Exceptional No means the same as No except whoever made the Markings is nearby.

CALTHITE

You've discovered calthite, the ore every prospector on the island is searching for. It looks like a dull gray metal often seen in strips against cavern walls. The metal is soft to the touch, much like gold, and can easily be chipped away with a pick-axe.

Discovering calthite in a cavern can mean you've come across a trace of it or this may

be a sign of a major deposit. Most likely your Character won't have the tools or time to mine it now although they may be able to collect enough to fetch a fair amount of money from a trader in Port Karro.

A Player Character could mark the location on their map then return to Port Karro to try and assemble an expedition back to the site. They can file a claim with Governor Gold's office and attempt to make a fortune. Or they could try and sell the information to a mining consortium.

The discovery of calthite gives your Character the opportunity to either shrug and pass it by or try and make something of it. Going the second route could create entire adventures of its own.

PIRATE TREASURE

Pirates have been hiding their loot in Kitra for decades. Deep within caverns is their favorite location. If you generate Pirate Treasure as an Object then you have stumbled across one of these hordes.

Ask Fate Questions and check Meaning Tables to determine the nature of the find. It may be nothing more than a box with a few gems in it or it could be a substantial haul of gold and wealth.

The larger the treasure the greater the chance that it's trapped in some way. When picking through a treasure find ask the Fate Question "Is a trap triggered?" Make the Odds higher the more valuable the treasure is. Use Fate Questions and Meaning Tables to determine the nature of a trap.

LOCATION CRAFTING

This section summarizes content from The Location Crafter, with a few modifications from Mythic Magazine #2, necessary for using the system detailed in this chapter.

The Location Crafter is a role-playing aid to help construct and explore places randomly, as you play, with a minimum of fuss.

As with Mythic this system relies on Players using interpretation to take the information generated and turn it into something meaningful. If you need more detail or clarification about an Area you can help shape it with Mythic Fate Questions or by using the Description and Action Meaning Tables (which can be found at the back of this issue).

A few terms to know:

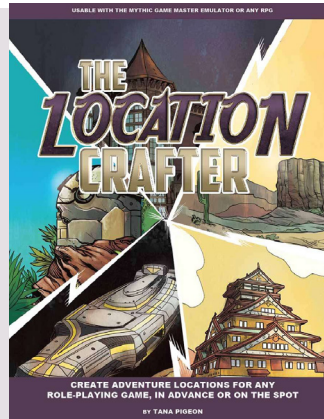
REGION

Regions are the total area that is being explored. This is the dungeon, the island, the villain's lair, the haunted mansion ... wherever it is that the Characters have found themselves.

Regions can be any locale of any size. For instance, your Region could be a hotel room where a murder took place or it could be an entire planet that your exploratory starship has run across. The size of the Region doesn't matter, the process is the same.

AREA

Each discrete location where exploration takes place in a Region, an Area, is generated separately. This is a change in terminology from The Location Crafter to avoid confusion with how the word "Scene" is used with Mythic.



CATEGORIES

Each Area is described based on three Categories: Locations, Encounters, and Objects. Lists of Elements are recorded for each Category and rolled against to give you the details you need to interpret what that Area is and what is in it.

LOCATIONS

This Category describes the physical locale of the Area. For instance, the chambers and halls of a dungeon or the rooms and breezeways of an apartment building. These are the specific places your Characters will find themselves in as they explore the Region.

Examples of Location Elements might include: hallway, bedroom, swimming pool, command center, elevator, meadow, laboratory, cave, street.

ENCOUNTERS

The Encounters Category usually means people or creatures that the Characters can interact with. This can also include non-living things such as traps or devices. The key here is that Encounters are elements within the Location that the Characters will have to deal with and will likely form the most active portions of each Area.

Examples of Encounter Elements might include:

enemy agent, orc, robot, super villain, henchman, pit trap, innocent bystander, intruder, ghost.

OBJECTS

Objects are Category Elements that Characters can run across that might be of interest to them. They can be mundane or important.

Examples of Object Elements might include: gun, sword, chest, key, chain saw, book, boulder, meteor.

Elements

Each Area of a Region will require a specific Element from each of the three Categories to place in that Area. You combine the Elements from the three Categories (Locations, Encounters, and Objects) to give each Area its own flavor.

When the Elements from each Category are combined, along with considering what has already occurred in the adventure and your expectations and interpretations, you will find the Region taking on a life of its own as the Characters explore.

Elements include:

CUSTOM

These are specific Elements unique to the Region such as the basement in a house or creatures in a dungeon. You won't see the word "Custom" on any of the Lists, instead you will see what that Custom Element is, like "Bats," "Attic," "Holy sword", etc.

EXPECTED

This Category Element represents the mundane in your Region. As your Character enters a Region and explores you will have expectations of what you will find: dark hallways in a dungeon, tangles of vines in a forest, enemy henchman patrolling a villain's lair.

A Category result of "Expected" produces just that, what you most expect for that Category.

NONE

A Category Element of None means there is no Element for that Category in the Area. This would come into use with the Encounters and Objects Categories since you can't have a None Location.

SPECIAL

The Special Element necessitates a roll on the Special Element Table (found at the back of this book) which will provide instructions on what to do. This can result in alterations to the Category List, special events, and other unexpected twists.

RANDOM

When a roll on a Category list generates a Random Element roll twice on the appropriate column of the Random Elements Descriptors Table (found at the back of this book). Please note that this is a change from the original Location Crafter which uses the Actions and Descriptions Meaning Tables.

The answers you receive on the tables are interpreted based on what you already know of the Region, the Context of the adventure, what you expect, and what springs to mind.

COMPLETE

The Complete Element is only found in the Location Category. Complete indicates that all Areas of interest in the Region have been discovered. When Complete is rolled treat it as an Expected Location for this Area but there are no further significant Areas to find beyond this one; the Region is done.

If there are any unexplored places in the Region that the Character is aware of further exploration

of those Areas will only produce automatic Expected results for all Categories.

UNIQUES

Some Elements listed under a Category may be of a special, unique nature. Once a Unique Element has been discovered by the Character, and it cannot be discovered again, consider crossing that Element off the Category List. Elements on a Category List labeled with a “U” are Unique.

For instance if the Unique Element is a Location the Character will only encounter it once (unless they go back to it later intentionally), so off it goes. However if it's a villain and he escapes the encounter you may decide that since he is still on the loose he may be encountered yet again later.

Exploring

Exploring a Region is a process of generating one Area and its contents at a time. Characters enter an Area, you use the Category Lists to randomly determine the characteristics of the Area, then the Character moves on to the next Area.

To generate a new Area in the Region (including the first one) roll 1d6 for each Category and count down the Category list by the number you rolled. That is the Element you use. If there are any crossed out Elements on the List skip over them.

Use your expectations and interpretation to combine the Elements into a meaningful whole. You should remain true to the results rolled but also embellish as much detail as makes sense given what you know.

Ask Fate Questions to provide more detail or roll on the Meaning Tables.

The First Area

The first Area Player Characters enter for a Region should be considered its start point and contains an exit to the outside world. Until further exploration reveals additional exits from a Region it is assumed that the starting Area is the only known entrance/exit.

Delving Deeper

Each time your Character enters a new Area and you roll on a Category List record a hash mark on a piece of paper for that Category List. These are Progress Points, each Category List has its own. They all begin at zero for a new Region.

As new Areas are explored and you roll on the Category Lists add that Category's Progress Points to the 1d6 roll. The modified total is used to count down the List.

If the modified total takes you beyond the current List of Elements in that Category (for instance you have 8 Elements in the List but the 1d6 roll plus Progress Points is 10) then the result is considered Expected. Also, reduce that Category Lists' Progress Points by 5 points.

Continue to generate Areas one at a time until the Complete Location Element is rolled or the Player Character stops exploring.

Connectors

What exists between one Area and the next is abstracted by The Location Crafter. Determine these Connectors as you go following your expectations.

If your Player Character is in a room and wants to move to another Area, decide what makes the most sense about what lays between those two Areas. Maybe it's a doorway or a hallway.

Mapping

Exploring from Area to Area is a random process of discovery. Although the generation of Areas is random their placement in relation to each other is for you to decide based on your expectations.

It may be easier to conceptualize a developing Region by mapping it out as you explore. This way Areas can be shown in relation to other Areas and Connectors can be developed that make the most sense. This may also help you determine when one Area links up with a previously discovered Area if it makes sense that they are connected.

Going Back

The Location Crafter is designed to explore a Region. Each new Area of a Region is generated randomly. However, your Player Character can always go back to previously discovered Areas. There is no need to roll on the Category Lists when entering an already discovered Area. Once discovered it is now a known part of the Region and should be treated like any other known location in your Mythic Adventure. Rolling randomly on the Region Sheet is only for generating new, previously unexplored, Areas.

PLEASE FIND THE SPECIAL ELEMENTS TABLE,
THE RANDOM ELEMENTS DESCRIPTOR TABLE, AND
THE MEANING TABLES ON THE NEXT FEW PAGES.

RANDOM ELEMENT DESCRIPTORS TABLE

1D100	LOCATIONS	ENCOUNTERS	OBJECTS	1D100	LOCATIONS	ENCOUNTERS	OBJECTS
1	Abandoned	Abnormal	Amusing	51	Odd	Odd	Odd
2	Amusing	Aggressive	Ancient	52	Official	Official	Official
3	Ancient	Angry	Aromatic	53	Peaceful	Peaceful	Small
4	Aromatic	Anxious	Average	54	Small	Playful	Smelly
5	Beautiful	Beautiful	Beautiful	55	Positive	Positive	Positive
6	Bleak	Average	Bizarre	56	Reassuring	Powerful	Powerful
7	Average	Bold	Classy	57	Quaint	Exotic	Smooth
8	Bizarre	Busy	Colorful	58	Quiet	Familiar	Valuable
9	Calm	Calm	Creepy	59	Ruined	Slow	Warm
10	Classy	Careless	Cute	60	Rustic	Horrible	Soft
11	Clean	Cautious	Damaged	61	Simple	Swift	Watery
12	Colorful	Cheerful	Delicate	62	Threatening	Threatening	Threatening
13	Creepy	Combative	Disgusting	63	Smelly	Violent	Weapon
14	Cold	Bizarre	Cold	64	Tranquil	Wild	Useful
15	Cute	Crazy	Empty	65	Warm	Important	Clothing
16	Damaged	Curious	Enormous	66	Watery	Lonely	Travel
17	Dangerous	Dangerous	Dangerous	67	Negative	Mighty	Tool
18	Dark	Defiant	Exotic	68	Enclosed	Military	Negative
19	Dirty	Classy	Deliberate	69	Domestic	Mundane	Communication
20	Delightful	Delightful	Delightful	70	New	Powerful	Food
21	Drab	Creepy	Faded	71	Open	Reassuring	Domestic
22	Disgusting	Energetic	Familiar	72	Safe	Small	Artistic
23	Enormous	Enormous	Enormous	73	Expected	Smelly	Expected
24	Dry	Excited	Fancy	74	Unexpected	Strong	Unexpected
25	Empty	Fearful	Hard	75	Strange	Watery	Strange
26	Enormous	Ferocious	Heavy	76	Active	Weak	Resource
27	Exotic	Foolish	Horrible	77	Inactive	Ambush	Fuel
28	Fortunate	Fortunate	Fortunate	78	Harmful	Harmful	Harmful
29	Familiar	Frantic	Important	79	Primitive	Trap	Energy
30	Frightening	Frightening	Frightening	80	Protection	Friend	Multiple
31	Full	Cute	Large	81	Unusual	Foe	Single
32	Fancy	Generous	Lethal	82	Bright	Negative	Unusual
33	Festive	Gentle	Magnificent	83	Ornate	Evil	Bright
34	Harsh	Glad	Military	84	Atmosphere	Animal	Ornate
35	Horrible	Graceful	Modern	85	Sounds	Expected	Broken
36	Important	Happy	Extravagant	86	Resourceful	Unexpected	Liquid
37	Helpful	Helpful	Helpful	87	Purposeful	Strange	Personal
38	Lavish	Helpless	Mundane	88	Personal	Armed	Intriguing
39	Magnificent	Innocent	Natural	89	Exclusive	Active	Active
40	Intense	Intense	Powerful	90	Intriguing	Inactive	Inactive
41	Messy	Lazy	Rare	91	Echo	Multiple	Garbage
42	Military	Defeated	Light	92	Unsteady	Single	Useless
43	Loud	Loud	Loud	93	Moving	Primitive	Primitive
44	Modern	Loyal	Reassuring	94	Cluttered	Unusual	Desired
45	Majestic	Majestic	Majestic	95	Storage	Fast	Healing
46	Meaningful	Disgusting	Meaningful	96	Confusing	Hidden	Hidden
47	Extravagant	Enormous	Mechanical	97	Lonely	Natural	Prized
48	Mundane	Miserable	Ruined	98	Long	Quiet	Flora
49	Mysterious	Mysterious	Mysterious	99	Tall	Unnatural	Moving
50	Natural	Feeble	New	100	Artistic	Resourceful	Confusing

SPECIAL ELEMENTS TABLE

When a Special Element is generated in a Category, roll 1d100 on the table below and apply it to that Category as the Element for the current Area. If the table requires you to make additional rolls in a Category list do not count that toward the Progress Points for that Category.

1-5 • SUPERSIZE: Roll in the Category again (if you get Special treat it as Expected). Whatever Element is generated make it more than what is expected. Take the Element up to the next level. For instance if the Category is Locations and the Element generated is “pool,” where you originally may have envisioned this as a pond you now treat it as a lake.

6-10 • BARELY THERE: Roll in the Category again (if you get Special treat it as Expected). Whatever Element is generated minimize it as much as possible. Whatever you would have described to represent this Element take it down a notch or two. If it’s an Encounter, such as an enemy, maybe it is wounded or of a lesser nature than usual. If it’s a Location maybe it is badly in need of repair or is unusually small.

11-15 • REMOVE ELEMENT: Roll in the Category again (if you get Special treat it as Expected) and cross that Element out removing it from the Category list. You will still use that Element for this Area but the Category List has now been altered for future rolls. If the Element is Unique then treat this result as Expected instead.

16-25 • ADD ELEMENT: Add a new Element to this Category at the end of the List. Generate the new Element by treating it like a Random Element and rolling for a description of it on the Random Element Descriptors Table. The new Element is added to the end of the Category List and is treated as though it was rolled for this Area. This is identical to a Random Element Special result (see below) except that the Element generated is added to the Category List to possibly be encountered again later.

26-30 • THIS IS BAD: Roll in the Category again (if you get Special treat it as Expected). Whatever you get it is bad for the Player Character. For instance if it’s an Encounter it is probably something that is harmful. If it’s a Location maybe the place is dangerous. If it’s an Object maybe it’s unstable and about to explode. It could be finding an otherwise

useful Object that is broken. Go with a modification to the Element that seems the most obvious or roll twice on the Random Elements Descriptors Table for inspiration.

31-35 • THIS IS GOOD: Roll in the Category again (if you get Special treat it as Expected). Whatever you get it is something good for the Player Character. Whether it’s a Location, Encounter, or Object, it is an Element that will be helpful or useful. Go with a modification to the Element that seems most obvious or roll twice on the Random Elements Descriptors Table for inspiration.

36-50 • MULTI-ELEMENT: Roll twice on this Category list (if you get Special Element treat it as Expected) and include both of them in the Area. For instance if the Category is Location and the Elements are “pool” and “stony chamber” maybe this is a chamber with an ornate fountain in it.

51-60 • EXIT HERE: This Area, in addition to whatever else it contains, also holds an exit from the Region if this is possible. Maybe it’s a back door out of the mansion or a hole in the cave wall. If this result makes no sense given the current Context of the adventure then ignore it and treat this as an Expected Element.

61-70 • RETURN: Whatever else this Area contains it also has access to another previously encountered Area. This is only possible if that other Area had a way to reach this one. If this result makes no sense ignore it and treat this as Expected.

71-75 • GOING DEEPER: Instead of adding one Progress Point for this Category add three. Otherwise treat this result as Expected.

76-80 • COMMON GROUND: Eliminate three Progress Points for this Category (don’t record this occurrence and eliminate two more). Otherwise treat this result as Expected.

81-100 • RANDOM ELEMENT: Treat this Special Element like a normal Random Element.

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

MEANING TABLES: ELEMENTS

CHARACTER IDENTITY

1:	Abandoned	51:	Investigator
2:	Administrator	52:	Judge
3:	Adventurous	53:	Killer
4:	Adversary	54:	Laborer
5:	Advisor	55:	Lackey
6:	Ally	56:	Law
7:	Art	57:	Leader
8:	Artist	58:	Legal
9:	Assistant	59:	Mechanical
10:	Athlete	60:	Mediator
11:	Bureaucrat	61:	Merchant
12:	Business	62:	Messenger
13:	Combatant	63:	Military
14:	Competitor	64:	Mundane
15:	Controller	65:	Mystery
16:	Crafter	66:	Official
17:	Creator	67:	Organizer
18:	Criminal	68:	Outsider
19:	Deceiver	69:	Performer
20:	Deliverer	70:	Persecutor
21:	Dependent	71:	Planner
22:	Driver/Pilot	72:	Pleaser
23:	Elite	73:	Power
24:	Enemy	74:	Professional
25:	Enforcement	75:	Protector
26:	Enforcer	76:	Public
27:	Engineer	77:	Punish
28:	Entertainer	78:	Radical
29:	Executive	79:	Religious
30:	Exotic	80:	Representative
31:	Expert	81:	Rogue
32:	Explorer	82:	Ruler
33:	Family	83:	Scholar
34:	Farmer	84:	Scientist
35:	Fighter	85:	Scout
36:	Fixer	86:	Servant
37:	Foreigner	87:	Socialite
38:	Friend	88:	Soldier
39:	Gambler	89:	Student
40:	Gatherer	90:	Subverter
41:	Guard	91:	Supporter
42:	Guardian	92:	Survivor
43:	Healer	93:	Teacher
44:	Helpless	94:	Thief
45:	Hero	95:	Thug
46:	Hunter	96:	Trader
47:	Information	97:	Victim
48:	Innocent	98:	Villain
49:	Inspector	99:	Wanderer
50:	Intellectual	100:	Warrior

CHARACTER PERSONALITY

1:	Active	51:	Humorous
2:	Adventurous	52:	Inconsistent
3:	Aggressive	53:	Independent
4:	Agreeable	54:	Interesting
5:	Ambitious	55:	Intolerant
6:	Amusing	56:	Irresponsible
7:	Angry	57:	Knowledgable
8:	Annoying	58:	Larcenous
9:	Anxious	59:	Leader
10:	Arrogant	60:	Likable
11:	Average	61:	Loyal
12:	Awkward	62:	Manipulative
13:	Bad	63:	Mercurial
14:	Bitter	64:	Naive
15:	Bold	65:	Nervous
16:	Brave	66:	Oblivious
17:	Calm	67:	Obstinate
18:	Careful	68:	Optimistic
19:	Careless	69:	Perceptive
20:	Classy	70:	Perfectionist
21:	Cold	71:	Practical
22:	Collector	72:	Prepared
23:	Committed	73:	Principled
24:	Competitive	74:	Protect
25:	Confident	75:	Quiet
26:	Control	76:	Quirky
27:	Crazy	77:	Rash
28:	Creative	78:	Rational
29:	Crude	79:	Respectful
30:	Curious	80:	Responsible
31:	Deceptive	81:	Restless
32:	Determined	82:	Risk
33:	Devoted	83:	Rude
34:	Dull	84:	Savvy
35:	Emotion	85:	Searching
36:	Empathetic	86:	Selfish
37:	Exotic	87:	Selfless
38:	Fair	88:	Shallow
39:	Fastidious	89:	Social
40:	Follower	90:	Strange
41:	Foolish	91:	Strong
42:	Friendly	92:	Studious
43:	Good	93:	Superstitious
44:	Gourmet	94:	Tolerant
45:	Greed	95:	Vindictive
46:	Haunted	96:	Vocal
47:	Helpful	97:	Wary
48:	Honest	98:	Weak
49:	Honor	99:	Wild
50:	Humble	100:	Wise

CHARACTER CONVERSATIONS

1:	Abuse	51:	Ideas
2:	Advice	52:	Inform
3:	Aggressive	53:	Innocent
4:	Agree	54:	Inquire
5:	Amusing	55:	Intense
6:	Angry	56:	Interesting
7:	Anxious	57:	Intolerance
8:	Assist	58:	Irritating
9:	Awkward	59:	Joyful
10:	Betray	60:	Judgmental
11:	Bizarre	61:	Juvenile
12:	Bleak	62:	Kind
13:	Bold	63:	Leadership
14:	Business	64:	Lie
15:	Calm	65:	Loud
16:	Careful	66:	Loving
17:	Careless	67:	Loyal
18:	Cautious	68:	Macabre
19:	Cheerful	69:	Mature
20:	Classy	70:	Meaningful
21:	Cold	71:	Miserable
22:	Colorful	72:	Mistrust
23:	Combative	73:	Mocking
24:	Crazy	74:	Mundane
25:	Creepy	75:	Mysterious
26:	Curious	76:	News
27:	Defiant	77:	Nice
28:	Delightful	78:	Normal
29:	Disagreeable	79:	Odd
30:	Dispute	80:	Offensive
31:	Efficient	81:	Official
32:	Energetic	82:	Oppose
33:	Enthusiastic	83:	Peace
34:	Excited	84:	Plans
35:	Fearful	85:	Playful
36:	Fierce	86:	Polite
37:	Foolish	87:	Positive
38:	Frantic	88:	Praise
39:	Frightening	89:	Quarrelsome
40:	Generous	90:	Quiet
41:	Gentle	91:	Reassuring
42:	Glad	92:	Refuse
43:	Grateful	93:	Rude
44:	Haggle	94:	Rumor
45:	Happy	95:	Simple
46:	Harsh	96:	Threatening
47:	Hasty	97:	Truce
48:	Helpful	98:	Trust
49:	Helpless	99:	Warm
50:	Hopeless	100:	Wild

NPC STATISTICS	
FATE QUESTION RESULT	"DOES THE NPC HAVE A STATISTIC VALUE OF X?"
YES	The value is what you expected.
EXCEPTIONAL YES	The value is a little higher than you expected. Take it up one step, or about 10%.
NO	The value is a little lower than you expected. Take it down one step, or about 10%.
EXCEPTIONAL NO	The value is higher or lower than you expected by 2 or 3 steps, or about 25%. Use your judgement on which direction makes the most sense, given the NPC and the context.

KITRA ELEMENTS MEANING TABLE	
1: Abandoned	51: Leadership
2: Activity	52: Leopards
3: Adventure	53: Less
4: Adversity	54: Lethal
5: Advice	55: Lies
6: Aggressive	56: Loss
7: Allies	57: Loud
8: Ambush	58: Message
9: Anger	59: Mining
10: Animals	60: Misfortune
11: Antagonize	61: Mistrust
12: Arrive	62: Mysterious
13: Assistance	63: Nature
14: Attainment	64: Normal
15: Attention	65: Official
16: Attract	66: Oppose
17: Azure Dreamer	67: Path
18: Befriend	68: Peace
19: Betray	69: People
20: Bizarre	70: Pirate
21: Block	71: Plans
22: Bold	72: Port Karro
23: Business	73: Possessions
24: Calthite	74: Pursue
25: Communicate	75: Recruit
26: Competition	76: Release
27: Conflict	77: Riches
28: Control	78: River
29: Corpse Crown	79: Ruin
30: Crime	80: Secrets
31: Damaged	81: Sirius Monroe
32: Danger	82: Strange
33: Disruption	83: Struggle
34: Enemies	84: Supplies
35: Environment	85: Take
36: Failure	86: Tension
37: Fame	87: The Lumberer
38: Fear	88: Threatening
39: Ferocious	89: Travel
40: Fight	90: Treasure
41: Frightening	91: Triumph
42: Goals	92: Trust
43: Haggle	93: Valuable
44: Harm	94: Volcano
45: Helpful	95: Warm
46: Important	96: Water
47: Information	97: Weapons
48: Investment	98: Weather
49: Jungle	99: Wild
50: Large	100: Work

THE THROAT ACTIVITY	
1D10 + each previous activity	RESULT
1-3	Smoke rises from the volcano.
4	A loud explosion is heard across the island.
5-7	A mild earthquake is felt.
8-9	A light but steady dusting of ash falls from the sky.
10	A serious earthquake is felt. There is possible danger of falling structures or landslides.
11-12	A stream of lava pours from the volcano, burning its way through the jungle toward the coast.
13-14	Fiery rocks rain down, causing impact and fire danger.
15+	A loud rumbling is heard across the island as the volcano settles down. Disregard previous activity, resetting the modifier to zero.

KEYED SCENE	The Volcano Is Waking Up.	
EVENT	Roll on the Throat Activity Table. Count each occurrence of this result toward the roll modifier. You can keep track in the Count box below.	
TRIGGER	Roll a d10 at the end of every Scene. A roll of 1 to 5 Triggers the Event in the next Scene.	COUNT

KEYED SCENE	Kitra Is Doomed	
EVENT	The volcano violently explodes, tearing the island apart. If you are still on the island, treat the next Scene as complete chaos with lava flowing, the ground breaking apart, major earthquakes, and mass destruction. By the end of that Scene the island should be completely covered in lava and/or broken apart into the ocean.	
TRIGGER	Roll 15 or more on The Throat Activity Table.	

WHAT IS THE LUMBERER?

D10	RESULT
1-2	The creature is a type of forest elemental, composed of wood and vines and jungle material. It stands 50' tall and is immensely strong and powerful.
3-4	It is a supernatural force that can animate the jungle itself, moving trees and plants. This gives the impression of something massive moving through the trees when it's really the trees themselves moving.
5-6	It's a mad witch that has been living in the jungle for generations. Among her various powers is the ability to project an illusion of herself as a massive and distorted nightmarish creature. It is not as powerful as it looks, however.
7-8	The Lumberer is an ancient god that fell from power thousands of years ago. It has made Kitra its home and seeks to protect the island from the miners who plunder its resources.
9-10	The Lumberer is an alternate manifestation of the Azure Dreamer. Whereas the Dreamer is passive and peaceful, when in The Lumberer form it is dangerous and angry. It appears as a towering dark, humanoid mass with glowing orange eyes. The Lumberer fades in or out of existence with the changing of the sun.

CORPSE CROWN INFESTATION

D100	RESULT
1-7	1 large boa constrictor
8-20	1 tiger
21-33	1 crocodile
34-47	1 tusked boar
47-60	1 humanoid
61-64	1d4 large boa constrictors. Roll again.
65-72	1d4 tigers. Roll again.
73-80	1d4 crocodiles. Roll again.
81-88	1d4 tusked boars. Roll again.
89-100	1d4 humanoids. Roll again.

JUNGLE ANIMALS

D10	RESULT
1-4	Poisonous snake
5	Large boa constrictor
6-8	Hungry tiger
9-10	Aggressive tusked boar





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