MYTHIC MAGAZINE

Solo Setting & World Creation System

Make Your Own Elements Meaning Tables

VOLUME 38

EACH MONTH MYTHIC MAGAZINE PRESENTS NEW RULES AND COMMENTARY ON SOLO ROLE-PLAYING
AND GETTING MORE OUT OF YOUR MYTHIC AND CRAFTER ADVENTURES.
MYTHIC MAGAZINE IS DISTRIBUTED THROUGH PATREON.COM AND DRIVETHRURPG.COM.

MYTHIC MAGAZINE

VOLUME 38

Table Of Contents

Let's Build Some Worlds!

Greetings, and welcome to *Mythic Magazine #38*, the Building Worlds issue! Both articles present systems and ideas for constructing whole adventure worlds from scratch and filling them with customized content.

"Solo Setting & World Creation System" presents a method to generate a brand new setting to adventure in, starting from the initial genre concept. By the end, you will have a world with a distinct feeling and an interesting history.

So now that you're in possession of a bright, shiny new world, you may feel a desire to fill it with custom and unique experiences. "Make Your Own Elements Meaning Tables" can help guide you to building custom tables you can use to Discover Meaning. I think there is an art, and maybe even a bit of a science, to creating an effective table of 100 words that inspire great adventures. This article presents ideas for you to consider when creating your own.

Happy worlds of adventuring!

INTERRUPT

Solutions to problems of Mythic proportions

Solo Setting & World Creation System

One of the things I love most about roleplaying is stepping into new worlds. If you can imagine the place you can go there with your Player Character. Published roleplaying games offer settings and worlds for us to explore and experience, and we can build our own.

Solo roleplaying gives us a great deal of control over our games, but when it comes to the settings we play in we still often use a chosen roleplaying game and the worlds they present. It would be nice to generate the worlds we wander in much like we generate the adventures we experience there.

This article is an attempt at making a system for randomly generating settings and worlds, taking advantage of the unlimited potential to customize our games as solo players. These rules build the world from the ground up, starting from the genre it presents and finishing with a detailed history to bring the place alive. I tried to keep the system simple, so that worlds are easy to generate but leave you with a clear and distinct feeling for what the place is all about.

IN ANOTHER WORLD

This isn't the first issue of *Mythic Magazine* to play with the creation of new worlds. For more universe expanding goodness, check out *Mythic Magazine #15*, "Randomized World Generation". It presents mechanics for randomly generating planets, dimensions, and time eras using Location Crafter rules.

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

MYTHIC MAGAZINE

Virtual Tabletops In Solo Role-Play

Randomized Worlds Generation

VOLUME 15
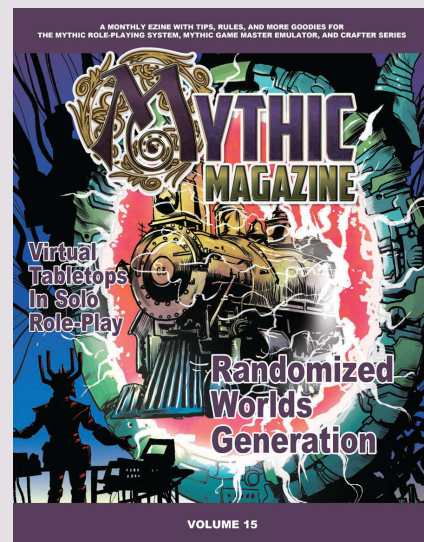
WHAT ARE WE DOING HERE?

Every Player of solo roleplaying approaches their games in their own way, but a lot of us start our adventures knowing very little about what's to come. We have our Player Character and we probably have a chosen roleplaying game we're using. We have Mythic or whichever oracle was selected. Maybe we have ideas about the opening Scene or for elements we'd like to see in the game. That's about it. We proceed from there to procedurally generate the adventure as we go, discovering what those few initial bits of planning lead us to.

What if we rolled that script back even more? Instead of starting with an RPG in mind and a Player Character ready to go, we start with absolutely nothing. We don't even know what the setting or genre is. We have no Player Character, no chosen RPG. We have no idea what the game will be about or where it will take place. We start truly from scratch and see where it goes from there.

We would need to generate a setting and a theme. For instance, we would have to decide if this was going to be a space-faring science fiction game, a magical high fantasy setting, or something else. Will the tone be dark or light? Where does the adventure world itself take place? What's the planet, or the spaceship, or the kingdom like?

We generate this world before we generate our Player Character to play in it or the RPG we plan to use. In fact, randomly generating the setting could help us choose which RPG to play with, selecting one we know that best matches the world we make.

Let's dive into how this might be done!

What are we playing today? Maybe it's pulp style science fiction set in a world of weird technology and aggressive robots. It can be fun not knowing ahead of time the game world we'll play in and generate the details randomly, just like a Mythic adventure.

START WITH THE SETTING

Before we determine where the game world takes place, we need to decide what kind of game we're talking about. A quick glance at the roleplaying game shelf is enough to tell that RPGs run a wide gamut of settings and themes. There are lots of fantasy games where magic is often a thing. There are hard science fiction games, and pulpy sci-fi. There's cosmic horror and zombie horror. There are settings based on television shows and movies. There are dark atmospheres and light atmospheres, cozy settings and humorous settings. I could go on, but you get what I mean.

The game world is where we will actually play our adventure. The cities, kingdoms, and eras our Player Characters will move through. The setting, however, is how that world feels. It determines the emotions that will be created in this world. Coming up with the setting establishes basic parameters that will determine a great deal of the tone of the adventures ahead.

Determine Genre

The most fundamental characteristic of a setting is its genre. These are often the first words you use when describing a game world. It's a "fantasy" game. It's a "cosmic horror" game. It's a "superheroes" game. With just a couple of words, genre tells us a ton of what we need to know about the game world without telling us anything specific at all.

Maybe you already have a genre in mind. I often get inspired to solo roleplay after bingeing a television show. I recently watched a series about criminals and high level espionage and it made me want to play a spy themed adventure. I think a lot of us approach our solo play excited about a genre even before we get into who our Player Character is or what they will be doing.

Genre can be generated randomly. Or, you can use a random table to help adjust a genre you already have in mind. You can use the Adventure Genre Meaning Table to do this. Roll up to three times, combining the Meaning words you get and interpreting them into a genre to play in. If rolling one word is enough to get your imagination

	ADVENTURE GENRE		
1:	Action	**51:**	Medieval
2:	Adventure	**52:**	Mercenary
3:	Agents	**53:**	Military
4:	Aliens	**54:**	Monsters
5:	Animals	**55:**	Mutation
6:	Aquatic	**56:**	Mystery
7:	Classic	**57:**	Nautical
8:	Combat	**58:**	Occult
9:	Commerce	**59:**	Outlaws
10:	Communities	**60:**	Parody
11:	Contemporary	**61:**	Pirates
12:	Corporations	**62:**	Post-Apocalypse
13:	Cosmic	**63:**	Powers
14:	Cozy	**64:**	Prehistoric
15:	Crime	**65:**	Pulp
16:	Cybernetic	**66:**	Quest
17:	Demons	**67:**	Realistic
18:	Derivative	**68:**	Religion
19:	Dinosaurs	**69:**	Robots
20:	Doomed	**70:**	Rural
21:	Dystopian	**71:**	Scary
22:	Escape	**72:**	Scavenging
23:	Espionage	**73:**	School
24:	Exploration	**74:**	Sci-Fi
25:	Factions	**75:**	Ships
26:	Fairytale	**76:**	Small-Town
27:	Fantastical	**77:**	Social
28:	Fantasy	**78:**	Soldiers
29:	Freedom	**79:**	Space
30:	Future	**80:**	Steampunk
31:	Geographic	**81:**	Strange
32:	Ghosts	**82:**	Subterranean
33:	Gods	**83:**	Superhero
34:	Gothic	**84:**	Supernatural
35:	Government	**85:**	Survival
36:	Grim	**86:**	Technology
37:	Gritty	**87:**	Thriller
38:	Heist	**88:**	Time-Travel
39:	Heroic	**89:**	Travel
40:	Historical	**90:**	Undead
41:	Horror	**91:**	Urban
42:	Humorous	**92:**	Vampire
43:	Hybrid	**93:**	Vehicles
44:	Invasion	**94:**	Victorian
45:	Investigative	**95:**	War
46:	Law	**96:**	Weird
47:	Legends	**97:**	Western
48:	Magic	**98:**	Wild
49:	Martial-Arts	**99:**	Worlds
50:	Mecha	**100:**	Zombie

going then you can stop there. However, if you still feel uncertain then roll a second word or even a third word. Likely, by then, you'll have enough to work with.

A Player sits down ready for a solo adventure having absolutely no idea what the game will be about. Rolling on the Adventure Genre table, the first word they get is "Technology". Okay, so tech is a big thing in this game. Maybe they're leaning toward science fiction, or perhaps it's more of a retro technology thing like steampunk.

The Player isn't sure, so they roll another word and get "Factions". Hmm, that's almost sounding like kingdoms or politics. Combining this with "technology" makes the Player think of a cyberpunk setting in the future dominated by mega-corporations. The corporations are "factions" plotting and working against each other.

The Player is liking how this genre is shaping up, and has a pretty clear idea of it. Still, they want one more word to mix it up just a bit more. They roll "Simple".

The Player interprets this to mean that their cyberpunk futuristic setting is going to be fairly black and white: Characters have allies and enemies, and there's not much in between. They're keeping it simple. The corporations are all monolithic and powerful, each at war with the others. There isn't much nuance to them. The Player Character, and most NPCs in the adventure, will work for and represent the interests of a corporation.

The Player is satisfied with this genre. It gives them a clear idea of what the game ahead will be about.

Strike A Tone

Choosing a genre goes a long way to establishing the adventure setting. However, genre alone is fairly generic. The setting may need more seasoning to draw out a unique flavor.

This is where tone comes in. An adventure setting's tone is how the genre feels. For instance, you may be thinking of a fantasy setting. As a genre, "fantasy" will conjure all kinds of tropes in your mind. What you're thinking of is probably a mish-mash of various fantasy games and fiction you've digested and loved.

If you want to hone in on what kind of fantasy this setting will represent, you can determine a tone for it. This will color the genre in a very specific way. For instance, you may decide to go with high fantasy, with lots of magic and heroic characters. Or, maybe you want something grittier, so you choose dark fantasy where the fates of most characters are sealed and the world is always working against you.

Generating the genre may have instantly spawned a tone for it, but if it didn't we can randomize the tone as well. On the next page you'll find the Adventure Tone table. This is the same Adventure Tone Elements Meaning Table found in *Mythic Game Master Emulator Second Edition,* included here for your convenience.

MYTHIC RPG 2E PREVIEW

The setting and world creation rules in this article are inspired by a similar system in the upcoming *Mythic Roleplaying Second Edition.* World creation is combined with Player Character creation because most Mythic games will start from scratch. While the final system that will appear in the second edition when it publishes may differ from the one presented here, it's purpose and spirit will likely be much the same.

ADVENTURE TONE

1:	Action	**51:**	Intellect
2:	Activity	**52:**	Intense
3:	Adventurous	**53:**	Interesting
4:	Adversity	**54:**	Intrigue
5:	Aggressive	**55:**	Lavish
6:	Amusing	**56:**	Legal
7:	Anxious	**57:**	Lethal
8:	Attainment	**58:**	Light
9:	Average	**59:**	Macabre
10:	Bizarre	**60:**	Magnificent
11:	Bleak	**61:**	Majestic
12:	Bold	**62:**	Mature
13:	Busy	**63:**	Meaningful
14:	Calm	**64:**	Mechanical
15:	Cheerful	**65:**	Messy
16:	Colorful	**66:**	Military
17:	Combative	**67:**	Misfortune
18:	Competitive	**68:**	Mistrust
19:	Conflict	**69:**	Modern
20:	Crazy	**70:**	Mundane
21:	Creepy	**71:**	Mystery
22:	Dangerous	**72:**	Natural
23:	Dark	**73:**	Normal
24:	Emotional	**74:**	Odd
25:	Energetic	**75:**	Personal
26:	Epic	**76:**	Physical
27:	Evil	**77:**	Power
28:	Exterior	**78:**	Pursuit
29:	Failure	**79:**	Quaint
30:	Fame	**80:**	Random
31:	Familiar	**81:**	Rare
32:	Fearful	**82:**	Reassuring
33:	Festive	**83:**	Remarkable
34:	Fierce	**84:**	Rough
35:	Fortunate	**85:**	Rustic
36:	Frantic	**86:**	Scary
37:	Fresh	**87:**	Simple
38:	Frightening	**88:**	Slow
39:	Glorious	**89:**	Social
40:	Goals	**90:**	Strange
41:	Hard	**91:**	Strong
42:	Harsh	**92:**	Struggle
43:	Heavy	**93:**	Tension
44:	Historical	**94:**	Travel
45:	Hopeful	**95:**	Trials
46:	Horrible	**96:**	Vengeance
47:	Horror	**97:**	Very
48:	Important	**98:**	Violent
49:	Inquire	**99:**	Warlike
50:	Inspect	**100:**	Wild

Just like with the genre table, roll one to three times on the Adventure Tone table and interpret the words you get.

Our Player creating the cyberpunk game world already has a pretty good idea what the world feels like. It's dystopian, high tech, cybernetic, with a landscape ruled by powerful corporations.

Still, the Player is aware that this vision of the game comes from their expectations about what a dystopian sci-fi environment should be. They want to tilt this vision with an unexpected tone, so they roll on the Adventure Tone Table.

The first word the Player gets is "Amusing". This is definitely not what the Player was expecting, but they think about it a moment. The setting is simple in its definition, with futuristic technology and all-powerful corporations going at each others' throats. How could this also be made "amusing"?

The Player decides that they can lean into the simple themes and exaggerate everything. Agents of the corporations are often decked out in a ton of cyber equipment, making them

WRITING THIS STUFF DOWN

Building worlds is fun, but it can also be a lot of details. To keep it all straight, you can use the "World Creation Sheet" on page 9 (also found in the back).

It has spaces for recording the name you give to your creation, a brief summary of the genre and tone you came up with, space for recording Context Rules (which we'll get to in a moment), and the World History Paths grid (which we'll also get to).

If you have the PDF of this book you can print the page directly from that. If not, you can find this page as a download in the Resources section of the Word Mill Games website at www.wordmillgames.com.

augmented walking tanks. Characters in this world would also be quite unusual personalities; you would have to be to submit to this degree of body alteration. The corporations are headed by colorful and unusual villains.

Basically, the Player is thinking of an over-the-top, "gonzo" cyberpunk setting. The humor in it is how exaggerated everything and everyone is. This should be a very vibrant game world without a dull moment in it. If we can fit a few laughs in along the way so much the better.

ONE CONTEXT TO RULE THEM ALL

Your world is coming along nicely! You have a genre and setting constructed, perhaps even with a tone to give it a twist. This is enough to get started with an adventure, but there's more we can do to make your brand new world really pop.

Mythic relies heavily upon our expectations as Players to determine what happens next, whether it's interpreting a Mythic prompt or deciding for ourselves what the adventure presents to us. Context is what informs our expectations. Context is everything we know about our adventure world, from the genre and setting to important past events and our Player Characters themselves.

What you've created of your new setting and world already serves as Context for the adventure ahead, even though you haven't started a single Scene. For instance, in the example on the previous page, the Player knows the setting is a dystopian cybertech future with exaggerated features and powerful corporations pulling the strings. That's all valuable Context and it will factor when play begins.

For instance, that Context tells us the Player Character will likely be aligned with one

Want to make sure that cybertechnology in your adventure takes a personal toll? Then treat it like a Context Rule and bake it into the fabric of your adventure.

WORLD CREATION SHEET

WORLD NAME

CONTEXT RULES

GENRE

TONE

🌐 **WORLD HISTORY PATHS**

○ START   END ○

1-5 — 1-4

6-10
1-3

○ START   END ○

5-8 — 1-4

9-10
1-2

○ START   END ○

5-8 — 1-4

9-10
1-2

○ START   END ○

5-8 — 1-5

9-10
1-2

○ START   END ○

5-8 — 1-5

6-10
1-3

○ START   END ○

4-7 — 8-10

8-10
1-5

○ START   END ○

3-5 — 8-10

6-7
1-2

○ START   END ○

3-5 — 8-10

6-7
1-2

○ START   END ○

3-5 — 7-10

6-7
1-2

○ START   END ○

3-5 — 7-10

4-6
1-5

○ START   END ○

6-10 — 7-10

○ START   END ○

3-6 — 7-10

○ START   END ○

3-6 — 7-10

○ START   END ○

3-6 — 6-10

○ START   END ○

corporation or another, technology will be exaggerated and over the top, and the adventure will likely be about a mission the PC is assigned on behalf of their corporate overlords.

You may want to take these Context concepts one step further and enshrine them as Context Rules.

Context Rules

A Context Rule is adventure Context that you elevate to a game rule. Treat it like a mechanical element of your RPG or adventure, like any other rule. It's an instruction you can refer to when interpreting Mythic prompts and events.

A Context Rule is a simple statement that helps enforce the tone and feel of your setting. For instance, the Player creating the dystopian future adventure might come up with these Context Rules:

- 🅜 No PC death, just misfortune.
- 🅜 If something can blow up, it probably will.
- 🅜 Cybertechnology comes at a personal cost.

These rules come into play whenever the opportunity arises, such as when interpreting Mythic prompts, considering your expectations, or choosing Expected Scenes.

The Context Rules in the example above mean the Player will interpret results that would end in the Player Character's death to instead mean the PC survives, but something bad happens to them. Maybe an opponent takes them captive instead of finishing them off, for instance. If there's an opportunity for something to explode, it probably will. So when the PC is in a car

CHOOSE AN RPG, OR CHANGE AN RPG

If you follow the guidance in this article you'll likely end up with a specific setting for your adventure, including targeted Context Rules that can change how the adventure plays out.

So how do you apply this to the chosen RPG you're using with Mythic?

I think there are two answers to this …

First, you can generate your setting and world as step one, then find a game that most closely matches it. If it's a fantasy leaning setting then grab your favorite sword and sorcery RPG, if it's a superhero style game then pull a supers game off your shelf.

By using an RPG with a built in setting that closely matches the one you've generated, you won't have to make many changes or feel you have to choose between one genre concept over another. It's also an interesting way to choose which RPG to play next, if you like to randomize things like that (I enjoy doing that, making a game of choosing the game I'm going to play).

But maybe you've already decided on the RPG you want to use, or you have a favorite RPG that you always play. It's the one you know best.

In that case, then I encourage you to change the setting of your chosen RPG as much as you are comfortable with to match the setting you generated. For instance, maybe your superhero RPG is focused on classic "four-color" action but your setting rolls indicate a grittier genre, so you play the game with a more realistic or brutal style. This could be reinforced through Context Rules, such as, "Healing takes twice as long".

You could also decide that the genre and tone you developed applies more to the adventure than the core setting of your game. For instance, if you got something like "Prehistoric" and "Time-travel" on the Genre table and you're playing a fantasy RPG, rather than completely change the setting of the game you may decide it applies only to this adventure. You set it on a remote island "lost in time". This way you can have the setting you rolled contained within the setting of your RPG, without changing a thing.

chase and rolls a spectacular result that means they outpaced the pursuer, maybe instead of the chasing car simply receding from view they slam into a building and explode. The Player wants cybertechnology to take a toll on those using it, in some physical or mental way. This is something they will keep in mind when Characters use technology in the game.

Context Rules are a step beyond the Context that was built when establishing the setting. They reinforce the feeling the Player wants to get from their game. In the example above, the Player wants to encourage over the top action while guaranteeing that their PC can't die. This means they can attempt amazingly daring, and foolhardy, feats that are in the spirit of the setting without immediately ending the adventure when it goes badly for the PC. The emphasis on explosions also reinforces the gonzo, action-packed narrative they want to achieve. Finally, the Player doesn't want all this powerful technology and daring action to occur cost free. They feel it will add interesting roleplaying opportunities to encourage interpretations of Mythic prompts that bring hardship on Characters who utilize body modification technology.

SUGGESTIONS, NOT MANDATES

Context Rules encourage you to think about the setting you've developed and imagine how it should play out during your adventure. It's a simple way to push your adventures in a thematic direction that keeps the setting in the spotlight.

As such, try to think of them as suggestions more than mandates. Yes, they are called "rules" to set them apart from normal Context. They are Context you are deliberately choosing, not something that grew out of an adventure organically. But only use them when they make sense, in your opinion, and in ways that encourage the kind of feeling you want from your adventure.

STEPS TO BUILD A WORLD

GENERATE GENRE

↓

Roll on the Adventure Genre table and interpret the results.

↓

GENERATE TONE

↓

Roll on the Adventure Tone table and interpret the results.

↓

DETERMINE CONTEXT RULES

↓

CREATE WORLD HISTORY PATHS

↓

Identify and interpret World History Paths and Connections.

↓

NAME YOUR WORLD
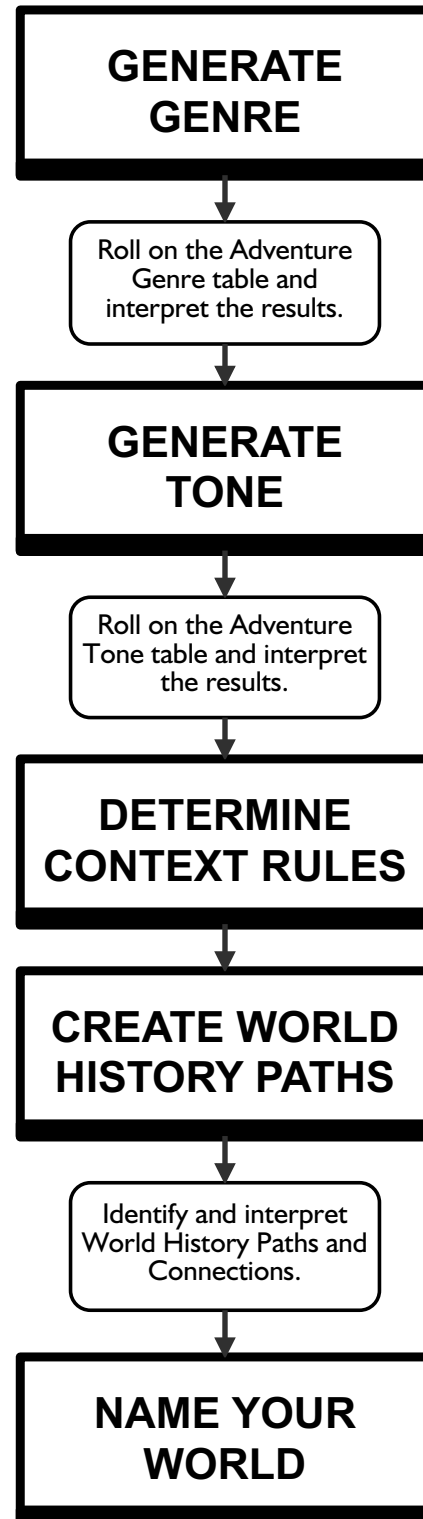
The Player Character, Keesha, is in the repo business in our dystopian sci-fi game. She works for the Tezana Conglomerate to repossess cybertech from customers who have neglected to pay. As you can imagine, those customers are often quite unwilling to have their enhancements removed from their bodies by force. Add to that the fact that most of Tezana's customers are criminals, and Keesha's jobs are often dangerous.

In one Scene, Keesha is pursuing an underworld bodyguard whose boss had been eliminated by a rival. No boss means no funds to pay for his tech. Still, he wants to keep it and Keesha gets into a battle with him when she tracks him down. He's using a modified military pulse rifle to fire at her. The Player gets a Random Event during the Scene that they interpret to mean the rifle malfunctions and won't fire. The Player considers rule #2, "If something can blow up, it probably will," and decides that instead of the weapon simply not firing that it explodes in the NPC's hands.

When Keesha finally restrains the man, Keesha

Context Rules can be put in place to enforce a setting's atmosphere, to make sure things happen that should happen, or that things don't happen that shouldn't. For instance, you could make a Context Rule guaranteeing your Player Character's survival even if Mythic throws something at your PC that's unexpected and deadly.

has a short conversation with him. The Player wants to know why he decided to run instead of returning the technology that he couldn't afford. The Player isn't sure how the man would answer, so they decide to Discover Meaning by rolling on the Character Conversations Meaning Table for inspiration. They roll "Fierce" and "Loving." Normally the Player may have interpreted that to mean that he loves the technology so much that he is fiercely protective of keeping it, even if it means running from Tezana repo specialists. However, the Player considers Context Rule #3, "Cybertechnology comes at a personal cost." They use this to interpret the result a little differently. Not only does the former bodyguard love the power the cyber enhancements give him, but he's addicted to them. He feels dependent on his modifications and will do just about anything to keep them.

In a later Scene, as Keesha is returning the tech she extracted from the guy, she is ambushed by a gang of Tezana rivals. They want to steal the technology she just repoed.

The Player uses Mythic to design the encounter, determining that three armed enforcers on motorcycles attack Keesha's car. The encounter proves to be overwhelming, with die rolls going strongly against the PC. Keesha's vehicle is disabled and the PC is badly wounded. The Player asks, "Do the attackers fire on the car?" Mythic comes back with Exceptional Yes, indicating they really unload on her. Kicking the PC while she's down like this will almost surely result in her death, which would violate rule #1, "No PC death, just misfortune." The Player keeps this Context Rule in mind when interpreting Mythic's Exceptional Yes and interprets it to mean the enforcers fire knockout gas at Keesha's vehicle, causing her to pass out so they can walk away with the technology they attacked her for.

WORLD HISTORY PATHS

You know a lot about this new, growing world. You've built the genre for it, which colors much of what happens. You've given that genre nuance with tone to make it unique. You've come up with Context Rules to help your adventure narrative bend toward the setting.

That's a lot, but there's one more step we can do for this burgeoning universe: give it a story.

I wouldn't call this a necessary step, but it's a fun one and can do a lot to make the world feel active even before Scene #1. We're going to create a history for it, important events in the past that have shaped this setting. You don't have to use any of this information in your own adventure, but it's always there in the background. This can help shape your understanding of the setting world, which is always great for getting that feeling of immersion in your solo games.

To get started, print a copy of the World Creation Sheet. We're going to use the World History Paths, a 5 by 3 grid, in the bottom two-thirds of the sheet.

World History Paths, where the historical magic happens!

Generating Historical Events

Choose one of the boxes in the grid. It doesn't matter which one at the beginning, although it will later in the process. Now, we need to come up with a world historical event to summarize in this box.

We're going to Discover Meaning, just like we would if we wanted to come up with a new detail in a Mythic Scene. Using the Actions Meaning Tables, roll up two words and interpret them into an event for your world.

Whatever you come up with should be in keeping with what you already know about this world — the genre, tone, and Context Rules you've already established. The event should be something of importance, the kind of thing that would help make a setting what it is.

Heading back to our dystopian sci-fi setting where Keesha is a bio-tech repossessor, the Player wants to build a history for it using the World History Paths. Rolling on the Actions Meaning Tables, we get "Deny" and "Danger".

The Player interprets this to mean that in the setting's earlier days, the world was wracked with war and conflict. In an effort to bring order to chaos, world governments turned to powerful corporations for technology to help monitor what people were doing. What could go wrong?!?

The Player writes "Corps given power to monitor people" in a box on the grid. This sounds like a logical, early step in the world's history toward a dystopia.

Creating A History Path

We're going to create another event, but before we can do this we have to roll for which direction on the grid we move. Each grid box has black circles with numbers in them, showing dice ranges

START AND FINISH

History paths tell a story, with one historical event leading to the next. The grid gives us a visual way to tell which events lead to another, and where the paths form. The more paths you build the busier it all gets, however, sometimes making it difficult to discern one path from another.

To tell where a path begins check the "Start" circle in that box. In the last box of the path, check the "End" circle so you know this is the end of that History Path.

You can also circle the entire path, with all its connected boxes, so it stands out more clearly.

You can see an example of what this looks like on the following pages.

for a d10 roll. Some boxes have more circles on them than others, depending on how many boxes they border.

Roll a d10, find which circle corresponds to that number on the box you just filled in with an event, and move in that direction to the box it connects to. We'll put another event in this box, just like we did the first one.

This is the beginning of a History Path, one event leading to another. When interpreting World History events in succeeding boxes, keep in mind the event it came from. That's Context for figuring what happens next. The two events are connected.

The Player rolls a d10 to move on from the first History Event and gets 1. The grid shows this moves up one box.

The Player generates a new History Event by rolling on the Action Meaning Tables and gets "Increase" and "Misfortune."

This is super easy to interpret, considering what came before with "Corps given power to monitor

people." The Player interprets this new event to mean the corporations abused their monitoring power, getting more and more into controlling people's lives.

The Player writes this in the box as "Corps abuse power, controlling peoples' lives."
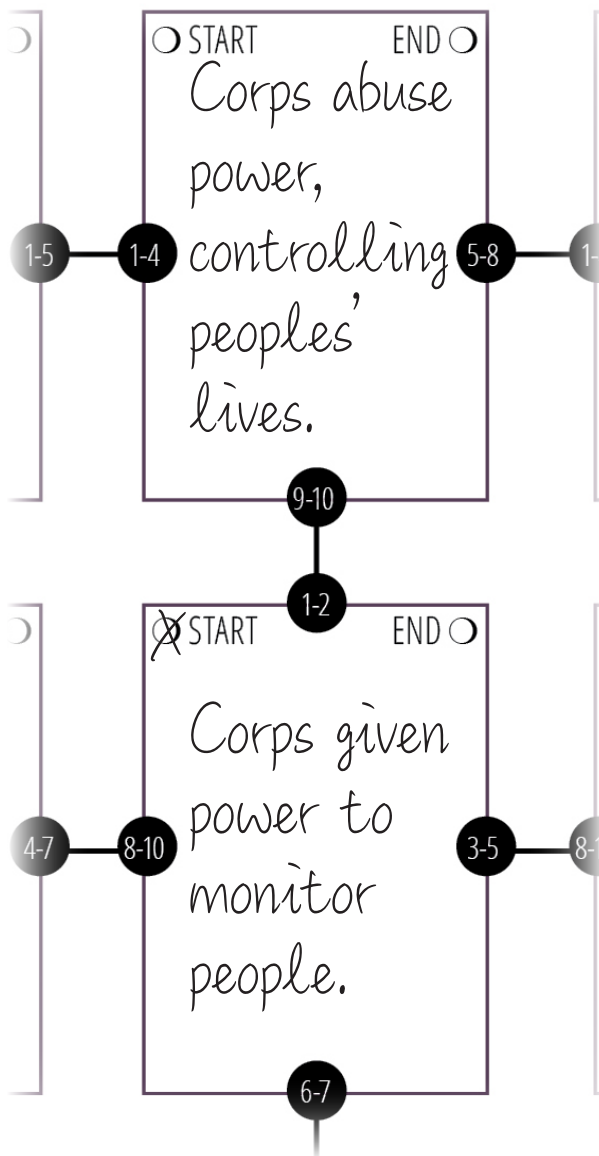
Continue on like this, rolling to move to new boxes, generating events for those boxes that seem like natural progressions from the previous box, and so on.

The End Of The Line

A History Path ends when you roll to continue to the next box, and the roll leads you into a box you've already filled in. This includes rolls that send you back to the box you just came from. When this happens, the History Path can't go on and is finished. Mark the "End" circle in the last box you filled in to indicate this is the last event in that History Path.

If you plan to make more History Paths on the same grid, draw a circle around all the boxes of the History Path you finished so you don't get the events mixed up with other Paths.

A complete path might look like this:
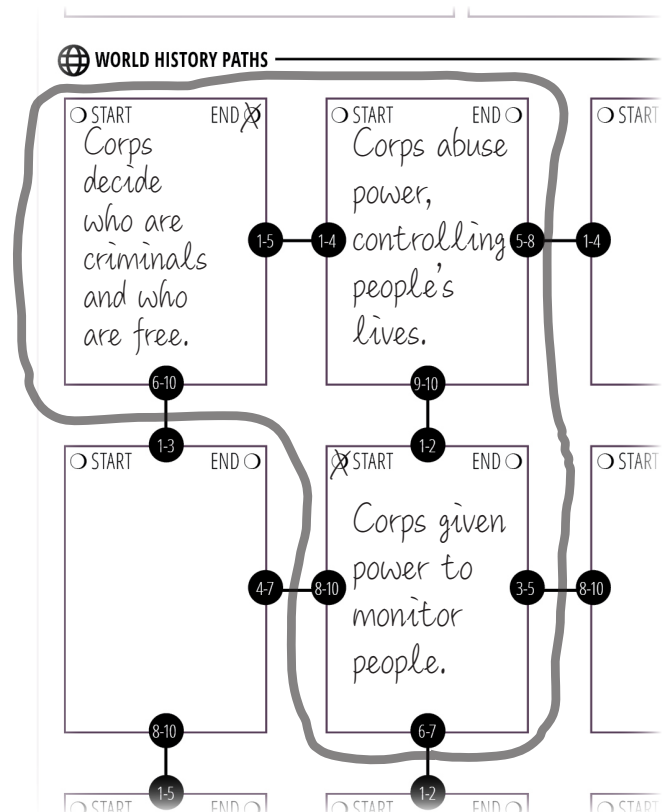
The Next Path

When one History Path is complete you can make another one if you wish. Maybe that first Path gives your world enough history, but if you'd like more you can keep going.

To start a new Path, do what you did before and pick an empty box to start in. Now that there's already one Path on the grid, the box you choose for the new Path matters more. The closer your chosen box is to an existing History Path, the more likely it is this new Path will collide with it. Where it collides also matters. We'll get to that in a moment.

Before you choose the box, roll on the Actions Meaning Tables and interpret the event. This may influence where you place it on the grid.

Keep in mind that this is a brand new History Path. It doesn't have to directly relate to any other existing Path or events. It can cover a new concept or subject.

The Player is happy with how the history of their dystopia is developing, with corporations essentially taking over peoples' lives.

It's time to start a new Path. The Player rolls on the Actions Meaning Tables and gets "Change" and "Reassurance".

The Player wants to use this new History Path to introduce biotechnology into the setting. After all, this is a futuristic, cyberpunky kind of world. All the high tech modifications had to start somewhere.

They interpret these results to mean people begin turning to technology to enhance their lives. They write this as, "Bio mods become popular," placing it in a box one removed from the top box that reads, "Corps abuse power, controlling people's lives." The Player chose this box because this new Event kind of relates to personal control, so maybe these two events will intersect somehow.

Just like with the boxes of the first History Path you made, after finishing a box roll a d10 to move to the next box, make a History Event for it, and keep going until you collide with an existing Event.

History Event Intersection

History Paths end when they run into another, existing event. If the event they run into is part of their own Path (for instance, if your roll sends you back to the previous box or the Path bends around enough that you run into an earlier event on this Path) then the History Path simply ends and the Path is complete; there's no extra meaning to it.

If the Path runs into an event on another Path, however, then you get an Intersection between two History Paths.

An Intersection means there is a narrative connection between the colliding events and their Paths. Maybe one event caused the other or was influenced by it. Something links them and you can work your interpretation of this link into the meaning of the Intersecting events.

Mark the Intersection on the grid by drawing a circle around the point they connect. This is a visual reminder that these two events Intersect.

Our dystopian future is coming along nicely! The Player generated 4 History Path events for the next Path. It started with "Bio mods become popular," and led to "Mods become status symbol, everyone must have it," "Mods are weaponized, with built

🌐 **WORLD HISTORY PATHS**

○ START END ✕
Corps decide who are criminals and who are free.

1-5 — 1-4

○ START END ○
Corps abuse power, controlling people's lives.

5-8

6-10
1-3

✕ START END ○
Bio mods become popular.

1-4

9-10

○ START END ○
Mods become status symbol, everyone must have it.

5-8 — 1-4

5-8

9-10

○ START END ○

4-7 — 8-10

9-10
1-2

✕ START END ○
Corps given power to monitor people.

3-5 — 8-10

○ START END ✕
Pressure to build better, more deadly, mods.

3-5 — 8-10

1-2

○ START END ○
Mods are weaponized, with built in weapons and tools.

3-5

8-10
1-5

6-7
1-2

6-7
1-2

6-7
1-2

○ START END ○
○ START END ○
○ START END ○
○ START END ○

in weapons and tools," and "Pressure to build better, more deadly, mods."

When rolling to move on from this last event, the Player got an 8, which would lead into a box that is already filled. This collision means the current History Path ends.

However, since the collision occurred with another History Path, we get an Intersection.

The last box in this History Path contained, "Pressure to build better, more deadly, mods." This one Intersects with, "Corps given power to monitor people," the very first History Path event the Player made.

There's a connection between these two events. The Player needs to interpret what kind of connection this is.

The Player decides that a major factor pushing the development of better, more deadly, body modification technology is to combat the oppressive power of corporations. Many mods focus on stealth or ways to render a person invisible to corporate networks and surveillance.

This is the point in the setting history where cybertechnology gets turned against the corporations that created it.

Keep Time Flexible

Even though we generate one History Path at a time, it doesn't have to mean the events happen in that historical order. Feel free to interpret when History Paths and their events occur at your discretion. An historical chronology will probably suggest itself based on the Paths created.

For instance, in the dystopia setting example, the History Path about the growth of cybernetic technology was made after the History Path about

A PATH OF ONE

You never know how long a History Path will be until it reaches completion. Eventually, if nothing else, the Path will turn back on itself and end. It's also possible for a History Path to do that after the first box is filled.

There's nothing wrong with that. This is a single event that has historical significance to your setting without forming a Path. You would mark Start and End on the same box to show it goes nowhere. It is a Path of one.

It's also possible for the opposite to happen, a History Path wend its way all over the grid without colliding with anything until it runs out of boxes. This is highly unlikely, however. Most World History Paths will go about 3 or 4 boxes before ending with a collision.

corporate intrusion. However, the Intersection of these two History Paths implies that both series of events happened at more or less the same time. Maybe the popularity of biological modifications started a little before corporations gained the power to spy on people, but that growing intrusion led to rapid growth in cyber technology.

Putting History To Use

World History Paths lend extra meaning and content to your setting and world. It takes established genre and tone, and places it in the perspective of events and people.

How should you use this information? Easy. Any way you want.

You might generate a bunch of History Paths with lots of detail, and never use any of it directly. It's enough that you know these things about the game world because it helps you understand the

place and give it weight. It's background.

Or, you might use the events directly and apply them to your Player Character or adventure. It may even give you inspiration for the first Scene of your adventure. When looking at the dystopian example in the preceding pages, the Player Character is a cybernetic payment default collector, mostly going after criminals. The World History has established that corporations have a great deal of surveillance power over the general population. This makes sense with our PC and their role. The corporations know who you are and where you are, and they can send agents after you. They also decide who is a criminal and who is not, and people who don't pay their bills are most likely going to be called criminals in a heavy-handed dystopian fashion.

The World History also shows that the proliferation of cybernetic mods was partially spurred on by peoples' desire to avoid corporate scrutiny, for obvious reasons. This could lead to an adventure arc where our PC starts out as a corporate bounty hunter but ends up siding with the people they hunt, turning their expertise on the corporate masters who are pulling the strings.

With just a few History Paths, we have narratively moved far beyond the original concepts of a cybernetic dystopia with an exaggerated feel.

IF YOU LIKE IT, NAME IT

Don't forget to give your new world a name. Try to think of something that either sums up how it all feels, or just something you like. Names are fun!

Should I Finish It?

Don't feel pressure to fill every World History box in the grid. Do as many as you like, maybe stopping when you're pleased with the story they

TRAFFIC CONTROL

Most of the time, marking Start and Stop, and circling a History Path, is enough to be able to tell which way a History Path goes. Knowing which event leads to another is important, as it shows the causal relationship of historical events.

If a History Path loops around itself, however, and boxes appear alongside each other it can be confusing to later tell at a glance which way it all goes. If this is the case, draw an arrow from one box to another to indicate to "go this way".

tell. The more Paths you start, the more likely they'll Intersect with another Path. This may be desirable for a rich, full history, or it may get to a point where it's feeling too complicated. That's up to you.

WORLD CREATION SHEET

WORLD NAME
Ryker Metropolis

GENRE
Cybernetic, dystopian future. Powerful corporate overlords call all the shots.

TONE
An over-the-top, exaggerated feel to it. Almost "gonzo". Extra everything.

CONTEXT RULES
• No PC death, just misfortune.
• If something can blow up, it probably will.
• Cybertechnology comes at a personal cost.

WORLD HISTORY PATHS

START — END
Corps decide who are criminals and who are free.

START — END
Corps abuse power, controlling people's lives.

START — END
Bio mods become popular.

START — END
Mods become status symbol, everyone must have it.

START — END

START — END

START — END
Corps given power to monitor people.

START — END
Pressure to build better, more deadly, mods.

START — END
Mods are weaponized, with built in weapons and tools.

START — END

START — END

START — END

START — END

START — END

THE BIG EXAMPLE: WORLD OF THE LEGENDARES

It's time to make a world!

Let's say we're ready to start a new adventure and we're open and ready for any setting. The first thing we do is hit the Adventure Genre Table.

The initial result is "Legends". I'm already liking this, even though I'm not sure what context to put this in. Let's do another word.

We get "Ships". This could be spaceships, or sailing ships. Coupled with Legends, it makes me think of epic sea voyages looking for riches and adventure. Still, the concept is a bit hazy, so I'm going for one more word. I get "Steampunk". Ohhh, okay. This gives me a genre idea, that looks like this ...

The setting is an alternate fictional ancient history. Think the Greek classic The Odyssey, except the time of Odysseus is a steampunk wonderland. The world is full of legends and mysterious places for the intrepid to find in sailing vessels powered by clunky brass machinery.

I want to lean into the "Legends" aspect, so this setting is going to be all about exploring famous myths and monsters. This means vampires, medusa, the Bermuda Triangle, Atlantis, King Arthur, the Minotaur, and anything else I can think of to include in this cross-genre steampunk mashup.

Alright, I like where this is going! I doubt this is something I would have thought of on my own in a million years, but that's the magic of interpreting Meaning Tables.

I have a good idea what this setting is like, but

A time of legends, of myths and monsters and tales to be told.

let's tilt it with a trip to the Adventure Tone Table. This will give our setting a little more flair.

I get "Violent". Alright, so maybe a combat forward setting. Probably whatever legends I deal with, they're going to involve dangerous monsters.

I feel that's enough tone tuning, so I'm going to stop there with the Adventure Tone Table.

Context Rules help cement the genre and tone into Mythic adventure Context. I think these Rules are appropriate:

- Ⓜ Island based adventures. Islands are like dungeons to explore.
- Ⓜ Every island must be themed to a particular known legend or myth.
- Ⓜ If something can be described in a steampunky, weird science way, do it.
- Ⓜ Every island must have at least one dangerous monster to deal with.

That's a solid setting at this point. It even gives pointers to the kind of adventures to have. I can see my Player Character sailing to find islands, that I can then treat like dungeon crawls. Every island feature it's own legend, so once I come up with a legendary theme for the island that theme would carry through for the entire adventure while there. Plus, monsters. Always going to be at least one monster.

Now it's time to get historical and make this setting's World History Paths. I'm not sure what to expect at this point — I already know a lot about this world. I know it's *Odyssey* inspired, and has sailing ships, steampunk elements, legends, and monsters. But right now, I don't know how that all wraps up neatly into a cohesive world. I'm hoping the History Paths will help clear that up.

Rolling on the Actions Table to get started with the first history event, I get "Take" and "Freedom". I'm going to interpret that as a war, like this …

A massive war shook this world in the past, where a powerful nation swept the continent, capturing and subjugating other nations.

So we start with an historical war. This can set the stage for all kinds of events. I decide to plop this event right in the middle of the World History Paths grid.

WORLD CREATION SHEET

WORLD NAME

GENRE

A steampunk powered classical Odyssey-inspired world of sailing ships, myths and legends.

TONE

Fighting monsters is a recurring theme.

CONTEXT RULES

- Island based adventures. Islands are like dungeons to explore.
- Every island must be themed to a particular known legend or myth.
- If something can be described in a steampunky, weird science way, do it.
- Every island must have at least one dangerous monster to deal with.

WORLD HISTORY PATHS

Moving on, I roll 5, so I move one box to the right. Rolling again, I get "Inform" and "Poverty". I interpret it like this …

The war caused widespread desperate conditions.

So far it's sounding apocalyptic. I see where it goes from here, rolling 8, which would indicate moving to the left. That causes a collision with the first filled box, so that means this History Path is done. Since this box collided with another box in the same Path an Intersection isn't formed.

So this setting had an awful war in the past. I feel like this probably sets the stage for more events that bring us to the setting of today.

I'm going to start a new History Path. Rolling for the first event of this Path, I get "Support" and "Interior". I want to start developing the ideas of ships and steampunk, so I'm going to interpret this event like this …

Deep within the continent a new mineral, odysite, was discovered with odd qualities. It became the power source for a new kind of clockwork technology that supported a lot of civic growth.

So there's the beginning of this setting's steampunk technology. I'm going to place this event above the event about "desperate conditions", because I feel like these two events could be connected if the dice roll that way.

I roll to see where this goes, wondering if it'll Intersect with the event below. I roll 4, which indicates moving one to the left. So no, it's not going to hit that event.

Rolling for the new event, I get "Neglect" and "Intellect". Considering this is branching out from the discovery of a new technology, I interpret it this way …

During an experiment with pushing the limits of odysite technology, scientists cause a massive accident that tears a hole in the fabric of reality.

So this may be where all the monsters and legends and strange islands start coming from.

Moving on, I roll 10. This would drop me down into the first box I made. We have an Intersection.

It connects with "Dominant nation started a war of conquest." I'm going to connect it with this interpretation …

The Conqueror's scientists caused the accident in his zeal to make more powerful weapons.

We have a better understanding now of what caused the reality warping accident.

I could probably stop there. One could assume that the accident crippled the conquering nation, ending the war. As the formerly embattled nations
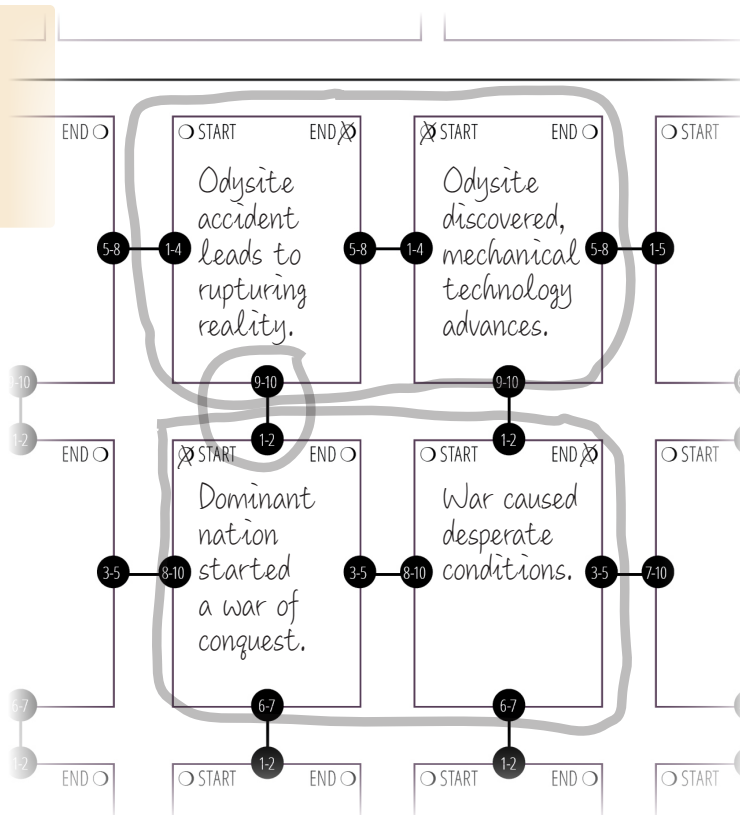
rebuilt themselves, they had to contend with a new reality: strange things from beyond. We have a whole new technology based on odysite that is now turned from war to exploration and security.

Still, I want one more History Path just because I'm curious about what more I will find.

Rolling for words, I get "Dispute" and "Elements". I interpret it like this …

> *This civilization has a love for exploration. Fighting against the elements of sea, air, and wind is a way of life.*

Now I have my reason for ships! It's a tradition. I imagine sailors and explorers are rare but celebrated. This fits in nicely with my original genre idea focused on ships.

I don't see how this directly relates to either existing History Path, so I set this one as far away from them on the grid as I can, in the lower left corner.

Rolling to move, I get 3: move up. Rolling for the event, I get "Guide" and "Burden". Keeping in mind this needs to be an evolution of the preceding event, I make this interpretation …

> *Sailing and exploring mysteries is expensive, so many ship captains take on patrons to fund them. Often, patrons send passengers to go on these voyages with the captain as their guide.*

This may introduce an interesting new element in my adventure setting. I will probably create a ship captain as my Player Character, but they may not own their own ship. I could generate a patron who backs them, perhaps sometimes with annoying strings attached to the voyages.

Moving on, I roll 4, which shifts me to the right. Rolling for words, I get "Take" and "News". I want to work in the idea of myths and legends more, so I make this interpretation …

WHAT KIND OF HISTORY?

History Paths are meant to tell stories that shape a world. These are historical events, but events can come in all varieties. In this Big Example, some of the events were actions that shaped history, like the start of a war and the invention of a new technology. Other events were social in nature, like the emergence of a sailing culture and a public passion for daring tales.

Follow where your History Paths lead you, keeping in mind the Context you established for your setting with genre, tone, and Context Rules. History Paths are a great way to not only know what happened in your world, but to understand why it is the way it is.

> *People are hungry for stories that these voyages bring back. Real stories of adventure, monsters, and mysteries are what the patrons are paying for.*

Okay, so now I have a reason why ship captains get patrons: these wealthy people want the strangeness out there discovered and they want to hear the stories. This implies to me there is a great deal of pressure for adventurers to find dangerous islands with unusual creatures so they can bring back their tales. Or die trying.

Rolling to move, I get 2, which moves me up one. I avoided a collision and have found another empty box. Rolling for an event, I get "Activate" and "Friend". I make this interpretation …

> *The crews of adventure ships tend to become loyal and close to each other. What they do for a living is very dangerous, and no one else can really understand what they experience.*

I feel like this current History Path is giving social and cultural rationales for the exploration and legend searching career. Knowing that ship crews pull together also gives me Context for later when I make my Player Character. I'll probably draft up a summary of the crew as well.

I roll 3 to continue, which moves me one to the left. That's the only blank box I could move to. Making the event, I get "Continue" and "Depletion". Hmm, that gives me an idea ...

Because crews are so tight-knit, it's common practice that when the captain of a ship perishes the crew usually stays together and chooses a new captain from among their ranks. They will stay together through thick and thin.

I like this idea. It gives me thoughts regarding how I may want to run my adventures in this setting. I could create an entire crew, including the captain and a patron. The captain is my Player Character, but if they die in an adventure, and I've already established that dangerous islands and monsters abound, then they are replaced by a member of the crew.

I might play this adventure Troupe style (see *Mythic Magazine #37*'s "Troupe Style Solo Adventures").

This latest event took place in a box that only leads to other filled boxes along the same History Path, so this Path is now complete.

This History Path went all over the place. While circling it on the grid sheet, I also draw an arrow pointing where one box leads to the next, to avoid confusion later if I refer to this as a memory refresher.

That's a complete history in my view. It gives the world a shattered past, an explanation for the steampunk technology, a reason for why there are legends and monsters and weirdness out there, and cultural reasons for why anyone would be foolish enough to set out and seek danger.

There are some boxes remaining on the grid, but I'm satisfied with this history. It's time to stop.

Now, I just have to name this world. I decide to name it after the people who seek the legends: The World Of The Legendares. 🎲

On an island out there somewhere is a troll, ready to meet you. Are you brave enough to explore his island, and hardy enough to return alive and tell the tale?

WORLD CREATION SHEET

WORLD NAME
World Of The Legendares

CONTEXT RULES
- Island based adventures. Islands are like dungeons to explore.
- Every island must be themed to a particular known legend or myth.
- If something can be described in a steampunky, weird science way, do it.
- Every island must have at least one dangerous monster to deal with.

GENRE

A steampunk powered classical Odyssey-inspired world of sailing ships, myths and legends.

TONE

Fighting monsters is a recurring theme.

🌐 WORLD HISTORY PATHS

○ START   END ⊗
Lost captains are usually replaced by a crew member.
1-5 — 1-4
6-10

○ START   END ○
Adventure ship crews are very loyal to each other.
5-8 — 1-4
9-10

○ START   END ⊗
Odysite accident leads to rupturing reality.
5-8 — 1-4
9-10

⊗ START   END ○
Odysite discovered, mechanical technology advances.
5-8 — 1-5
9-10

○ START   END ○
5-8 — 1-5
6-10

1-3
○ START   END ○
Most ship captains are financed by a patron.
4-7 — 8-10
8-10

1-2
○ START   END ○
People crave real stories of adventure and monsters.
3-5 — 8-10
6-7

1-2
⊗ START   END ○
Dominant nation started a war of conquest.
3-5 — 8-10
6-7

1-2
○ START   END ⊗
War caused desperate conditions.
3-5 — 7-10
6-7

1-3
○ START   END ○
4-6

1-5
⊗ START   END ○
Sailing and exploring is a way of life.
6-10 — 7-10

1-2
○ START   END ○
3-6 — 7-10

1-2
○ START   END ○
3-6 — 7-10

1-2
○ START   END ○
3-6 — 6-10

1-5
○ START   END ○
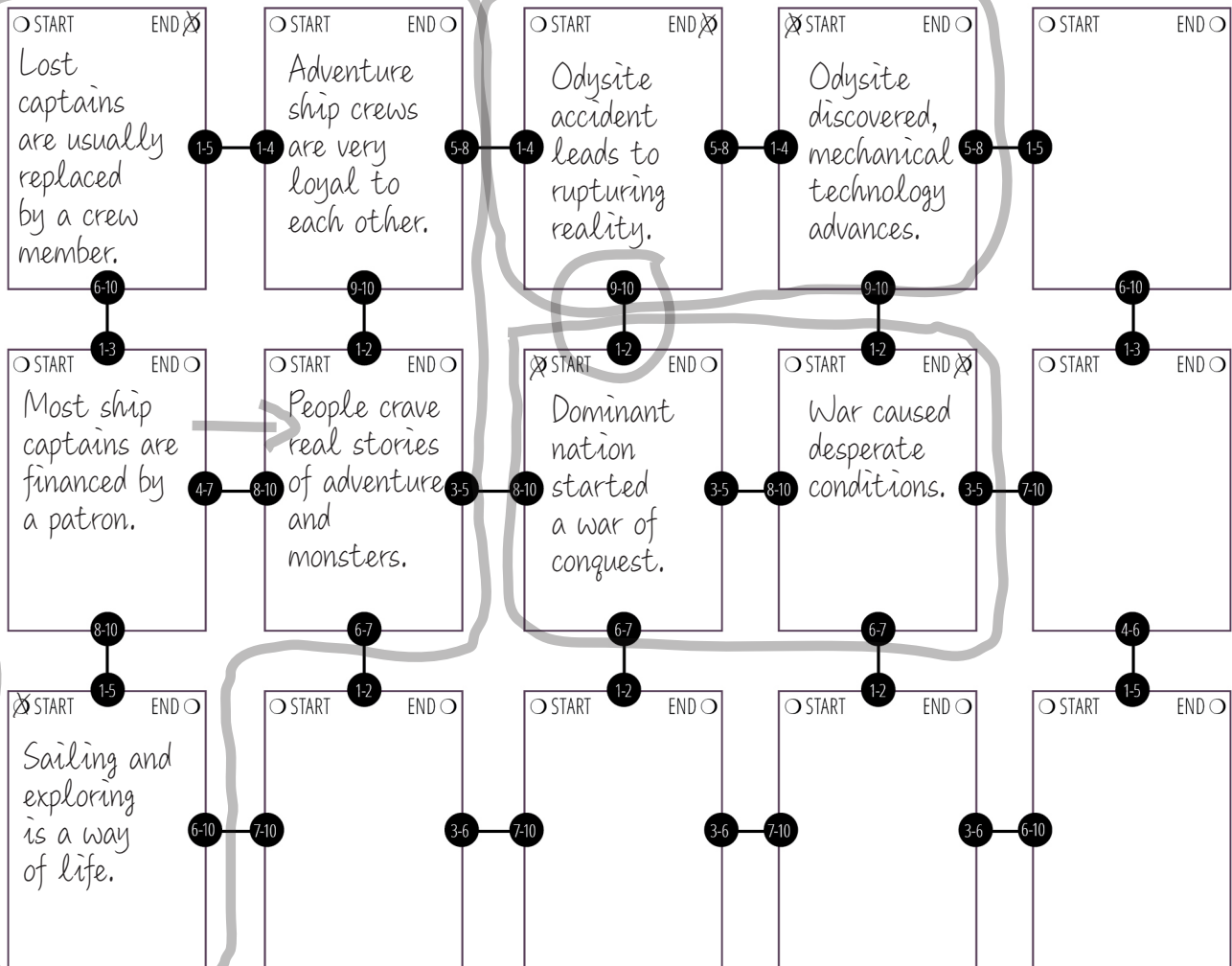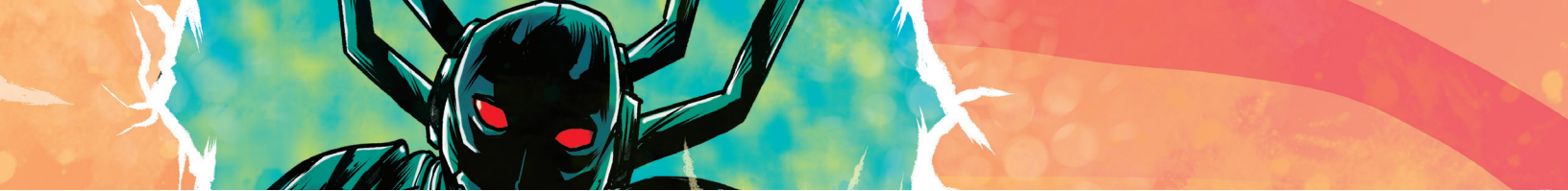
WHAT IF

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

Make Your Own Elements Meaning Tables

Elements Meaning Tables were introduced into Mythic back in *Mythic Magazine #18*, and made official in *Mythic Game Master Emulator Second Edition.* They extend Mythic's Meaning tables beyond the core Action and Description tables into targeted themes.

While the Mythic book has a lot of Meaning tables in it, there's always room for more. You can even make your own. This article is about ideas and suggestions for doing that. The strategies described here represent my approach and philosophy to table making. Hopefully it gives you food for thought when developing your strategy.

Have a need to quickly generate mutated, highly intelligent animals in your post-apocalypse game? Then maybe it's time to make your own "Mutated Animal" Elements Meaning Table.

WHY BUILD YOUR OWN TABLES?

While you could get by with Mythic using nothing but the Action Meaning Tables when interpreting Random Events or Discovering Meaning, Elements Meaning Tables allow you to hone in on the results you want before you even start rolling. This means it's more likely you'll get results that are easier and faster to interpret because they are words that are already in the ballpark of what you're dealing with.

You could create your own Elements Meaning Tables for things that are important in your game that aren't squarely represented by another table. Making a custom Elements Meaning Table is higher effort than some other strategies you could use, like using the Characters List or The Event Crafter from *Mythic Magazine #24*, but once you have a table built it's very easy to use and can give very satisfying results.

If constructing a table of 100 words sounds daunting to you, then you'll be happy to hear that it's not too much work. In fact, I think it's fun to make tables of words like this. You get to think deeply on the subject you're interested in, and you get to make something you can use in your own adventures.

DEFINE YOUR SUBJECT

First, decide what the table will be about. This should be something specific, like "Magic Potions" or "Wandering Monsters". If you're making this for an existing adventure or campaign, hone in on why you want the table in the first place.

Maybe your adventure is about dramatic and improbable martial arts combat, and you want a "Martial Arts" Meaning Table to randomize and

WHY ONE WORD?

All of *Mythic Game Master Emulator Second Edition's* Meaning Tables are composed of a single word for each entry. Why do this?

One reason is simplicity. Meaning Tables are used during play, which means the game has to pause while you roll. A multi-word entry, or an entire phrase, may give a more specific response but it may also be harder to interpret in the moment.

A single word is not only fast for your brain to process, but it can be applied to a wide range of things. There's no additional information there to bias your thinking, allowing the word to float untethered in your imagination and attach itself to the first concept that makes sense to you.

By doing this with two words, generated one at a time, you get to connect the two concepts together for nearly infinite possibilities. Each single word is quick to roll, quick to process, and when combined offers a vast range of interpretations for any Context.

Using only a single word per table entry also forces you to think of the subject your table is about in the most essential and fundamental way, which helps limit your own biases when making the table. For instance, maybe your post-apoc world has lots of mutated animals running around, so you want a "Mutated Animal" table. You envision things like crocodile soldiers, but "Crocodile soldier" is two words. That's also too specific of a concept for the table. It's not elementary enough.

Instead, you could add words that represent that concept: "Crocodile", "Reptile", "Soldier", "Military". Now your crocodile soldier concept is a possibility, but lots of other possibilities can also be produced depending on the combination of words generated and the Scene Context they're generated in. You could end up with anything from a serpent general to a crocodile with two heads (at least, that's what rolling "Crocodile" with "Reptile" might conjure for me.)

inspire you for NPC's fighting styles. Or, you might be playing a pirate adventure where your Player Character is discovering and exploring remote islands. You think Mythic's Description or Locations Meaning Tables just aren't giving you the tropical feel you're looking for, so you want a "Tropical Island" Meaning Table.

TIME TO DUMP OUT YOUR BRAIN

Once you know your subject and are ready to start making the table, the first thing I suggest doing is to brainstorm every word you can think of that fits with the subject and write it down. This can be done in a text editor, just start writing meaningful words.

I'm a fan of doing this cold in the beginning. By "cold" I mean without doing any research, only using what's already in your head. For instance, if you're making a "Tropical Island Descriptors" table, you may be tempted to google "tropical island" and derive words from those images you find. While I definitely think you should do something like this, I don't think it should be the first step.

I think there's an important psychological aspect to making a good Meaning Table, and it starts with your expectations. You came up with the subject for the table because it's something you're interested in. It's on your mind. Before we dive into how other people think of it, let's fully explore how we think of it first.

With nothing more than the subject in mind and an empty text field in front of you, start thinking of every word you can imagine that might fit in this table.

You might right away rattle off a dozen or more words, like: sand, water, tree, coconut, bird, banana, boar, shipwreck, mountain, river, hill,

HOW SPECIFIC SHOULD IT BE?

One of the nice things about Elements Meaning Tables is that they can be as broadly defined as you like, or as specific as you like. For instance, with the Player above and their pirate campaign, they may want the following Meaning Tables:

Ⓜ Tropical Island Descriptors

Ⓜ Treasure Chest Descriptors

Ⓜ Funky Pirate Ship Names

The first one, "Tropical Island Descriptors", is probably going to give fairly general results to suggest an idea of what a newly encountered island looks like. It may have words like "Deserted", "Forested", and "Ruins".

The second table is more narrow, focusing on the contents of treasure chests. While this table may still give a general idea of what's in a chest, it's probably going to be more specific than the first table. This one may have words like "Gold", "Weapons", and "Trap".

The last one is the most specific of the bunch. A "Funky Pirate Ship Names" table could be a collection of words that you think would appear in the names of strange or unusual pirate vessels. This could include words like "Red", "Kraken", and "Doom".

beach, animal, weather, rain, storm.

You might get an initial rush of words like that, spilling out in the span of a minute or less. That's the low hanging fruit, the first words that occur to you when you think of your subject. In this case, "tropical island descriptors".

Where'd The Ideas Go???

After the initial rush of words, the flow will slow to a trickle then stop. Ideas are getting tougher to come by. I suggest keep at it a bit

THIS BUS HAS NO BRAKES

I suggest not thinking too hard about each word as you put them down during the initial phase. Let the ideas flow. For instance, I came up with "weather" when I realized weather would be important, especially if you're stranded on a tropical island. Now that I'm thinking of weather, specific weather patterns come to mind like "rain" and "storm". I might have stopped and started editing, thinking, "Do I need 'weather' if I'm going to put specific weather words in here too?"

I suggest not doing this, don't stop. You'll edit this all later. Right now, we're hunting for any and every idea we can cram into this table.

longer. Look at the words you already recorded. Do they make you think of other words? Maybe consider synonyms for some, or think of opposites that may push you in a different direction.

I see I put "coconut" and "banana", that makes me think I should put "food" for a more general word. I put "sand", thinking of the ground cover on a tropical beach, but what other ground cover would an island have? Maybe "rocky" or "grass". Looking at "mountain" makes me think of special kinds of mountains, like "volcano". That actually sounds really tropical right there.

Mining your own initial rush of words for new words helps you dig deeper into the ideas that made you want to create this table in the first place. We still haven't ventured beyond our own reasoning at this point, but already the table has taken on the kind of tone and character that we were looking for.

BRANCHING OUT

I think digging into your own imagination is an important first step in making a Meaning Table. It reaches toward the exact concepts you wanted in this table.

When the ideas stop popping it's time to move beyond our own thoughts. I wouldn't suggest trying to make the entire table entirely out of what you can think of. I say this because I think the Meaning Table should be highly influenced by our expectations, but I don't think it should be entirely based off our expectations. We should seek something new and different so that it generates more than just what we can imagine.

This is when I suggest doing research. Maybe go online and look up images of your subject and see what words that suggests to you. For instance, I might do an online search for "tropical islands" or "pirate treasure" for the "Treasure Chest Descriptors" table. For "Funky Pirate Ship Names" I might do a search for "Pirate ship names" and start dissecting what I find. Doing a search on that now, I get "Royal Fortune", "Ranger", and "Revenge". That makes me think of Meaning Table words like: Royal, Noble, Fortune, Luck, Ranger, Revenge, Vengeance, Retribution, and Justice.

GET THE TONE YOU WANT

If you're making your own Meaning Table then you probably have a specific use for it, something you don't think another Meaning Table will quite fit. Keep that tone in mind, especially in this early phase when you're adding initial words to the table. These words are the ones that you are most thinking of. Your adventure is unique, and the Meaning Table you design for it should reflect that uniqueness.

The Player making the "Tropical Island Descriptors" table isn't just making a Meaning Table for any old tropical island, they're for islands in their pirate themed Mythic adventure.

In addition to the usual piratey activities of fighting other ships, evading the royal navy, exploring uncharted islands, and following treasure maps, this adventure also features a civilization of aquatic beings known as the Keplans. They are often hostile and can sometimes be found on islands not frequented by humans.

The Player wants their island Meaning Table to reflect this, so includes "Keplan" as an entry.

FILLING IN WITH NEUTRAL WORDS

Now that your table is filled with words specific to your subject, you may want to consider tossing in a bunch of words that are mostly neutral. These words can be applied to lots of subjects and combine easily with other words, expanding the scope and flexibility of your table.

Since neutral words are broadly applicable, and you could use the same pool of neutral words for any table, I've provided a couple of lists of neutral words you can draw from rather than hunt for your own. At the least, you can use this as a starting point.

The most general Meaning Tables in Mythic are the Actions Meaning Tables and the Descriptions Meaning Tables. Probably any table you're making could generally be defined as falling under Action or Description. The three example tables discussed so far are all description oriented. Action oriented tables could be things like "The Villain's Plan", "Time Travel Disaster", or "King's Quest".

The neutral words lists, on the next page, are derived from Mythic's Actions and Descriptions Tables. You can use these lists as neutral words to fill your table. They are organized in paragraph form, separated by a comma and a space. You can copy and paste them from the PDF file, and use your text editor's Search And Replace feature to replace the ", " with an End Of Paragraph, Tab, or however else you're arranging your table.

Wherever you get your neutral words from, I suggest dumping a lot of them into your developing table. We're going to edit this table later, so it's fine if your list is beyond 100 words. It may even be up to 200 at this point.

The Action Words list can be thought of as general action oriented words and subjects that are often associated with activity. The Description

Action Words

Abandon, Accompany, Activate, Advantage, Adversity, Agree, Agreement, Ambush, Animal, Arrive, Assist, Attack, Attain, Attention, Balance, Bargain, Battle, Befriend, Benefits, Bestow, Betray, Block, Break, Building, Burden, Bureaucracy, Business, Carry, Celebrate, Change, Chaos, Close, Combine, Comfort, Communicate, Completion, Conceal, Conflict, Continue, Control, Cooperation, Create, Danger, Deceive, Decrease, Defend, Defense, Delay, Deny, Depart, Depletion, Deposit, Destroy, Disadvantage, Dispute, Disrupt, Distraction, Distrust, Divide, Drop, Easy, Elements, Emotion, Enemy, Energize, Energy, Environment, Escape, Expectation, Expose, Exterior, Extravagance, Fail, Failure, Fame, Fear, Fight, Flee, Free, Freedom, Friend, Goal, Group, Guide, Harm, Heal, Health, Hinder, Hindrance, Home, Hope, Idea, Illness, Illusion, Imitate, Imprison, Increase, Individual, Indulge, Inform, Information, Innocent, Inquire, Inspect, Intellect, Interior, Invade, Investment, Leadership, Leave, Legal, Location, Lure, Military, Misfortune, Misuse, Move, Mundane, Nature, Needs, Neglect, News, Normal, Object, Obscurity, Observe, Official, Open, Oppose, Opposition, Outside, Overthrow, Pain, Path, Peace, People, Personal, Physical, Plot, Portal, Possession, Poverty, Power, Praise, Prison, Proceed, Project, Protect, Protection, Punish, Pursue, Reassurance, Recruit, Refuse, Release, Relinquish, Repair, Representative, Repulse, Return, Reward, Riches, Ruin, Safety, Separate, Start, Stop, Strange, Strength, Struggle, Succeed, Success, Suffering, Support, Suppress, Surprise, Tactic, Take, Technology, Tension, Threaten, Time, Transform, Trap, Travel, Trial, Triumph, Truce, Trust, Use, Usurp, Value, Vehicle, Victory, Vulnerability, Waste, Weapon, Weather, Work, Wound

Description Words

Abnormal, Adventurous, Aggressive, Amusing, Anxious, Artificial, Average, Awkward, Beautiful, Bizarre, Bleak, Bold, Boring, Brave, Bright, Broken, Busy, Calm, Careful, Careless, Cautious, Ceaseless, Cheerful, Clean, Cold, Colorful, Colorless, Combative, Cool, Crazy, Creepy, Curious, Cute, Damaged, Dangerous, Dark, Defeated, Defiant, Deliberate, Delicate, Delightful, Dim, Dirty, Disagreeable, Dry, Dull, Efficient, Emotional, Empty, Energetic, Enormous, Enthusiastic, Excited, Extraordinary, Extravagant, Faded, Familiar, Fancy, Fearful, Feeble, Feminine, Ferocious, Festive, Fierce, Flawless, Foolish, Forlorn, Fortunate, Fragile, Fragrant, Frantic, Free, Fresh, Frightening, Full, Generous, Gentle, Glad, Glorious, Graceful, Grateful, Happy, Hard, Harsh, Hasty, Healthy, Heavy, Helpful, Helpless, Historical, Hopeless, Horrible, Important, Innocent, Intense, Interesting, Irritating, Joyful, Juvenile, Kind, Lacking, Large, Lavish, Lazily, Lean, Less, Lethal, Light, Lively, Lonely, Loose, Loud, Lovely, Loving, Loyal, Magnificent, Majestic, Masculine, Mature, Meaningful, Mechanical, Messy, Mighty, Mild, Military, Miserable, Mocking, Modern, Mundane, Mysterious, Natural, Neat, Nice, Normal, Odd, Offensive, Official, Old, Pale, Partial, Passive, Peaceful, Perfect, Petite, Plain, Playful, Polite, Poor, Positive, Powerful, Quaint, Quarrelsome, Quiet, Rare, Reassuring, Remarkable, Rotten, Rough, Rude, Ruined, Rustic, Ruthless, Scary, Shocking, Simple, Slow, Small, Smooth, Soft, Strange, Strong, Stylish, Swift, Threatening, Timid, Unpleasant, Valuable, Very, Vibrant, Violent, Warm, Watery, Weak, Wild, Yielding, Young

WHAT IF

Words are neutral descriptive words that should fit just about anything. You can copy the words as is, or use them to suggest other neutral words you think would be more appropriate.

The Power Of Neutral Words

While neutral words are used to fill (and overfill) your table, they aren't filler words. Neutral words are important to making a table flexible for interpretation if flexibility is desirable.

Not all Meaning tables will benefit from lots of neutral words. For instance, highly targeted descriptive tables probably need neutral words the least. In *Mythic Game Master Emulator Second Edition*, this might include Elements Meaning Tables such as "Scavenging Results" or "Smells". Those tables are full of words very specific to their subject, like "Clothes", "Fuel", "Burnt" and "Fruity". However, even these tables have some neutral words in them, like "Helpful", "Communicate", and "Interesting".

Importing a supply of general purpose words also allows you to fill in all the blanks on your table so that you don't feel pressured to come up with exactly 100 perfect words. I don't think you should even try. Your table should probably be a combination of well thought out and targeted words, along with words that are more general, more neutral, and just in the ballpark of your subject. Simply deciding whether your subject is an action or a description is specific enough, words in that category will be very general but still apply to your subject.

This way your table will push your subject with the targeted words, but the more general and neutral words open up wider avenues of interpretation based on the Context and help modify the other words when rolled in combination with them.

EDITING AND REFINING

By now you should have a great big list of words. Hopefully you have more than 100 words. You're going to need a larger number because now we start editing and refining to get at the best table possible. Personally, I think it's easier to edit down from a larger list than it is to finish a list only to discover that you need to add words to get it up to 100.

Refining a list of words for your Meaning Table is a process of going through it and removing what you think should be removed, changing what you think should be changed, and adding what you think should be added. Following are a few suggestions to consider.

> **"The difference between the almost right word and the right word is really a large matter. 'tis the difference between the lightning bug and the lightning."**
>
> — Mark Twain

Order The List

I like to put the list of words I'm working on in alphabetical order, even at this stage of editing. I do this because it allows me to start weeding out duplicate words as I do my other editing. I also feel like by ordering the list I get a better idea of where the words are in it, which is important if you make multiple passes through the entire list during editing. You start getting a feel for where certain words are located, and it helps you remember them if you need to. At least, that's how it works for me.

Most text editors have some kind of alphabetical sorting feature. Sometimes this will present itself as alphabetically sorting paragraphs, but if you have each word on a separate line then each word is its own paragraph.

Cut Through Neutral Words

If you dropped in a bunch of neutral words a lot of them won't apply to your subject and it'll be immediately obvious when you see them.

If our Player working on the "Tropical Island Descriptors" table added in all the Description Words, then they would see words like "Abnormal, Adventurous, Aggressive" at the top of the alphabetized list. They might delete the first two words, they just don't feel like they fit in the list. However, "Aggressive" feels like it could pair well with a lot of other things in the list so the Player keeps that.

I think a first pass through your list deleting words that stick out as not belonging is a good first editing step. This can move along faster than you might think. You'll likely highlight blocks of words at a time to delete as you skim through your list. In fact, the more you work through your table the more familiar you get with it, the faster you identify words that fit and words that don't.

Anything Words

There are some words that I think belong in just about every Meaning Table. I call these Anything Words because they can be paired with any other word, on any Meaning Table of any subject matter, including pairing with themselves, and they are highly open to interpretation. They're all meant to modify the word they're paired with and usually indicate a status or change of status.

This is a very small list of words, but I think they're quite useful. Not that you need all of them on a table, or even any of them if you don't think they work, but you may want to consider them or some derivation of them.

It's only ten words so I'll go over them and explain my reasoning:

Anything Words

Change, Continue, Decrease, Increase, Mundane, Mysterious, Start, Stop, Strange, Extra

---

CHANGE

I like the word "Change", or some variety of it, in a table because I think it's good to have words that indicate a shift in state. It almost automatically makes you think of the opposite of the word it's paired with or a "what's next" alternative. If you roll something like "Change" and "Prison" it might make you think of a jail break or perhaps a prisoner being moved to another prison. Pairing it with "Tactic" sounds

obvious, an opponent changing their strategy. It's just a broadly applicable word.

A word like "Change" would probably only be used in action oriented tables. A lot of activity can be described as one thing turning into something else, and a word like "Change" gets that across easily. Similar words work well too, like "Transform".

CONTINUE, START, STOP

These three words are similar to "Change" in that they refer to a state of being, but instead of something changing it's either starting, stopping, or staying the same. Just like "Change", these words probably feel most at home in action oriented tables and can be applied to just about any activity.

Taking "Prison" again and pairing it with "Start" could mean an NPC is captured. Paired with "Continue" might indicate someone is still securely locked away. With "Stop" it could mean someone was released from captivity.

DECREASE, INCREASE, EXTRA

"Decrease" and "Increase" are more neutral words that indicate a change in state, either size, quantity, or intensity. Just about any active thing can be decreased or increased. A "Decrease" of "News" could mean you don't get word from an ally you expected to hear from. An "Increase" in "Riches" could mean the dungeon room you discovered is loaded with more treasure than you've seen yet.

"Extra" is similar to "Increase" but may fit better on a descriptive table. Again, it modifies the word it's paired with. Something may not just be "Heavy", it's "Extra" heavy.

I don't generally include a descriptive word implying less than because it just doesn't feel as necessary as it is for action oriented tables. You could have a word like "Decrease" on a descriptive table, and have "Decrease" and "Heavy" interpreted as something that is perhaps lighter in weight or size, but then you probably already have a word like "Small" on the table, or a similar word that does the same job. Action oriented words, I think, benefit a bit more from the extra granularity of having "Decrease".

A Player rolled a Random Event, getting NPC Positive. The NPC rolled is Nandina, an elf ally who had been captured and imprisoned by the Red Eye, a cult serving an evil mage. The elf is held at the Crimson Keep, a major area in the adventure. The Player had created a Meaning Table specific to the Keep, titled "Crimson Keep Descriptors". Rolling on the custom Meaning Table to help explain the Random Event, the Player gets "Decrease" and "Intimidating", interpreting it to mean that Nandina had managed to find an underground tunnel out of her cell. She hasn't quite escaped yet, but the mage's control and intimidation of her has diminished. Neutral words that indicate changes in status, like "Decrease" and "Increase", are simple ways to bring modifiers into your Meaning Tables that can apply to a wide range of interpretations.

There are lots of synonyms you can use for these words, like "Less", "Diminish", "More", "Multiple", etc.

MUNDANE

I like to have a word like "Mundane", "Normal", or "Average" in a table to tone down the intensity a bit. It's easy when making a Meaning table to focus on active, colorful words. We might place lots of words that push excitement, action, good things and bad things. Because of this I think there needs to be something that also pushes the middle or the regular. A word like "Mundane" helps do this by saying that whatever word this is paired with, it's in its most ordinary state.

A "Mundane" "Business" rolled for an NPC may mean they are engaged in a very common enterprise for the area, like farming in a fantasy village. "Mundane" "Cold" could mean that the weather is cold but not unusually so.

MYSTERIOUS

Having a word like "Mysterious" in your list adds an element of uncertainty in a table that is otherwise meant to generate certain results. If you roll the words "Inquire" and "Punish" for an NPC, maybe it's an official who is searching for a criminal to arrest. But if you make it "Inquire" and "Mysterious", now it's an official who is asking questions and you have no idea why.

I think it's good to have a word or two in a list that implies the unknown. This can sometimes be difficult to interpret, but I think it's worth it.

Synonyms for "Mysterious" could include "Unknown" or "Enigmatic".

STRANGE

I like to have a word like "Strange" in every list. It's like an X factor to me. "Strange" is similar

DOUBLING DOWN

Keep in mind with a single d100 table that's rolled on more than once, it's possible to get the same result twice. That means you could get a result like "Decrease Decrease" or "Strange Strange".

While double results look a little odd, they have good interpretive value. It can mean going beyond what you may have normally interpreted for this result.

For instance, a Player Character scout is creeping through a forest to check on the status of an encamped army. The Player decides to Discover Meaning to determine what the scout sees, and rolls "Decrease Decrease". In this Context the Player may interpret this to mean that the enemy forces are a lot smaller than expected. In fact, there's only one enemy visible in an otherwise abandoned camp.

Had the Player rolled a single "Decrease" with something else, like "Location" or "Defense" they may have interpreted it less drastically. Maybe the enemy forces are half what was expected. But double "Decrease" feels like it calls for an extreme interpretation.

This is something you can keep in mind when assembling your custom table. If you have two words you're weighing where you plan to keep one and drop the other and you can't decide, considering which one feels like it would work better as a double result may be a way to break the tie.

to "Mysterious" in that it can mean just about anything, but unlike "Mysterious", "Strange" is not unknown. It's known but just very different.

"Strange" to me is the word in a Meaning Table that indicates you should try to think of a meaning that doesn't really belong on this Meaning Table. That's what makes it strange. It's a signal for, "Okay, time to think outside the box and get weird."

CUSTOM MEANING TABLE CHECKLIST

```
┌─────────────────────────┐
│     DEFINE YOUR         │
│       SUBJECT           │
└─────────────────────────┘
            │
            ▼
┌─────────────────────────┐
│      BRAINSTORM         │
│     INITIAL WORDS       │
└─────────────────────────┘
            │
            ▼
┌─────────────────────────┐
│     BRANCH OUT,         │
│    HUNT FOR MORE        │
└─────────────────────────┘
            │
            ▼
┌─────────────────────────┐
│     ADD NEUTRAL         │
│        WORDS            │
└─────────────────────────┘
            │
            ▼
┌─────────────────────────┐
│   EDIT, REDUCE, &       │
│   REFINE YOUR           │
│       TABLE             │
└─────────────────────────┘
```

Cut out least relevant Neutral Words → Does it need any Anything Words?

Listen to new inspirations as you edit. ← Choose more specific, or less specific, words when it seems best.

GET IT DOWN TO 100 WORDS
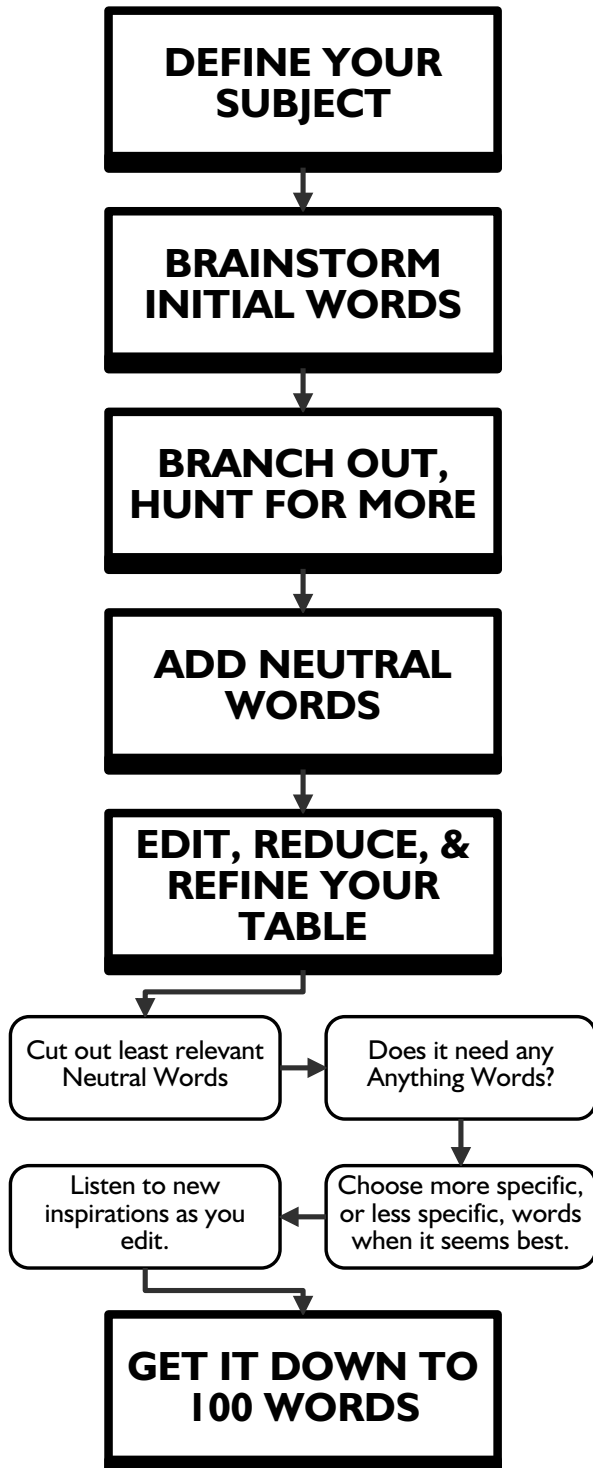
A "Strange" "Environment" could be an alien planet you land on where rocks are floating and gravity seems optional. "Strange" "Damaged" may indicate an object that's been marred in an apparently impossible way, like a gun found melted in the living room of a crime scene.

"Strange", and synonyms for it like "Odd", "Unusual" or "Unexpected", fits equally well on action and description oriented tables.

Get More, Or Less, Specific

The refining and editing phase is a good time to go slowly through your list and really think about each word. You've done enough work on the table to get a solid feel for it. You may decide that a word doesn't belong after all.

Something I often find myself doing is evaluating whether a word is too specific, or not specific enough. If you feel like it is then it should probably be changed.

For instance, in my initial rush to put words on the Tropical Island Descriptors Table, I put "Banana" and "Coconut". While refining, I might decide that although those words feel tropical to me, they're too specific. So maybe I change "Banana" to "Fruit". I remove "Coconut" and instead put "Plant", which probably should be there anyway, and "Drink".

Finding less specific words has the dual benefit of still representing the concepts we want on the table, but also allowing for the possibility of additional concepts to be interpreted from them. A Player who rolls "Plant" and "Drink" could interpret that into finding a coconut that they can crack open to get the milk, or it could mean they discover a funnel shaped plant that acts as a natural rain catcher and provides fresh water.

You may want to go the opposite direction and get more specific sometimes, especially if you have a specific subject matter for the table. Maybe our tropical island table has the word "Object" in it.

SYNONYM CITY

If there's a concept you think is important, and it's only represented by a single word on your table, consider increasing its presence by adding synonyms for it. For instance, in a Meaning Table about "A Night At The Tavern", you may have "Fight" on the table to represent when things get out of hand. You want fights to be more common when rolling on this table. Rather than repeating "Fight" to increase its frequency, add synonyms that essentially mean the same thing. Maybe "Brawl," "Melee", or "Fisticuffs". Maybe all of them. While they're very similar, each word carries slightly different meanings. You get to have more fights at your tavern, as you wish, and you also get some extra variety of word flavors.

When you get to that word, you realize that this table represents tropical islands in your pirate adventure. While a general "Object" word is good, there are some specific objects that should also be included that fit the setting and table. Maybe you add "Wreckage" and "Treasure".

Be Inspired

The Player who added "Wreckage" and "Treasure" was inspired by "Object". As you go over your list, you're likely to run into words that make you think of other words you didn't add and maybe should.

It's good when refining your list to think about how these words will feel when rolled and what they could be paired with. If you're working on "Tropical Island Descriptors" and you run across the word "Hopeless", it may make you think: If I keep this word on the table, what would make the island hopeless? This might lead you to add words like "Foodless" or "Drought".

Letting yourself be inspired by your own list

of words could lead you to adding more words to your table when you should be editing them down, but the words you're adding will probably be really good keepers.

Get It Down To 100

No matter how many great words we have on our table, we need to get the total down to 100 to make a proper Meaning Table. I think 100 words is the perfect amount. Any more and we're diluting the list, any less and it feels not quite complete. Even though the core Action and Description tables in Mythic consist of two tables of 100, each of the two tables is still distinct in its way. Even those sets of tables can probably be combined and condensed down to a single 100, like the Elements Meaning Tables.

Cutting your table down to 100 words is a process of deciding which ones are more important than the other ones. The most important words in your table may be limited, perhaps to 30 or 50 of them. The rest are neutral and Anything Words. I'd suggest keeping the Anything Words. Any of the neutral words can go, you just have to decide which ones. This is why I like to initially put a lot of neutral words in a table, I can sift through them later and keep the most appropriate ones but I can also easily cut any of them to get the table to size.

If your table is so flush with fantastic words that it becomes a struggle to pair it down, then that's a good thing. You have a table dense in subject-specific content. Take your time and weigh the remaining words. One way to cut it down when it's difficult is to try and find words on the table that are similar to each other, so that if one was cut the other could still be interpreted in a similar way. Words that don't necessarily seem like synonyms at first may start looking like them when you're narrowing down what to cut. Ⓜ

ADVENTURE GENRE	
1: Action	**51:** Medieval
2: Adventure	**52:** Mercenary
3: Agents	**53:** Military
4: Aliens	**54:** Monsters
5: Animals	**55:** Mutation
6: Aquatic	**56:** Mystery
7: Classic	**57:** Nautical
8: Combat	**58:** Occult
9: Commerce	**59:** Outlaws
10: Communities	**60:** Parody
11: Contemporary	**61:** Pirates
12: Corporations	**62:** Post-Apocalypse
13: Cosmic	**63:** Powers
14: Cozy	**64:** Prehistoric
15: Crime	**65:** Pulp
16: Cybernetic	**66:** Quest
17: Demons	**67:** Realistic
18: Derivative	**68:** Religion
19: Dinosaurs	**69:** Robots
20: Doomed	**70:** Rural
21: Dystopian	**71:** Scary
22: Escape	**72:** Scavenging
23: Espionage	**73:** School
24: Exploration	**74:** Sci-Fi
25: Factions	**75:** Ships
26: Fairytale	**76:** Small-Town
27: Fantastical	**77:** Social
28: Fantasy	**78:** Soldiers
29: Freedom	**79:** Space
30: Future	**80:** Steampunk
31: Geographic	**81:** Strange
32: Ghosts	**82:** Subterranean
33: Gods	**83:** Superhero
34: Gothic	**84:** Supernatural
35: Government	**85:** Survival
36: Grim	**86:** Technology
37: Gritty	**87:** Thriller
38: Heist	**88:** Time-Travel
39: Heroic	**89:** Travel
40: Historical	**90:** Undead
41: Horror	**91:** Urban
42: Humorous	**92:** Vampire
43: Hybrid	**93:** Vehicles
44: Invasion	**94:** Victorian
45: Investigative	**95:** War
46: Law	**96:** Weird
47: Legends	**97:** Western
48: Magic	**98:** Wild
49: Martial-Arts	**99:** Worlds
50: Mecha	**100:** Zombie

ADVENTURE TONE	
1: Action	**51:** Intellect
2: Activity	**52:** Intense
3: Adventurous	**53:** Interesting
4: Adversity	**54:** Intrigue
5: Aggressive	**55:** Lavish
6: Amusing	**56:** Legal
7: Anxious	**57:** Lethal
8: Attainment	**58:** Light
9: Average	**59:** Macabre
10: Bizarre	**60:** Magnificent
11: Bleak	**61:** Majestic
12: Bold	**62:** Mature
13: Busy	**63:** Meaningful
14: Calm	**64:** Mechanical
15: Cheerful	**65:** Messy
16: Colorful	**66:** Military
17: Combative	**67:** Misfortune
18: Competitive	**68:** Mistrust
19: Conflict	**69:** Modern
20: Crazy	**70:** Mundane
21: Creepy	**71:** Mystery
22: Dangerous	**72:** Natural
23: Dark	**73:** Normal
24: Emotional	**74:** Odd
25: Energetic	**75:** Personal
26: Epic	**76:** Physical
27: Evil	**77:** Power
28: Exterior	**78:** Pursuit
29: Failure	**79:** Quaint
30: Fame	**80:** Random
31: Familiar	**81:** Rare
32: Fearful	**82:** Reassuring
33: Festive	**83:** Remarkable
34: Fierce	**84:** Rough
35: Fortunate	**85:** Rustic
36: Frantic	**86:** Scary
37: Fresh	**87:** Simple
38: Frightening	**88:** Slow
39: Glorious	**89:** Social
40: Goals	**90:** Strange
41: Hard	**91:** Strong
42: Harsh	**92:** Struggle
43: Heavy	**93:** Tension
44: Historical	**94:** Travel
45: Hopeful	**95:** Trials
46: Horrible	**96:** Vengeance
47: Horror	**97:** Very
48: Important	**98:** Violent
49: Inquire	**99:** Warlike
50: Inspect	**100:** Wild

WORLD CREATION SHEET

WORLD NAME

CONTEXT RULES

GENRE

TONE

🌐 **WORLD HISTORY PATHS**

○ START — END ○
1-5 — 1-4
6-10
1-3

○ START — END ○
5-8 — 1-4
9-10
1-2

○ START — END ○
5-8 — 1-4
9-10
1-2

○ START — END ○
5-8 — 1-5
9-10
1-2

○ START — END ○
6-10
1-3

○ START — END ○
4-7 — 8-10
8-10
1-5

○ START — END ○
3-5 — 8-10
6-7
1-2

○ START — END ○
3-5 — 8-10
6-7
1-2

○ START — END ○
3-5 — 7-10
6-7
1-2

○ START — END ○
4-6
1-5

○ START — END ○
6-10 — 7-10

○ START — END ○
3-6 — 7-10

○ START — END ○
3-6 — 7-10

○ START — END ○
3-6 — 6-10

○ START — END ○

Action Words

Abandon, Accompany, Activate, Advantage, Adversity, Agree, Agreement, Ambush, Animal, Arrive, Assist, Attack, Attain, Attention, Balance, Bargain, Battle, Befriend, Benefits, Bestow, Betray, Block, Break, Building, Burden, Bureaucracy, Business, Carry, Celebrate, Change, Chaos, Close, Combine, Comfort, Communicate, Completion, Conceal, Conflict, Continue, Control, Cooperation, Create, Danger, Deceive, Decrease, Defend, Defense, Delay, Deny, Depart, Depletion, Deposit, Destroy, Disadvantage, Dispute, Disrupt, Distraction, Distrust, Divide, Drop, Easy, Elements, Emotion, Enemy, Energize, Energy, Environment, Escape, Expectation, Expose, Exterior, Extravagance, Fail, Failure, Fame, Fear, Fight, Flee, Free, Freedom, Friend, Goal, Group, Guide, Harm, Heal, Health, Hinder, Hindrance, Home, Hope, Idea, Illness, Illusion, Imitate, Imprison, Increase, Individual, Indulge, Inform, Information, Innocent, Inquire, Inspect, Intellect, Interior, Invade, Investment, Leadership, Leave, Legal, Location, Lure, Military, Misfortune, Misuse, Move, Mundane, Nature, Needs, Neglect, News, Normal, Object, Obscurity, Observe, Official, Open, Oppose, Opposition, Outside, Overthrow, Pain, Path, Peace, People, Personal, Physical, Plot, Portal, Possession, Poverty, Power, Praise, Prison, Proceed, Project, Protect, Protection, Punish, Pursue, Reassurance, Recruit, Refuse, Release, Relinquish, Repair, Representative, Repulse, Return, Reward, Riches, Ruin, Safety, Separate, Start, Stop, Strange, Strength, Struggle, Succeed, Success, Suffering, Support, Suppress, Surprise, Tactic, Take, Technology, Tension, Threaten, Time, Transform, Trap, Travel, Trial, Triumph, Truce, Trust, Use, Usurp, Value, Vehicle, Victory, Vulnerability, Waste, Weapon, Weather, Work, Wound

Description Words

Abnormal, Adventurous, Aggressive, Amusing, Anxious, Artificial, Average, Awkward, Beautiful, Bizarre, Bleak, Bold, Boring, Brave, Bright, Broken, Busy, Calm, Careful, Careless, Cautious, Ceaseless, Cheerful, Clean, Cold, Colorful, Colorless, Combative, Cool, Crazy, Creepy, Curious, Cute, Damaged, Dangerous, Dark, Defeated, Defiant, Deliberate, Delicate, Delightful, Dim, Dirty, Disagreeable, Dry, Dull, Efficient, Emotional, Empty, Energetic, Enormous, Enthusiastic, Excited, Extraordinary, Extravagant, Faded, Familiar, Fancy, Fearful, Feeble, Feminine, Ferocious, Festive, Fierce, Flawless, Foolish, Forlorn, Fortunate, Fragile, Fragrant, Frantic, Free, Fresh, Frightening, Full, Generous, Gentle, Glad, Glorious, Graceful, Grateful, Happy, Hard, Harsh, Hasty, Healthy, Heavy, Helpful, Helpless, Historical, Hopeless, Horrible, Important, Innocent, Intense, Interesting, Irritating, Joyful, Juvenile, Kind, Lacking, Large, Lavish, Lazily, Lean, Less, Lethal, Light, Lively, Lonely, Loose, Loud, Lovely, Loving, Loyal, Magnificent, Majestic, Masculine, Mature, Meaningful, Mechanical, Messy, Mighty, Mild, Military, Miserable, Mocking, Modern, Mundane, Mysterious, Natural, Neat, Nice, Normal, Odd, Offensive, Official, Old, Pale, Partial, Passive, Peaceful, Perfect, Petite, Plain, Playful, Polite, Poor, Positive, Powerful, Quaint, Quarrelsome, Quiet, Rare, Reassuring, Remarkable, Rotten, Rough, Rude, Ruined, Rustic, Ruthless, Scary, Shocking, Simple, Slow, Small, Smooth, Soft, Strange, Strong, Stylish, Swift, Threatening, Timid, Unpleasant, Valuable, Very, Vibrant, Violent, Warm, Watery, Weak, Wild, Yielding, Young

Anything Words

Change, Continue, Decrease, Increase, Mundane, Mysterious, Start, Stop, Strange, Extra

MEANING TABLES: ACTIONS

ACTION 1

1: Abandon
2: Accompany
3: Activate
4: Agree
5: Ambush
6: Arrive
7: Assist
8: Attack
9: Attain
10: Bargain
11: Befriend
12: Bestow
13: Betray
14: Block
15: Break
16: Carry
17: Celebrate
18: Change
19: Close
20: Combine

21: Communicate
22: Conceal
23: Continue
24: Control
25: Create
26: Deceive
27: Decrease
28: Defend
29: Delay
30: Deny
31: Depart
32: Deposit
33: Destroy
34: Dispute
35: Disrupt
36: Distrust
37: Divide
38: Drop
39: Easy
40: Energize

41: Escape
42: Expose
43: Fail
44: Fight
45: Flee
46: Free
47: Guide
48: Harm
49: Heal
50: Hinder
51: Imitate
52: Imprison
53: Increase
54: Indulge
55: Inform
56: Inquire
57: Inspect
58: Invade
59: Leave
60: Lure

61: Misuse
62: Move
63: Neglect
64: Observe
65: Open
66: Oppose
67: Overthrow
68: Praise
69: Proceed
70: Protect
71: Punish
72: Pursue
73: Recruit
74: Refuse
75: Release
76: Relinquish
77: Repair
78: Repulse
79: Return
80: Reward

81: Ruin
82: Separate
83: Start
84: Stop
85: Strange
86: Struggle
87: Succeed
88: Support
89: Suppress
90: Take
91: Threaten
92: Transform
93: Trap
94: Travel
95: Triumph
96: Truce
97: Trust
98: Use
99: Usurp
100: Waste

ACTION 2

1: Advantage
2: Adversity
3: Agreement
4: Animal
5: Attention
6: Balance
7: Battle
8: Benefits
9: Building
10: Burden
11: Bureaucracy
12: Business
13: Chaos
14: Comfort
15: Completion
16: Conflict
17: Cooperation
18: Danger
19: Defense
20: Depletion

21: Disadvantage
22: Distraction
23: Elements
24: Emotion
25: Enemy
26: Energy
27: Environment
28: Expectation
29: Exterior
30: Extravagance
31: Failure
32: Fame
33: Fear
34: Freedom
35: Friend
36: Goal
37: Group
38: Health
39: Hindrance
40: Home

41: Hope
42: Idea
43: Illness
44: Illusion
45: Individual
46: Information
47: Innocent
48: Intellect
49: Interior
50: Investment
51: Leadership
52: Legal
53: Location
54: Military
55: Misfortune
56: Mundane
57: Nature
58: Needs
59: News
60: Normal

61: Object
62: Obscurity
63: Official
64: Opposition
65: Outside
66: Pain
67: Path
68: Peace
69: People
70: Personal
71: Physical
72: Plot
73: Portal
74: Possession
75: Poverty
76: Power
77: Prison
78: Project
79: Protection
80: Reassurance

81: Representative
82: Riches
83: Safety
84: Strength
85: Success
86: Suffering
87: Surprise
88: Tactic
89: Technology
90: Tension
91: Time
92: Trial
93: Value
94: Vehicle
95: Victory
96: Vulnerability
97: Weapon
98: Weather
99: Work
100: Wound

MEANING TABLES: DESCRIPTIONS

DESCRIPTOR 1

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

DESCRIPTOR 2

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

MEANING TABLES: ELEMENTS

LOCATIONS

1:	Abandoned	**51:**	Lively
2:	Active	**52:**	Lonely
3:	Artistic	**53:**	Long
4:	Atmosphere	**54:**	Loud
5:	Beautiful	**55:**	Meaningful
6:	Bleak	**56:**	Messy
7:	Bright	**57:**	Mobile
8:	Business	**58:**	Modern
9:	Calm	**59:**	Mundane
10:	Charming	**60:**	Mysterious
11:	Clean	**61:**	Natural
12:	Cluttered	**62:**	New
13:	Cold	**63:**	Occupied
14:	Colorful	**64:**	Odd
15:	Colorless	**65:**	Official
16:	Confusing	**66:**	Old
17:	Cramped	**67:**	Open
18:	Creepy	**68:**	Peaceful
19:	Crude	**69:**	Personal
20:	Cute	**70:**	Plain
21:	Damaged	**71:**	Portal
22:	Dangerous	**72:**	Protected
23:	Dark	**73:**	Protection
24:	Delightful	**74:**	Purposeful
25:	Dirty	**75:**	Quiet
26:	Domestic	**76:**	Reassuring
27:	Empty	**77:**	Remote
28:	Enclosed	**78:**	Resourceful
29:	Enormous	**79:**	Ruined
30:	Entrance	**80:**	Rustic
31:	Exclusive	**81:**	Safe
32:	Exposed	**82:**	Services
33:	Extravagant	**83:**	Simple
34:	Familiar	**84:**	Small
35:	Fancy	**85:**	Spacious
36:	Festive	**86:**	Storage
37:	Foreboding	**87:**	Strange
38:	Fortunate	**88:**	Stylish
39:	Fragrant	**89:**	Suspicious
40:	Frantic	**90:**	Tall
41:	Frightening	**91:**	Threatening
42:	Full	**92:**	Tranquil
43:	Harmful	**93:**	Unexpected
44:	Helpful	**94:**	Unpleasant
45:	Horrible	**95:**	Unusual
46:	Important	**96:**	Useful
47:	Impressive	**97:**	Warm
48:	Inactive	**98:**	Warning
49:	Intense	**99:**	Watery
50:	Intriguing	**100:**	Welcoming

CHARACTERS

1:	Accompanied	**51:**	Important
2:	Active	**52:**	Inactive
3:	Aggressive	**53:**	Influential
4:	Ambush	**54:**	Innocent
5:	Animal	**55:**	Intense
6:	Anxious	**56:**	Knowledgable
7:	Armed	**57:**	Large
8:	Beautiful	**58:**	Lonely
9:	Bold	**59:**	Loud
10:	Busy	**60:**	Loyal
11:	Calm	**61:**	Masculine
12:	Careless	**62:**	Mighty
13:	Casual	**63:**	Miserable
14:	Cautious	**64:**	Multiple
15:	Classy	**65:**	Mundane
16:	Colorful	**66:**	Mysterious
17:	Combative	**67:**	Natural
18:	Crazy	**68:**	Odd
19:	Creepy	**69:**	Official
20:	Curious	**70:**	Old
21:	Dangerous	**71:**	Passive
22:	Deceitful	**72:**	Peaceful
23:	Defeated	**73:**	Playful
24:	Defiant	**74:**	Powerful
25:	Delightful	**75:**	Professional
26:	Emotional	**76:**	Protected
27:	Energetic	**77:**	Protecting
28:	Equipped	**78:**	Questioning
29:	Excited	**79:**	Quiet
30:	Expected	**80:**	Reassuring
31:	Familiar	**81:**	Resourceful
32:	Fast	**82:**	Seeking
33:	Feeble	**83:**	Skilled
34:	Feminine	**84:**	Slow
35:	Ferocious	**85:**	Small
36:	Foe	**86:**	Stealthy
37:	Foolish	**87:**	Strange
38:	Fortunate	**88:**	Strong
39:	Fragrant	**89:**	Tall
40:	Frantic	**90:**	Thieving
41:	Friend	**91:**	Threatening
42:	Frightened	**92:**	Triumphant
43:	Frightening	**93:**	Unexpected
44:	Generous	**94:**	Unnatural
45:	Glad	**95:**	Unusual
46:	Happy	**96:**	Violent
47:	Harmful	**97:**	Vocal
48:	Helpful	**98:**	Weak
49:	Helpless	**99:**	Wild
50:	Hurt	**100:**	Young

OBJECTS

1:	Active	**51:**	Information
2:	Artistic	**52:**	Intriguing
3:	Average	**53:**	Large
4:	Beautiful	**54:**	Lethal
5:	Bizarre	**55:**	Light
6:	Bright	**56:**	Liquid
7:	Clothing	**57:**	Loud
8:	Clue	**58:**	Majestic
9:	Cold	**59:**	Meaningful
10:	Colorful	**60:**	Mechanical
11:	Communication	**61:**	Modern
12:	Complicated	**62:**	Moving
13:	Confusing	**63:**	Multiple
14:	Consumable	**64:**	Mundane
15:	Container	**65:**	Mysterious
16:	Creepy	**66:**	Natural
17:	Crude	**67:**	New
18:	Cute	**68:**	Odd
19:	Damaged	**69:**	Official
20:	Dangerous	**70:**	Old
21:	Deactivated	**71:**	Ornamental
22:	Deliberate	**72:**	Ornate
23:	Delightful	**73:**	Personal
24:	Desired	**74:**	Powerful
25:	Domestic	**75:**	Prized
26:	Empty	**76:**	Protection
27:	Energy	**77:**	Rare
28:	Enormous	**78:**	Ready
29:	Equipment	**79:**	Reassuring
30:	Expected	**80:**	Resource
31:	Expended	**81:**	Ruined
32:	Extravagant	**82:**	Small
33:	Faded	**83:**	Soft
34:	Familiar	**84:**	Solitary
35:	Fancy	**85:**	Stolen
36:	Flora	**86:**	Strange
37:	Fortunate	**87:**	Stylish
38:	Fragile	**88:**	Threatening
39:	Fragrant	**89:**	Tool
40:	Frightening	**90:**	Travel
41:	Garbage	**91:**	Unexpected
42:	Guidance	**92:**	Unpleasant
43:	Hard	**93:**	Unusual
44:	Harmful	**94:**	Useful
45:	Healing	**95:**	Useless
46:	Heavy	**96:**	Valuable
47:	Helpful	**97:**	Warm
48:	Horrible	**98:**	Weapon
49:	Important	**99:**	Wet
50:	Inactive	**100:**	Worn