MYTHIC MAGAZINE

One-Page Adventure Crafter

Swords & Towers
Two Ready To Use Adventure Scenarios

VOLUME 29

MYTHIC MAGAZINE

EACH MONTH MYTHIC MAGAZINE PRESENTS NEW RULES AND COMMENTARY ON SOLO ROLE-PLAYING AND GETTING MORE OUT OF YOUR MYTHIC AND CRAFTER ADVENTURES.
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The Minimize Issue

Greetings everyone! This issue of *Mythic Magazine* has a heavy emphasis on adventure narratives reduced to their simplest forms, both generating them and playing through them.

The first article is a return to the One-Page world, this time giving the simplification treatment to *The Adventure Crafter.* Just like issue #25 reduced the Mythic GM Emulator to a single sheet of instructions, this issue presents TAC in a similar single sheet format. Fast, efficient, and fun :)

The second article is a collection of two adventure seed scenarios. They include the content and Context you need to begin a Mythic solo adventure with a running start. I'm thinking of it as a mini version of the Solo Adventure Modules published in past issues.

Bringing this issue full circle, I used the One-Page Adventure Crafter to create the scenarios described in the second article.

Happy adventuring!

One-Page Adventure Crafter

Back in *Mythic Magazine #25* "One-Page Mythic Game Master Emulator" debuted, an attempt at condensing the *Mythic GME* onto a single sheet of paper. I think it was a success, and it was liked enough that I felt *The Adventure Crafter* deserved its own One-Page treatment.

And here we are! Introducing One-Page Adventure Crafter, the super simple Adventure Crafter.

THE APPROACH

As with One-Page Mythic GME, my goal with One-Page Adventure Crafter was to condense the ruleset onto a single sheet of paper while still retaining the feel of the system. To accomplish this game mechanics had to be simplified, some rules had to be cut, while others had to be compensated for in some way.
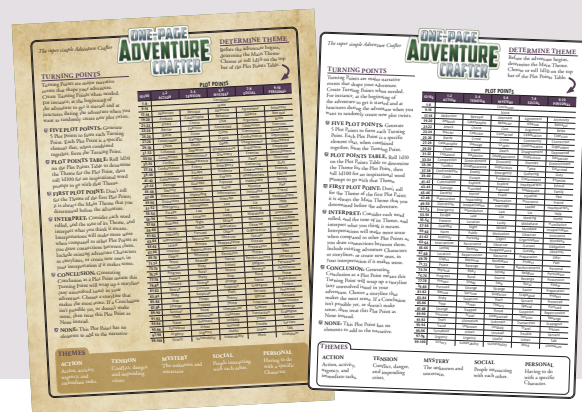
You can see the results on the next two pages.

PRINT READY

You'll find two versions of One-Page Adventure Crafter on the next two pages: one with a background image and the other is a low-resource printer friendly version without the background.

The text and rules are the same on both.

ONE-PAGE Adventure CRAFTER

The super simple Adventure Crafter

DETERMINE THEME

Before the adventure begins, determine the Main Theme. Choose or roll 1d10 on the top bar of the Plot Points Table.

TURNING POINTS

Turning Points are major narrative events that shape your adventure. Create Turning Points when needed. For instance, at the beginning of the adventure to get it started and at junctures during the adventure when you want to randomly create new plot twists.

- **FIVE PLOT POINTS:** Generate 5 Plot Points to form each Turning Point. Each Plot Point is a specific element that, when combined together, form the Turning Point.

- **PLOT POINTS TABLE:** Roll 1d10 on the Plot Points Table to determine the Theme for the Plot Point, then roll 1d100 for an inspirational word prompt to go with that Theme.

- **FIRST PLOT POINT:** Don't roll for the Theme of the first Plot Point; it is always the Main Theme that you determined before the adventure.

- **INTERPRET:** Consider each word rolled, and the tone of its Theme, and interpret what you think it means. Interpretations will make more sense when compared to other Plot Points as you draw connections between them. Include existing adventure Characters or storylines, or create new ones, in your interpretation if it makes sense.

- **CONCLUSION:** Generating Conclusion as a Plot Point means this Turning Point will wrap up a storyline (any unresolved issue) in your adventure. Choose a storyline that makes the most sense. If a Conclusion isn't possible yet, or doesn't make sense, then treat this Plot Point as None instead.

- **NONE:** This Plot Point has no elements to add to the narrative.

PLOT POINTS

1D100	1-2 ACTION	3-4 TENSION	5-6 MYSTERY	7-8 SOCIAL	9-10 PERSONAL
1-8			Conclusion		
9-16			None		
17-18	Abduction	Betrayal	Alternate	Agreement	Animosity
19-20	Ambush	Catastrophe	Behavior	Alliance	Betrayal
21-22	Attack	Choice	Clue	Argument	Bribe
23-24	Barrier	Coercion	Connected	Celebration	Coercion
25-26	Battle	Crime	Crime	Community	Connection
27-28	Catastrophe	Damage	Cryptic	Confrontation	Dependent
29-30	Chase	Death	Death	Disagreement	Depowered
31-32	Collateral	Depletion	Disappearance	Duplicitous	Desperate
33-34	Competition	Diminishment	Discovery	Enemies	Diminishment
35-36	Conflict	Disappearance	Duplicitous	Fame	Disarmed
37-38	Confrontation	Enemy	Emergency	Gathering	Duty
39-40	Crash	Escape	Evidence	Government	Enemies
41-42	Culmination	Explore	Explore	Headquarters	Ethical
43-44	Damage	Guarded	Exposed	Inadequate	Family
45-46	Destroy	Horror	Fraud	Injustice	Flee
47-48	Destruction	Impending	Information	Innocence	Friend
49-50	Distraction	Incapacitation	Intercept	Leader	Headquarters
51-52	Emergency	Intimidation	Law	Lie	Help
53-54	Escape	Law	Lie	Meeting	Home
55-56	Frenetic	Location	Lucky	Misbehave	Humiliation
57-58	Guarded	Night	Misled	Mundane	Incapacitation
59-60	Harm	Public	Motivation	Observer	Innocence
61-62	Intensify	Pursued	Object	Organization	Mundane
63-64	Intervention	Recurrence	Observer	Outcast	Obligation
65-66	Lethal	Remote	Reappearance	Outside	Observer
67-68	Location	Repercussion	Resource	Preparation	Offer
69-70	Object	Resource	Revelation	Protect	Past
71-72	Peace	Revenge	Secret	Reinforcements	Personal
73-74	Physical	Risky	Solved	Religion	Persuasion
75-76	Progress	Rural	Source	Revenge	Possession
77-78	Protect	Shady	Stop	Rural	Power
79-80	Pursued	Strange	Strange	Savior	Preparation
81-82	Rescue	Survivor	Suspicion	Scapegoat	Protect
83-84	Risky	Suspicion	Theft	Servant	Protected
85-86	Stop	Threat	Theory	Special	Pursued
87-88	Strange	Trapped	Threat	Suspicion	Repercussion
89-90	Survivor	Travel	Unexpected	Tension	Revenge
91-92	Theft	Ultimatum	Unknown	Transaction	Scapegoat
93-94	Travel	Unknown	Unlikely	Travel	Schism
95-96	Turnabout	Urban	Unusual	Trouble	Servant
97-98	Urgency	Urgency	Useful	Urban	Talk
99-100	Victory	Vulnerability	Vulnerability	Work	Ultimatum

THEMES

ACTION
Action, activity, urgency, and immediate tasks.

TENSION
Conflict, danger, and impending crises.

MYSTERY
The unknown and uncertain.

SOCIAL
People interacting with each other.

PERSONAL
Having to do with a specific Character.

The super simple Adventure Crafter

ONE-PAGE ADVENTURE CRAFTER

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Themes

The Adventure Crafter Themes were retained as is, with all five making it over. I thought this was important as the Themes strike an important tone with how Turning Points are created.

Instead of generating the order of all five Themes before you start creating an adventure, these rules simplify the process by having you choose only one Theme. This becomes the Main Theme and is the automatic Theme of the first Plot Point of each Turning Point. Doing this simplified the adventure Theme creation process while still retaining some Thematic atmosphere to an adventure by having one Theme be pre-eminent.

Plot Points Table

The Plot Points Table is the heart of *The Adventure Crafter*, so getting this right is important. However, condensing a table that stretches over many pages in the original book down to less than one page was a challenge.

To make it work I borrowed from Mythic, making the Plot Points Table a lot like a Mythic Meaning Table. *The Adventure Crafter* Plot Points were boiled down into individual words placed under their Themes. As with Mythic Meaning Table words, these words are also used as inspiration for an interpretation. Not only do you have the word itself but you can also draw in the tone of the Theme the word was rolled under and use that as Context as well.

Even if an individual Plot Point is difficult to

interpret because of lack of Context, when all of the Plot Points are viewed in relation to each other obvious connections and interpretations should begin to form.

A Player creating a dungeon crawl adventure using One-Page Adventure Crafter wants to know what the next major region of the dungeon is like, so they treat it as a Turning Point.

The Main Theme of this adventure is Personal so the Theme doesn't need to be rolled for the first Plot Point of this Turning Point. Rolling on the Personal column of the Plot Points Table the Player gets "Flee". Since this adventure is about the Player Character searching a haunted cavern in an effort to find a lost friend it would make sense to interpret this Personal Plot Point to be connected to that goal. Maybe the PC finds evidence of the friend fleeing from something in this area.

For the second Plot Point the Player rolls a Theme of Tension and "Depletion". Going with signs of the friend escaping from something, maybe this Plot Point means there are drops of blood on the ground. That certainly sounds like tension.

The third Plot Point is a Theme of Mystery and "Threat". Again, this goes along with the prevailing interpretation of this Turning Point that there are signs of distress and struggle here. Maybe along with drops of blood there are additional signs of struggle, such as arrow shafts or rock blasted by magical fire. A fight took place here.

The fourth Plot Point is a Theme of Tension and "Strange". This can mean just about anything, but the Player interprets it to represent what the area looks like. The caverns so far have been very rough and rocky, but this area has stairs hewn into the natural stone. There is also an odd fog in the area and a glow in the distance.

For the final Plot Point, the Player rolls a Theme of Action and "Damage". This reinforces the earlier interpretation that a battle took place, the Player deciding this means that rocks are scorched with fire damage as from battle magic. The friend they are searching for is a mage with specialization in combat and fire spells.

The Player's final interpretation is this: Proceeding through the cavern, the space opens up into a massive cave. A strange fog rolls through the area, and stairs can be seen roughly hacked into the rock. The PC spots arrow shafts on the ground; goblins have been fighting here. On closer examination there are scorch marks on some of the rocks, a few having chunks blasted out of them. Someone here answered arrow fire with fireballs. Drops of human blood are also present, still fresh.

The PC knows they are getting close to finding their friend. They're still alive, or at least were during this battle.

TURNING POINTS AND THEIR USES

The rules don't go into any detail on when to use One-Page Adventure Crafter other than to say "Create Turning Points when needed." There is no difference between these One-Page rules and the original *Adventure Crafter* rules in how they can be used, leaving it open to you to create Turning Points when you think it enhances the narrative of your adventure.

Adventure Outlines

For instance, you can generate multiple Turning Points to represent major events in a storyline to build the structure for an entire narrative, beginning to end. A Game Master could do this prior to an adventure with a gaming group to help them construct their own adventure.

For Solo Play

Or, a solo Mythic Player could generate a Turning Point to serve as inspiration for the first Scene of an adventure. Turning Points can also be used during a solo Mythic adventure, perhaps used as Interrupt Scenes instead of Mythic's Random Events method. Or, if you feel your Mythic solo adventure has run out of steam you could toss in a Turning Point to give the adventure new life and new direction.

Histories And Tales

Since Turning Points generate stories, they can be used any time a tale needs to be created. One or more Turning Points could be generated as inspiration for the backstory of a Non-Player Character, the history of a nation, the contents of a journal, the story an NPC relates about what happened to them, a legend inscribed on a cave wall, etc.

MAKING UP FOR LOST CONTEXT

A disadvantage to this approach is the loss of a lot of Context. A single word, while it may be packed with meaning, still doesn't convey all the information that the Plot Point tropes do from the original book.

To help make up for this loss of Context I emphasize considering the Theme itself as part of your interpretation. For instance, don't just interpret a word like "Distraction", also interpret the Theme it goes with, Action. Since some words appear in more than one Theme column they will have slightly different meanings based on where you roll it. For instance, rolling "Crime" may be interpreted one way for Tension but another way for Mystery.

That's a start for packing in more Context, but a little more needed to be done. I reduced the chances of rolling a "None" result on the Plot Points table. This means more Plot Point words will be generated, and while a single Plot Point may not immediately conjure an interpretation for you, combining the various rolled Plot Points together most likely will.

This stays in step with the original *Adventure Crafter* which also encourages you to make interpretations for a Turning Point after all Plot Points are generated so you can consider how one Plot Point influences another one.

Lists

Just like with One-Page Mythic, Lists are a casualty of the reduction process with One-Page Adventure Crafter as well. Instead of keeping track of Plotlines or Characters you're encouraged to generate plots and Characters as you need them and include them in developing Turning Points when it makes sense.

This places more emphasis on interpretation:

not only are you coming up with what the Plot Point words mean, but you also implicate Characters and Threads when necessary.

Of course, if you want to use Lists with this system you still can. One-Page Adventure Crafter plays very well with *The Adventure Crafter* and the *Mythic Game Master Emulator Second Edition* Lists mechanics.

THE BIG EXAMPLE: NIL AND THE PANTHEON OF LIGHT

For this Big Example the Player is using One-Page Adventure Crafter to help fashion a solo Mythic adventure. The Player Character is Nil, a young woman with magical powers in a light fantasy adventure setting. Nil adventures tend to be whimsical and wondrous, so the Player is hoping this turns into an adventure of discovery.

In a previous adventure, Nil discovered that her magical powers stem from ancestry she has with a mythical group of people called the Pantheon of Light. These beings have not been seen in the region Nil lives in for many decades, but stories abound of their strange abilities. The previous adventure concluded with Nil discovering a map to a secret location in the woods where the Pantheon were apparently trapped and slain by their enemies in the past.

Nil wants to find this location and discover what really happened to the Pantheon.

The Player decides to dive straight into the action of this adventure by having the first Scene be what Nil discovers when she travels to the location indicated on the map. They are going

to use One-Page Adventure Crafter to create the first Scene. The Player is also going to use it to make Turning Points when Scene Interrupts are generated, although only if it feels right to do so. They may also interject a Turning Point somewhere in the adventure if it seems like the adventure needs an additional shove forward.

The Player decides to choose the Main Theme for this adventure instead of rolling, selecting Mystery. This is in keeping with the tone of discovery they want to achieve.

Starting with a Turning Point to generate the first Scene, the Player rolls for a Plot Point under the Mystery column and gets "Lie".

The second Plot Point is a Theme of Personal and "Desperate".

The third Plot Point is Social and "Preparation".

The Player pauses to consider these Plot Points so far. They interpret "Lie" to mean that Nil finds evidence that the Pantheon wasn't slain in this location; the story of their demise is wrong. "Desperate" and "Preparation" sounds like a carefully planned escape. The Player is thinking Nil finds that the Pantheon escaped their enemies in this location.

The fourth Plot Point is Personal and "Headquarters". The Player thinks this could also mean home; maybe the Pantheon, being magical in nature, are from another world or dimension and escape meant returning to that place.

The fifth Plot Point is Social and "Trouble". This seems to reinforce the idea that the Pantheon were fleeing from their enemies. Being a Social Theme gives more credence to the interpretation that they acted as a people, fleeing from a foe that wanted them all dead.

The Player decides that one Turning Point is enough and makes this interpretation:

The way through the woods is circuitous, the place indicated on the map is not a location someone would simply wander to. Perhaps this was by design?

HOW MANY TURNING POINTS?

The Adventure Crafter is a random story generator, meant to stir up tropes and connections between Characters and action. As a collection of Plot Points, a Turning Point can offer a lot of detail. Whatever you're generating the Turning Point for, sometimes one Turning Point is enough.

Given the random nature of TAC, however, you never know what you're going to get from a Turning Point. Maybe after generating it you feel the narrative it paints is incomplete. Maybe you rolled a few "none" results that left gaps that the other Plot Points don't fill well.

The solution to this is to make another Turning Point, continuing with the narrative you started with the first one. Turning Points can be combined in this way just as Plot Points combine to form a Turning Point.

My advice is to only generate as many Turning Points as you need, and one will often suffice. If a satisfying narrative has taken shape through your interpretations then you are good to go! However, if you feel a little lost with your interpretation, or it seems unfinished, you can keep generating Turning Points until you have the elements you need.

When she finally reaches the destination, she finds the relics of a stone temple. Marble columns stand amid the forest growth that has risen up around them. As Nil approaches an arch of stone, magical energies gather and lights dance between the columns. It's a portal, she realizes, and it's reacting to the Pantheon blood in her.

Examining inscriptions on the columns, Nil realizes that her people weren't exterminated after all. They built and used this location to escape their oppressors, fleeing to … somewhere else. Their original home, perhaps?

The Player runs through this first Scene with

Nil examining the area, reading inscriptions, and using Mythic Fate Questions to figure it all out.

Nil will, of course, step through the portal to find out where it goes. The Player makes this the basis of the next Scene. Nil finds herself in another world, one full of nature and colorful plants and animals. It looks much like the forest she came from, but also subtly different. There's an alien quality to the place.

The adventure goes through several more Scenes with Nil exploring this strange new world. The Player uses Mythic as normal through this part of the adventure, creating and testing Expected Scenes, asking Fate Questions, and dealing with Random Events.

Nil discovers more traces of her people, with villages that were abandoned so long ago they are now overgrown with vines and flowers. She finds herself sometimes spotting lights out of the corner of her eyes, turning her head in time to glimpse floating orbs that quickly dance away.

As Nil explores she finds an entire city, just as abandoned as every other place she has found so far. Nothing is damaged or destroyed, it's just that there are no people. She's mystified about what has happened to them all.

Having explored as much as they want, the Player decides it's time for the next phase of this adventure. They're going to produce another Turning Point to determine what happens.

The first Plot Point uses the Main Theme of Mystery and gets "Cryptic".

The second Plot Point is Action and "Emergency".

The third Plot Point is Tension and "Night".
The fourth Plot Point is Social and "Duplicitous".
The fifth Plot Point is Mystery and "None".
The Player makes this interpretation:

Nil stays in the city, sleeping during the nights in one of the many abandoned houses she has found. One night she is visited by a strange and vivid dream. A voice beseeches her for help. In the dream Nil can see the people of the Pantheon, they fill the city streets but they look panicked and concerned. Someone among them has betrayed them. Where they thought they had escaped their enemy in one world, they have fallen prey to treachery in this one.

Nil wakes with a cry and the certainty that this wasn't a dream at all but a plea for help. Something happened to the Pantheon of the Light, and Nil is likely the first person to step through that portal in many decades. She may be the only person who can help them now.

The Player considered generating a second Turning Point to gather more information about what happened to the Pantheon but decided to leave that unanswered; this is what Nil can work to find out. 🜚

Swords & Towers

Previous issues of Mythic Magazine have dealt with adventure formats that are hybrids of regular, open-ended solo Mythic play and traditional group role-play modules and prepared adventures (see "Solo Adventure Modules" sidebar for more about this). These approaches were trying to get as close as possible to the experience of a fully prepared adventure but still retain all the surprises and adventure building inherent in solo play.

This article is attempting the same thing, but from a more minimalist point of view. While not complete adventure outlines, the two adventure seeds in this article present ideas to get an adventure started as well as details you can use to populate your Threads and Characters Lists and sometimes other content like Keyed Scenes.

You can use the adventure seeds as is, or use them as inspiration, changing any details that you'd like to change. These are all meant to get a solo adventure started. You, and Mythic, will take it from there.

SOLO ADVENTURE MODULES

Mythic Magazine #11 introduced the idea of Solo Adventure Modules, prepared adventures that provide detail, content, and Context, just like a traditional RPG module but intended for solo play. That issue contained a full solo adventure, "The Secret Of Tockley Manor". Tockley is a horror-themed adventure with a dash of mystery and a classic haunted house.

The idea of prepared solo adventures was revisited in *Mythic Magazine #22* with "Journey To The Isle Of Kitra" with a more sandbox approach featuring a tropical island full of mystery and danger.

If the idea of solo adventure modules intrigues you I encourage you to check out either of those issues.

THE SWORD OF RATHEN

This adventure scenario is about a mysterious object that drops into your Player Character's lap, and is followed by all kinds of trouble. The adventure is meant to be action oriented and it starts off with a bang. This scenario is designed for a high-fantasy setting.

First Scene

Decide where your PC is and what they are doing. This should be something typical for them. For instance, maybe your warrior Character is hanging out in a tavern or your mage is at home reading their books.

Whatever your PC is doing, they are interrupted by the abrupt arrival of someone they know: Sergio Hunter. Your PC hasn't seen Sergio in a while but they do have a connection in the past and you consider him a friend. How exactly you two know each other is up to you and can be worked out with Fate Questions or Discovering Meaning.

If you would like to work this scenario into an ongoing campaign your PC is already involved in you can swap out Sergio Hunter with another NPC from an earlier adventure in your campaign or your PC's history.

Sergio will arrive at your PC's location in a rush, horse galloping hard and the man's panic evident. He is wounded, bleeding, and immediately beseeches your help.

"You've got to help me! I didn't know who else to turn to! Here, take this, please. They're coming!"

Sergio passes along a sword. It's clearly no ordinary weapon. The blade appears to be made of crystal and is almost transparent. There is also a slight glow to it that's even evident in daylight.

Before you have much chance to inspect the sword the pursuers chasing Sergio show up: two men on horseback who look eager to engage in a fight. Both men are looking a bit bedraggled; they've been chasing Sergio for a very long time and are fatigued.

This situation will likely break out into an immediate battle unless the PC decides to flee. The two men will immediately engage with the goal of retrieving the sword. Determine the men's statistics using Fate Questions, although keep in mind that they are not at their best right now so they may be weaker than usual. This gives your PC an advantage. Also, since this is the first Scene, consider as Context that the two men are beatable by your PC; this shouldn't be too hard of a fight if the PC does engage them.

Threads And Characters

There are several Threads and Characters you can immediately add to your Lists for this adventure.

THE SWORD OF RATHEN LISTS	
THREADS	**CHARACTERS**
Protect Sergio	Sergio Hunter
Discover secret of the sword	Pursuers
	Sword of Rathen
	Fivar Ipaar

PROTECT SERGIO

Sergio Hunter is clearly in a lot of trouble. Did he steal the sword? Is he trying to protect someone else?

How inclined your PC feels about helping Sergio may depend on the relationship you

established between yourselves in the first Scene. If he is barely an acquaintance, your PC may find this intrusion to be annoying and now you are caught up in Sergio's troubles. On the other hand, if Sergio is a friend and ally your PC may feel the need to protect and help.

The adventure benefits from Sergio (or whichever NPC you've replaced him with) being someone your PC wants to help. This creates an additional wrinkle to the adventure of helping and protecting a friend on top of unraveling the mystery of the sword.

Whether "Protect Sergio" becomes a Thread on your List may also depend on how that first Scene pans out. Maybe Sergio is so grievously wounded, or the fight with the pursuers goes so badly, that he doesn't survive. In this case you may want to go with a Thread such as "Find out what Sergio had gotten himself into."

DISCOVER SECRET OF THE SWORD

The Sword of Rathen is meant to be the star of this adventure. It's clearly a magical blade, but what can it do? Who does it belong to, how did Sergio get it, and why do the pursuers want it so badly?

Assuming Sergio survives the first Scene and isn't separated from the PC, he should be able to answer some of these questions. However, no matter what Sergio says, some element of mystery should be maintained around the sword. Most importantly, its full magical capabilities should be unknown, even to Sergio; discovering that is a big part of this adventure.
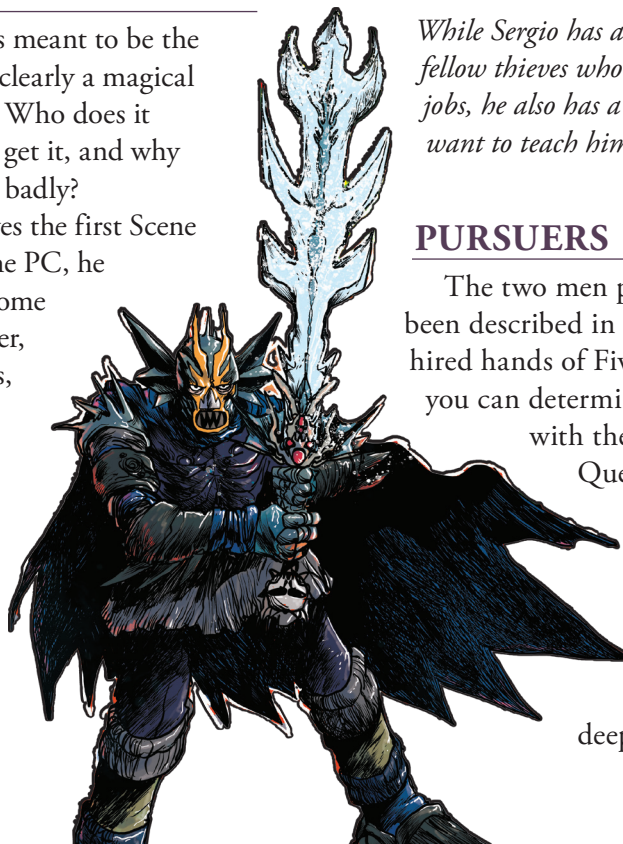
SERGIO HUNTER

We covered this NPC in First Scene. However, if you decide to use this Character instead of replacing him with another NPC, you can use the following as a description:

Sergio is a thief, but not just any thief, he is a leader of thieves. Despite his down to earth appearance and rough education he has natural leadership talents and this has been expressed in his ability to lead small groups of street gangs to pull off sometimes impressive acts of thievery.

His success is due to the careful planning he puts into each job. After all, he has a reputation to uphold; who would join his crews if he didn't have a history of profit?

While Sergio has a wide range of roguish skills, his primary talents lie in deception and persuasion. He can often talk his way into just about any stronghold and he is adept at faking documents and official looking identifications.

While Sergio has a great many friends, mostly fellow thieves who have joined him on past jobs, he also has a long list of enemies who want to teach him a lesson.

PURSUERS

The two men pursuing Sergio have also been described in First Scene. They are hired hands of Fivar Ipaar. If necessary, you can determine their exact relationship with their employer through Fate Questions. For instance, are they simple mercenaries who are working for Ipaar only because they have been paid, or are they his personal guard who have deeper loyalty?

Even if this pair of pursuers are killed in the first Scene you may want to keep this element on the Characters List. Given the action focus of this adventure it should be assumed there are more pursuers where those came from. Their sudden appearance should be possible throughout the adventure.

SWORD OF RATHEN

The sword has been described in First Scene. It's clearly magical, there's no mystery to that. Also, if Sergio survives the first Scene he may be able to explain a few things about it. As already indicated, however, you should keep the details about the sword brief to start with.

Maybe Sergio stole it because he knows Fivar can use its power to start a war and the thief suddenly found a cause worth staking his life for. Or, maybe Sergio stole the item simply because it was valuable and his theft went badly awry. If you go with the former scenario then Sergio is likely to know more about the sword than with the latter situation.

Either way, the full capabilities of the sword should be unclear and will be revealed as the adventure unfolds.

FIVAR IPAAR

This is the man who is having Sergio pursued and wants the sword. He is the chancellor of a powerful local ruler. You can work out the details through Fate Questions or use the description given later, but in essence he is the right hand man to a powerful leader. This means Fivar has access to nearly all of the resources of the noble he serves. However, this also brings into question whether or not Fivar is currently acting in the noble's interest or his own. Is he pursuing Sergio and the sword in service to his liege, or is he seeking the sword to increase his own power and usurp his queen?

These questions open up lots of adventure potential for what Fivar is actually up to. While he

TAKE IT FROM THERE

Among the advantages to Solo Adventure Modules and detailed seeds for solo play is that there is enough information for you to work with but the details aren't so set in stone that you can't change them.

For instance, with The Sword of Rathen you could completely change the genre and setting of the adventure by just altering a few details. Maybe it's not a fantasy adventure but a science fiction one. Your Player Character is approached by Sergio Hunter as he zooms in to a space port in his ship. Sergio is a galactic smuggler, and he frantically hands you an odd looking crystal. It's an artifact of alien design, and local authorities are hot on Sergio's tail to recover the object.

The same can be done with the other adventure seed in this article, taking what is given as a starting point and dialing in the details the way you want them.

wields a lot of power and resources, it's possible he also has vulnerabilities. Maybe he is acting on his own, and if the PC discovers this and gets proof to the monarch then they can expose Fivar's schemes.

You can use the following description for Fivar Ipaar:

Fivar is the Chancellor of Queen Willow Aldell, and as such is in charge of nearly all aspects of her government when she is not directly commanding herself. He has his own personal guard and can also call upon the royal troops when necessary.

Fivar is a deeply deceptive and conniving man who is often willing to take great risks in pursuit of his goals. He is famous for his short fuse and will often act on his anger.

He is always dressed in the finest clothes and is very fastidious about his appearance.

Keyed Scene

While this adventure contains various directions it can take, such as exploring what Sergio was up to or what Ipaar's goals are, a big mystery element is the sword and what it's capable of. One way for the sword to reveal itself is to use the Keyed Scene listed below.

At the end of each Scene where the PC is in possession of, or in the presence of, the sword roll a d10. On a 1-2 the sword will spontaneously exhibit a power in the next Scene.

Try to have this display of power be as early in the following Scene as possible and as makes sense, but it's most likely to happen when the sword itself is being wielded or when something active is happening. For instance, if a fight breaks out and the PC draws the sword or the PC is facing a dangerous situation.

If nothing like that happens the sword will simply exhibit its power during whatever the PC happens to be doing at the time.

To determine the sword's power choose an appropriate Mythic Meaning Table, such as Actions, Powers, or Spell Effects, and roll a pair of words to interpret.

This can happen up to 3 times, allowing for the possibility of the sword exhibiting 3 different powers throughout the adventure.

Whether or not the PC can control the sword and its powers is something to determine through the course of the adventure. Maybe once a power has been revealed the wielder of the sword can call upon that power whenever they wish. Or, maybe the sword has limited energy and the powers only work once or twice a day. You can determine these issues through Fate Questions.

KEYED SCENE	Sword of Rathen Powers Revealed
TRIGGER	Roll of 1-2 on a d10 means the sword will reveal a power in the next Scene until it has revealed a total of 3 powers. **COUNT**
EVENT	When you know the Sword will reveal a power in a Scene, choose a moment in the Scene when it makes sense the sword will activate. To figure out what it does roll on an appropriate Meaning Table, such as Actions, Powers, or Spell Effects. Interpret the result into a meaningful power that the sword spontaneously exhibits.

THE RECOVERY OF R-82

This seed is a science fiction action adventure with a high-tech dungeon crawl feel to it. This adventure is best for Player Characters with either a heavy combat emphasis or stealth and technology savvy.

"The Recovery Of R-82" is more detailed than the previous adventure seed, and could be considered a complete adventure. Played as is, you can have an adventure just exploring the Tower and trying to complete the mission. Or, you could modify the adventure to stretch it into a longer quest. For instance, the first Scene can be changed so that instead of sending you directly to the Tower you must first discover which Tower the robot you are sent to recover is in. In this case you would hold off on the Tower exploration part of the adventure until you've built up to it, making it the culmination of your investigation efforts.

First Scene

Your Player Character has been hired by Maximilian Shaw, the wealthy and powerful owner of Shaw Robotics, to retrieve a stolen android. Shaw's robots make up the bulk of military forces of Varn, the capital city of this planet, and his latest and most advanced prototype was taken from one of his factories during a violent raid. Shaw is aware that the unit was stolen by the Tower Lords, a ruthless and powerful criminal syndicate who have been responsible for recent attempts to destabilize the government of Varn.

Shaw has confided in your Player Character that the stolen android, designated R-82, is special. It contains technology designed to link all of Shaw's robots, including those currently active in the Varn military and city police. Should the Tower Lords figure out how to use the tech in R-82 they could commandeer all of Shaw's robots and bring Varn quickly to its knees.

Shaw's agents have determined that R-82 is located in one of the Tower Lords' high-rise fortresses in Varn. Your mission is to infiltrate the building, work your way up to the top floor, find R-82, and return it's advanced components to Shaw Robotics.

You can devise the reasoning for why Shaw is hiring you as opposed to strictly using his own people. If the PC is skilled enough and has a reputation they may simply be the best person for the job. Or, Shaw may be seeking plausible deniability if this raid goes bad; you aren't directly tied to him so he can disavow a botched raid and deflect the ire of the Tower Lords and the Varn government.

Shaw will outfit your PC with any equipment deemed necessary and will also assign to you a group of mercenaries you can command. Additionally, he is sending another prototype android to assist you, R-81. The predecessor

to R-82, this robot is equipped with high-tech defenses and weapons and will follow your orders. However, you have to protect R-81 as this is how you'll complete your mission; once R-82 is discovered, R-81 will interface with it, extracting all of the tech that needs to be recovered and incorporating it into itself. Once that happens, you have to safely get R-81 out of the Tower and back to Shaw Robotics headquarters.

All of the above information should be considered background for the action of the first Scene, which is the start of the infiltration of the Tower. A few things to keep in mind in preparation:

YOUR TEAM

The Context of this adventure sets up a dangerous scenario; you're breaking into the fortress of a high tech criminal organization. They have armed guards throughout the building, sophisticated traps, lots of security, and who knows what all else they may throw at you.

You have the option to include as NPC's on your side a team of soldiers supplied by Shaw. This is a group of four highly trained combat mercenaries. You can consider them well armed and skilled and they'll follow your orders as long as it serves Shaw's interests of recovering his tech.

The robot Shaw is sending with you is also a member of your team. R-81 should be played as a high-tech battledroid. It's humanoid in general shape, although heavily armored and armed. It should be considered slightly more advanced than just about anything you might encounter in the Tower.

GETTING INTO THE TOWER

This adventure is intended as a sci-fi dungeon crawl, working your way up through the Tower to find R-82. To get into the action quickly assume Shaw's agents previously stole access credentials to the Tower's underground garage. You and your team drive in with a van and park there. You can use the stolen credentials to get through a security door and into the building. From there the adventure takes off with you proceeding through the Tower and encountering its dangers.

Threads & Characters

This adventure begins with some elements already placed on their respective Lists.

FIND R-82

This is the main Thread of the adventure. Random Events that involve this Thread may include such things as locating a computer terminal that shows the android's location or overhearing Tower Lord underlings discussing the robot.

If you get a Random Event of Close A Thread involving "Find R-82" then treat it as

THE RECOVERY OF R-82 LISTS	
THREADS	**CHARACTERS**
Find R-82	R-81
Avoid Detection	Mercenaries
Protect R-81	Maximilian Shaw
Escape	Tower Lords
	Tower Defenses
	Tower Lord Underlings
	Tower Robots

an opportunity to change the mission, evolving it into a new end goal. For instance, if you are halfway up the tower and you get a Random Event of Close A Thread and "Find R-82", you may interpret it as discovering a laboratory where the robot is completely dismantled. The tech you are after has already been extracted by the Tower Lords. You may turn this into a new mission of "Destroy the tech" before the crime syndicate can use it. Now instead of a find and retrieve mission it becomes a search and destroy mission.

If the mission evolves like this and you're using the Tower Region Sheet, then change the Location element of "R-82 Lab (U)" to whatever your new objective is.

If you locate R-82, and R-81 is still with you, assume that R-81 knows what to do to extract the tech. You can use Fate Questions to determine exactly what the android does or Discover Meaning on a Meaning Table, but the end result will be R-81 taking the technology you are seeking to recover and incorporating it into himself. Maybe R-81 removes his head and replaces it with R-82's, or perhaps he simply connects with a port in R-82 and downloads everything he needs.

AVOID DETECTION

The adventure should start off as a stealth mission. Your PC and their crew enter the Tower quietly, using the stolen Security Clearance Card. You slip in through the underground garage and get past the first layer of security. From here, avoiding detection should be the main priority. That means moving from corridor to corridor quietly, getting past guards and defenses as stealthily as possible, and making your way up to higher levels.

It's pretty much inevitable at some point that a fight or conflict will erupt that makes it clear to the Tower Lords that you are there. When that

TOWER PHASES

Adventuring through the Tower can be thought of in phases. Each phase includes different Context that can be used to help interpret trouble you encounter along the way.

PHASE 1 - STEALTH: This phase is the starting point, when your PC and their team sneak into the Tower. The Tower Lords are not aware of your presence at this point. Their security won't be on high alert and no soldiers will be hunting for you. This should be the easiest portion of the adventure with the fewest dangers, which is why you want to avoid detection for as long as possible.

PHASE 2 - RED ALERT: This phase begins as soon as the Tower Lords are aware of your presence. Maybe you encountered a group of guards in a corridor and got into a gun battle with them. During the fight they communicated to security about the intrusion. Now the entire Tower is on high alert. Once this happens you should assume that Tower guards are actively looking for you, defenses have been activated, and everything is more dangerous.

PHASE 3 - RUN!: This phase begins when you've recovered the R-82 tech, or accomplished whatever that mission evolved in to. It's time to get away. This phase is also packed with danger, like Phase 2, and will likely be fast paced with you and your team getting out as quickly as possible. There's no need for stealth and you aren't searching for anything, you're just running out of there as fast as you can. This may involve retracing your steps and leaving the way you arrived. Or, you may have discovered another way out of the Tower at some point. For instance, maybe you've taken a special security clearance and can steal a helicopter on the roof.

happens, remove "Avoid Detection" as a Thread.

Once your presence has been detected consider the entire Tower on high alert. Defenses will be more active and guards will be hunting for you and your crew.

PROTECT R-81

R-81 is a bodyguard and tool for you, but it also has to be protected since it's the only way to retrieve the tech from R-82. Any Random Events that involve "Protect R-81" may include situations that put the android in immediate danger. For instance, maybe you turn down a corridor and a tower security squad is waiting for you opening heavy fire on R-81. Or, perhaps an attempt by the android to hack into a computer terminal goes wrong and instead R-81 gets hacked, shutting down.

Random Events that involve "Protect R-81" make good opportunities for your PC to deal with crises other than the mission at hand. It also places some limits on the android's capabilities to protect your PC as you can only place it in so much danger before you run the risk of losing it.

If R-81 is destroyed, one of Shaw's mercenaries on your team will announce that the mission has changed to find and destroy R-82; if the tech can't be recovered then Maximilian Shaw wants it eradicated.

ESCAPE

This Thread isn't initially placed on the Threads List, it only goes on after "Find R-82" has been accomplished. The process of leaving the Tower should be quicker than climbing the Tower and finding R-82, however it'll involve dangers. The Tower Lords will switch from trying to stop you from reaching R-82 to trying to stop you from leaving with the recovered technology.

ROBOTS AND STUFF

This adventure is very sci-fi heavy, with robots and futuristic city mafia, high tech defense systems, fancy weaponry, and dystopian cyberpunk trappings. Descriptions of technology are kept purposefully vague, however, since sci-fi as a genre is very broad. For instance, the scenario describes R-81 as simply being very advanced with heavy armor and lots of weapons.

What are those weapons? Well, that's up to you.

If you're playing this scenario using a chosen RPG, you may be able to plug in technology from that game to replace some of the more general descriptions. Maybe lasers aren't a thing in that RPG but computer guided bullets or rail guns are. Or, if you're taking a more open-ended approach to this adventure you could figure out the exact nature of technology as you go using Fate Questions and Discovering Meaning.

As with the previous adventure seed, this one can be tailored and adjusted to suit your tastes.

R-81

This is the military grade battledroid that is sent along with you to serve both as protection and as a retrieval tool for the R-82 tech. You can establish through play and Fate Questions how much intelligence and autonomy the android has, although it should be limited. Like the mercenaries, R-81 will follow your Player Character's instructions as long as those commands serve Shaw's purposes.

You can establish statistics for the android using Fate Questions, the method described in *Mythic Game Master Emulator Second Edition,* or however you see fit. If your chosen RPG used in this adventure has ready made stats for robots that you'd like to use you can plug those in, although statistics for R-81 should be better than other combat robots

that may be encountered in the Tower.

Generally, R-81 will be heavily armored, very tough, very strong, loaded with the kind of weapons you would expect such as arm mounted lasers or a retractable shoulder machine gun.

You may also find that it has subtler abilities as well. For instance, if you encounter a locked door in the Tower R-81 may be able to hack the control panel and open it. Capabilities like this can be determined through Fate Questions, such as "Can R-81 hack the door?" Once powers and abilities have been established for R-81 you should consider them Context for the rest of the adventure and use them at your discretion.

MERCENARIES

These are Shaw's soldiers that have been sent with you to help you accomplish the mission. As with R-81, create statistics for them as necessary using your chosen RPG or Mythic Fate Questions. As Context, consider them skilled in combat and well armed.

MAXIMILIAN SHAW

This adventure almost entirely takes place in the Tower of the Tower Lords. Maximilian Shaw is your employer and mainly factors into the backstory for the first Scene. However, he can still play a roll during the adventure. If a Random

Event is generated that involves Maximilian Shaw consider it to involve an action or plan that he put into place. This might involve R-81 or the mercenaries. Basically, it turns out Shaw didn't tell you everything and included some surprises.

For instance, a Random Event of NPC Positive and "Maximilian Shaw" while you are running up a stairwell and being pursued by Tower guards could mean that one of the guards suddenly turns on the others. It seems Shaw has operatives on the inside. Or, R-81 may exhibit a new capability or power that Shaw implanted to help in a given situation.

TOWER LORDS

The Tower Lords are an organized crime syndicate that hold a lot of sway in Varn. They have power, money, and gadgetry. In lots of ways they may look more like a dystopian corporation with their tower-style headquarters in the middle of the city and their propensity for expensive weaponry.

If "Tower Lords" is generated in a Random Event treat this like the actions of one of the organization's higher-ups or leaders. It may be an actual encounter with a Tower Lord, in which case you can assume they will have a personal guard with them. They may also possess high tech gadgetry that underlings don't have.

An encounter with a Tower Lord is an opportunity for a "boss" style challenge, so feel free to make them well prepared and resourced. A Tower Lord is also certain to have a high level security card on them which will help you ascend the Tower.

TOWER DEFENSES

These are the built in defenses of the building itself. This can be automated locked doors, floor or motion sensors, artificial intelligences that ask the PC questions, knock-out gas that sprays from

SECURITY CLEARANCE CARDS

The Tower you're invading is a high-tech fortress headquarters for a well-resourced criminal organization. This poses a problem for your PC; how to move through the building when some of it is locked down.

The answer to this problem are security clearance cards. Every member of the Tower Lords organization has such a card on them. It allows them to access restricted areas and to move freely through the building. The higher up the Tower you go the tighter security gets. A clearance card that works on one area may no longer work on another.

As far as the adventure is concerned, you should assume that every underling and Tower Lord you encounter has a security clearance card on them. If you get the card you can use it to bypass locked doors and other secured resources in the building, such as computer terminals or weapons lockers.

Not every single door or resource in the building is secured. However, when your PC is trying to get at something in a Scene that may be secured you should ask the Fate Question, "Is it secured?" Generally the Odds will be 50/50, but feel free to shift the Odds based on the Context.

As you acquire security cards you can try to use them to get past secured areas and resources. To see if it works ask the Fate Question, "Does the security card work?" The first time you use an acquired card the Odds will be Nearly Certain. Each time you use it again after, and the further you get from where you found it, the Odds should lower. For instance, using it a second time may give you Odds of Very Likely. Using it a third time on a higher level of the Tower may give you Odds of 50/50, and so on.

Once a card fails it should be considered useless from that point on. In this way, acquiring security cards becomes an important part of resource gathering as you work your way up the Tower.

the walls, or just about anything else you can think of that the building may do to protect itself from intruders. Like yourself.

If you generate "Tower Defenses" in a Random Event consider what phase of the adventure you're in. Tower Defenses can be associated with the current phase of the adventure (see "Tower Phases" on page 19) to determine what level of threat they are responding to. For instance, a Phase 1 Tower Defense will likely be something passive, like a door requiring a security clearance card to get through. A Phase 2 or 3 Tower Defense may be a security camera that is actively looking for you and if it spots you will send guards to your location.

TOWER LORD UNDERLINGS

These are henchmen who work for the Tower Lords. This can range anywhere from scientists working on their gadgets to guards. You are more likely to encounter aggressive, armed guards in Phases 2 and 3.

TOWER ROBOTS

The Tower also has robot sentries patrolling. These should be treated similarly to Tower Defenses when determining their responses which will depend on the phase you're in. An encounter with a Tower Robot in Phase 1 may be nothing more than the thing walking past you in a hall, ignoring you. In Phase 2 or 3 it may question or attack you.

A Tower Robot should be considered slightly more of a challenge than a guard. The robots are armed and designed to protect the Tower. However you determine their statistics and capabilities, they should not be as powerful as your own robot, R-81.

On a sliding scale of challenges, non-combat underlings are the easiest to deal with, guards are more challenging, robots are more challenging than guards, and Tower Lords are likely more challenging than robots.

MOVING UP IN THE WORLD

You can use the Tower Region Sheet to simulate moving through, and up, the Tower. Roll for a new Area when it makes sense that you would encounter one. For instance, your PC finishes with one Area then moves on. You can assume they pass through various corridors and rooms and ascend stairwells before encountering the next Area of interest.

Areas you generate from the Region Sheet represent locations of interest where something may happen. However, it's assumed your PC and their team are making headway in between these Areas.

Expected Scene

You can fit use of the Region Sheet into Mythic's Scene structure by having an Expected Scene be "We continue". When testing that Scene, getting the Expected Scene means you roll on the Region Sheet for the next Area of interest. If not much happens in that Area then your PC continues on; generate the next Area as part of the same Scene. Only generate a new Scene when the current Scene has had significant action take place.

Altered Scene

If you get an Altered Scene then generate an Area from the Region Sheet as normal. However, also add in a Mythic Random Event. There is something additional going on in this Area.

Interrupt Scene

If you get an Interrupt Scene then don't roll on the Region Sheet for the next Area. Generate a Random Event and fashion the Scene from there.

Ascending The Tower

There are various ways you can role-play ascending the Tower. You could use Fate Questions and Discover Meaning, for example, to describe each section of the Tower you encounter. This approach could use each Scene as the next interesting area you find, with the assumption that between these discovered areas your PC is moving through hallways and making their way up stairwells and through elevators.

Another approach is to use The Location Crafter. A Tower Region Sheet is on the next page. If you aren't familiar with The Location Crafter you can find the rules summarized at the end of this article.

The Tower Region Sheet contains details that have already been covered. Some elements, such as Tower Lords and Tower Defenses, are the same as the elements on the Characters List.

There are a few new elements, however, on the Region Sheet and those are detailed below.

CORRIDORS & ROOMS

The Tower consists of corridors, rooms, stairwells, elevators, and other elements one would expect in a fancy high-tech office building. Rolling "Corridor" or "Room" on the Region Sheet means you're in one of those spaces that also has the Encounters and Objects that you roll. Other than these additional elements, however,

TOWER REGION SHEET

REGION: **Tower Lords Tower**

LOCATIONS	ENCOUNTERS	OBJECTS
1 Corridor	1 None	1 None
2 Corridor	2 None	2 None
3 Room	3 None	3 None
4 Expected	4 Tower Guard	4 Expected
5 Corridor	5 Tower Staff	5 None
6 Expected	6 None	6 Security Clearance Card
7 Secured Area	7 Tower Guard	7 Weapon
8 Random	8 Tower Defenses	8 Comms
9 Corridor	9 None	9 Random
10 Room	10 Tower Staff	10 Terminal
11 Secured Area	11 Special	11 Security Clearance Card
12 Corridor	12 Norrin (U)	12 None
13 Detention Area (U)	13 Tower Robot	13 Weapon
14 R-82 Lab (U)	14 Tower Defenses	14 Expected
15 Room	15 Tower Guard	15 None
16 Special	16 R-81 Trap (U)	16 Terminal
17 Secured Area	17 None	17 Special
18 Random	18 Tower Lord	18 None
19 Expected	19 Random	19 Random
20 Complete	20 None	20 Random
PROGRESS POINTS	PROGRESS POINTS	PROGRESS POINTS

SETTING THE TONE

The Tower is only loosely described in the details and content here. You just know that it belongs to the Tower Lords, that it has guards and sentry robots, it requires security cards to move through, etc.

What it all actually looks, and feels, like is up to you. It may be helpful to generate a visual tone when you first enter the Tower. This will go a long way toward setting the atmosphere for the rest of the Tower.

You can do this by either going with your expectations for how you think it would look or rolling on an appropriate Meaning Table for inspiration. For instance, when you first enter the Tower you might roll on the Description Meaning Tables for the place's general look and feel. Maybe you roll "energetically" and "dirty". You might interpret this to mean that the place is dark with lots of colorful strobe lights. There is graffiti on the walls and the place overall feels more like a high tech nightclub than an office building.

You could run with this concept for the rest of the building with a cyberpunk neon feel and grungy urban mafia aesthetic.

Or, maybe you rolled "Offensively" and "Dull". You might interpret this to mean that the place is antiseptically white and simple. The walls, floor, and ceiling are all bare, smooth, and characterless. The place feels like a gigantic laboratory, all gleaming and clean. It's "dull" because it is so homogenous, and "offensive" because this is not what you might expect from a criminal syndicate with such a dangerous reputation; you expected badass and got sterile.

You could similarly set the tone for specific areas, but setting an overall tone for the entire building at the start helps create an atmosphere that you can carry through the entire Tower crawl.

these spaces are no different than the rest of the building you are making your way through.

Feel free to describe discovered corridors and rooms however you wish. You may want to keep it simple and use your expectations, assuming these spaces mostly all look the same. Or, if you want to give them more detail you could Discover Meaning on an appropriate Meaning Table.

SECURED AREA

This is an area that cannot be passed through without the proper Security Clearance Card (see page 22). This may be a locked door at the end of a room or perhaps an elevator that won't operate without clearance. You can determine the nature of the secured area using your expectations or by asking Fate Questions.

A Secured Area should represent something that is blocking you from ascending the Tower. For instance, maybe the only way to get to the next floor above is by using an elevator but it needs the proper clearance.

If a Secured Area is completely unpassable, for instance you don't have the right clearance card and attempts to bypass the security fail, then your PC will have to look for an alternate way around it. However, if they have to do this make it Context that doing so won't be easy.

Your PC and their team are high in the Tower and encounter an elevator which goes up one level. Your PC needs a security card to activate it and they are fresh out of functional cards. The team's tech expert tries to hack the elevator control panel but fails.

Now what?

The PC decides desperate measures are required. They bust out a window in an office room and go outside the building to climb up to the next level. This is very dangerous since they don't have the proper gear, they are very high up, and once outside the building they are sitting ducks for Tower security.

DETENTION AREA (U)

This Unique Area is a prison where the Tower Lords keep captured enemies. Whatever else the PC encounters in this Area it will also contain one occupied cell. You can tell that a cell contains someone but you won't be able to get any information about them. If you want to know who they are you'll have to let them out. You can determine who they are by rolling on the Detainee Table.

DETAINEE TABLE	
D10	**RESULT**
1-4	**Tower Enemy:** The person in the cell is a captured member of a rival crime syndicate. Once released this person will help the PC and their crew, but will also take the first good opportunity to escape.
5-7	**Betrayer:** This is a Tower Lord scientist who embezzled from their employer and got caught. Out of fear they will assist the PC and will be instrumental in helping them get past the next technology oriented obstacle. After that they won't be useful and will attempt to flee at the first opportunity.
8-10	**Bad Apple:** This is a Tower Lord guard who got thrown in detention for getting into a fight with another guard. They are here temporarily to cool down and are still loyal to the Tower Lords. Once released they may lie about who they are for a moment, but then almost immediately seize an opportunity to attack the PC or sabotage their efforts.

GETTING OUT

The bulk of this adventure is about ascending the Tower. Once R-82 has been found, or whatever your mission turns into, it's time to get out.

Leaving the Tower should be quicker than ascending it. Don't make any rolls on the Tower Region Sheet, from here on use what you already know of the place.

Assume it will take three Scenes to exit the Tower. Each Expected Scene is "We make our way out". If you get the Expected Scene then you make your way to the next location you are trying to get to. Most likely your PC will backtrack the way they came so you can use highlights of your way up to describe your way back down.

An Altered Scene means you are back in one of these previously encountered spaces but something is different. Maybe a group of guards are there waiting for you, for instance. You can use your expectations or ask Fate Questions to determine what is different.

An Interrupt Scene means something else happens. Roll for a Random Event.

The three Scenes required to exit should have this Context:

First Scene: You start to make your way out. This is the first third or so of your exit.

Second Scene: You are midway out.

Third Scene: You are at the exit and must complete this Scene to leave the Tower.

R-82 LAB

This is the laboratory where the R-82 robot is kept. R-82 is most likely in some stage of disassembly as the Tower Lord scientists try to dismantle it in an attempt to access the data contained inside.

Use Fate Questions or Meaning Tables to describe what this room looks like, if it has any

CANNON FODDER

Your PC is given a crew of mercenaries and a robot to help survive the Tower, which is packed with dangers. The PC's crew serve two purposes in this adventure:

First, these NPCs are yours to control to help you combat the dangers of the Tower. You can also assume some of them have skills that are useful in clutch situations. For instance, maybe one is a computer hacker who helps use a computer terminal to take control of a Tower defense system. You can ask Fate Questions to determine the capabilities of your mercenaries and R-81, keeping in mind the Context that they are there to be useful to your PC.

The second purpose is the crew acts as a shield for the PC. If something terrible happens to the PC in a Scene, so terrible it would end the adventure, then have that terrible thing happen to a member of the crew instead. Most likely this means a mercenary. In this sense the crew is sort of like hit points for the PC's team. If the PC's crew gets totally picked off, the mercenaries have all perished or been captured and R-81 is destroyed, then the PC is now vulnerable.

defenses, and what condition R-82 is in. The robot isn't functional, however, and cannot become a member of the PC's team.

If R-81 is still with you it will approach R-82 and proceed to extract the data from it. Once this is accomplished it's time to escape from the Tower.

If you generate a Location of Complete before discovering R-82 then consider Complete to also mean you've discovered the lab. If, during the course of the adventure, your primary mission changed from "Find R-82" to something else, then change this Location element to match where it is you have to go to complete your objective.

TOWER STAFF

This is a non-combat Tower Underling. This means they are either a minor executive or a scientist.

A minor executive is a member of the Tower Lords who keeps things functioning. Think of them as middle management. These people may know things that are useful to the PC, such as where R-82 is or the location of weapon caches.

A scientist is part of one of the many Tower Lords technology ventures, which usually means stealing and hacking stolen tech like what they are doing with R-82. A scientist may be able to help solve a tech problem, such as how to disable a Tower robot.

No one in the Tower Lords organization knows more than they must; the Lords like to keep it this way to limit betrayal. If the PC is able to get help from Tower Staff, perhaps by intimidating them, then that staffer will be able to help solve one problem for the PC before their knowledge and expertise has been exhausted.

TOWER GUARD

This is an armed soldier of the Tower Lords stationed to protect the Tower. A reaction from an encountered Tower Guard may depend on what phase of the adventure you're in.

A Phase 1 encounter may mean a single guard who is not on alert. They may question the PC and their group, or they may ignore them. It's not unusual at all for mercenaries, battledroids, and rough looking individuals to wander the halls of the Tower so it's possible to simply walk right past a guard or to bluff your way past them.

In Phase 2 or 3 an encountered guard will be looking for you and will be instantly hostile. It's also more likely guards will be encountered in groups of two or three.

Ask Fate Questions to determine the nature of a Tower Guard encounter.

TOWER DEFENSES

In addition to guards the building itself is equipped with defenses. This can be a range of things from an AI that tells you to stop and produce your security clearance card to a laser that pops out of the wall and starts shooting.

To determine what the defense is, roll on the Action Meaning Tables for inspiration.

Encountering a Tower Defense is a two step process. The first step is triggering the defense, and the second step is what the defense does.

The first step, triggering the defense, gives the PC an opportunity to avoid setting off the defense. The second step is having to deal with the triggered defense.

The PC and their crew find themselves in a corridor when they encounter Tower Defenses.

Rolling on the Action Meaning Tables for inspiration about what this defense does, the Player gets "Divide" and "Benefits".

The Player interprets this to mean that they have encountered an automated checkpoint. A computer voice informs them that each must individually step through a sensor device to be scanned. They will then be issued a Security Clearance Card for the next area, assuming they pass the sensor scan.

This is "divide" because each member of the crew must step into the sensor machine alone. They also each need a security card on them for the sensor to detect. The "benefit" of passing the scan is getting a new security card.

The danger of failing to pass the sensor scan is likely the machine setting off an alarm and alerting Tower Guards to the PC's whereabouts.

Maybe the PC and their crew have enough security cards to make it through the checkpoint. Failing that, maybe one of them can open a control panel and hack the checkpoint, fooling it into believing they all have clearance.

NORRIN (U)

Norrin is a Tower Lord Guard who has come to hate his employers. He has a personal grudge against them and has been looking for an opportunity to turn on them. When he encounters the PC's team he knows what they are there for and will help them any way he can. If the PC is willing Norrin will join their crew, becoming an additional mercenary.

TOWER LORD

An encounter with a Tower Lord means you have run into one of the commanders of the Tower Lord organization. They will have a personal guard of about three soldiers who are armed and well trained.

The Tower Lord themself will avoid direct conflict or danger but isn't afraid to get their hands dirty when their back is against the wall. They will be armed as well, although not as highly skilled as the soldiers protecting them.

R-81 TRAP (U)

This is a special Tower Defense that is designed to incapacitate your robot. Devices attached to the walls will send out an electrical pulse, with arcs of lightening striking R-81, temporarily disabling it.

R-81 will be non-functional until the end of the Scene at which point it will power back up. Alternatively, if the PC can come up with a clever way to reactivate R-81, or even avoid the trap in the first place, then all the better.

TOWER ROBOT

This is a military grade security robot, much like R-81. It's not as powerful, however, and as a threat should be considered slightly tougher than a Tower Guard.

It is armed with its own defense systems and armored.

You can determine the exact nature of the robot by either using statistics from your chosen RPG, asking Fate Questions, or rolling on Meaning Tables.

Once a Tower Robot has been encountered and its details determined all other Tower Robots encountered after will be much the same.

SECURITY CLEARANCE CARD

Finding a Security Clearance Card in an Area means you got lucky and one of the valuable cards are just laying out in the open. Maybe it's sitting on a desk or hanging by a lanyard over a file cabinet handle. Some Tower Underling left it there. Lucky for you!

WEAPON

You've found a weapon, likely a gun. However, the weapon may be of another nature. If

necessary, ask Fate Questions or roll on Meaning Tables to determine what the weapon is.

This may be as simple as finding a firearm in the drawer of a desk in an office, or discovering a robot disabling, high-tech rifle in a Tower science laboratory. You can let the Context of the Scene and the Area help guide you in determining what this is.

COMMS

Tower Guards all wear ear pieces and headgear they use to communicate with each other. Finding one of these laying around can be useful as it may allow you to listen in on guard chatter.

TERMINAL

The Tower is highly automated, strewn with high tech defenses and computer artificial intelligences. Finding a terminal means you've located a computer access point where Tower systems can be checked and controlled. This gives the PC an opportunity to turn off a Tower defense, open secured areas, take control of robots, etc.

When a Terminal is found, ask the Fate Question "Is it secured?" If it is secured you will need a Security Clearance Card to access and use it.

Once accessed you can determine what the Terminal connects to. You can ask a Fate Question to determine this or roll on a Meaning Table for inspiration. For instance, you may determine that the Terminal operates a secured elevator encountered earlier.

If you gain access to a Terminal and determine what it does it will only grant you one advantage. For instance, in the above example, the PC could release the secured elevator. Once help has been acquired from a Terminal it won't be of any other use to the PC until another Terminal is found. 🌑

LOCATION CRAFTING

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

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

As with Mythic this system relies on Players using interpretation to take information generated and make it meaningful. If you need more detail about an Area you can help shape it with Mythic Fate Questions or by using the Meaning Tables.

A few terms to know:

REGION

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

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

AREA

Each discrete location where exploration takes place in a Region, an Area, is generated separately.

CATEGORIES

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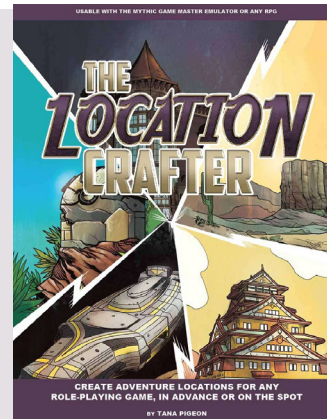
LOCATIONS

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

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

ENCOUNTERS

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

Examples of Encounter Elements include: enemy agent, orc, robot, super villain, henchman, pit trap, innocent bystander, intruder, ghost.

OBJECTS

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

Examples of Object Elements include: gun, sword, chest, key, chainsaw, book, boulder, meteor.

Elements

Each Area of a Region requires a specific Element from each of the three Categories to place in that Area. Combine the Elements from the three Categories (Locations, Encounters, and Objects) to give each Area its own flavor using your expectations and interpretations.

Elements include:

CUSTOM

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

EXPECTED

This Category Element represents the common in your Region. As your Character enters a Region and explores you will have expectations of what you will find: dark hallways in a dungeon, tangles of vines in a forest, enemy henchman patrolling a villain's lair. A Category result of "Expected" produces just that, what you most expect for that Category.

NONE

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

SPECIAL

The Special Element necessitates a roll on the Special Element Table which will provide instructions on what to do. This can result in alterations to the Category List, special events, and other unexpected twists.

RANDOM

When a roll on a Category list generates a Random Element roll twice on the appropriate column of the Random Elements Descriptors Table.

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

COMPLETE

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

If there are any unexplored places in the Region that the Character is aware of further exploration of those Areas will only produce automatic Expected results for all Categories.

UNIQUES

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

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

Exploring

Exploring a Region is a process of generating one Area at a time. The PC enters an Area, use the Category Lists to randomly determine the elements, then the PC moves on to the next Area.

Generate a new Area (including the first one) by rolling 1d6 for each Category and counting down the Category List by the number rolled to get the Element. If there are any crossed out Elements on the List skip over them.

Use your expectations and interpretation to combine the Elements into a meaningful whole.

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

The First Area

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

Delving Deeper

When the PC enters a new Area and you roll on a Category List record a hash mark for that List. These are Progress Points, each Category List has its own. They all begin at zero for a new Region.

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

If the modified total goes beyond the current List of Elements in that Category (for instance you have 8 Elements in the List but the 1d6 roll plus Progress Points is 10) then the result is considered

Expected. Also, reduce that Category Lists' Progress Points by 5 points.

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

Connectors

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

Mapping

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

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

Going Back

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

**PLEASE FIND THE SPECIAL ELEMENTS TABLE AND THE
RANDOM ELEMENTS DESCRIPTOR TABLE ON THE NEXT FEW PAGES.**

SPECIAL ELEMENTS TABLE

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

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

6-10 • BARELY THERE: Roll in the Category again (if you get Special treat it as Expected). Whatever Element is generated minimize it as much as possible. If it's an Encounter, such as an enemy, maybe they are wounded or of a lesser nature than usual. If it's a Location maybe it is badly in need of repair or is unusually small.

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

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

26-30 • THIS IS BAD: Roll in the Category again (if you get Special treat it as Expected). Whatever you get it is bad for the Player Character. For instance if it's an Encounter it is probably something that is harmful. If it's a Location maybe the place is dangerous. If it's an Object maybe it's unstable and about to explode. Go with a modification to the Element that seems the most obvious or roll twice on the Random Elements Descriptors Table for inspiration.

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

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

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

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

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

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

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

RANDOM ELEMENT DESCRIPTORS TABLE

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

ONE-PAGE ADVENTURE CRAFTER

The super simple Adventure Crafter

DETERMINE THEME

Before the adventure begins, determine the Main Theme. Choose or roll 1d10 on the top bar of the Plot Points Table.

TURNING POINTS

Turning Points are major narrative events that shape your adventure. Create Turning Points when needed. For instance, at the beginning of the adventure to get it started and at junctures during the adventure when you want to randomly create new plot twists.

- **FIVE PLOT POINTS:** Generate 5 Plot Points to form each Turning Point. Each Plot Point is a specific element that, when combined together, form the Turning Point.

- **PLOT POINTS TABLE:** Roll 1d10 on the Plot Points Table to determine the Theme for the Plot Point, then roll 1d100 for an inspirational word prompt to go with that Theme.

- **FIRST PLOT POINT:** Don't roll for the Theme of the first Plot Point; it is always the Main Theme that you determined before the adventure.

- **INTERPRET:** Consider each word rolled, and the tone of its Theme, and interpret what you think it means. Interpretations will make more sense when compared to other Plot Points as you draw connections between them. Include existing adventure Characters or storylines, or create new ones, in your interpretation if it makes sense.

- **CONCLUSION:** Generating Conclusion as a Plot Point means this Turning Point will wrap up a storyline (any unresolved issue) in your adventure. Choose a storyline that makes the most sense. If a Conclusion isn't possible yet, or doesn't make sense, then treat this Plot Point as None instead.

- **NONE:** This Plot Point has no elements to add to the narrative.

PLOT POINTS

1D100	1-2 ACTION	3-4 TENSION	5-6 MYSTERY	7-8 SOCIAL	9-10 PERSONAL
1-8	Conclusion				
9-16	None				
17-18	Abduction	Betrayal	Alternate	Agreement	Animosity
19-20	Ambush	Catastrophe	Behavior	Alliance	Betrayal
21-22	Attack	Choice	Clue	Argument	Bribe
23-24	Barrier	Coercion	Connected	Celebration	Coercion
25-26	Battle	Crime	Crime	Community	Connection
27-28	Catastrophe	Damage	Cryptic	Confrontation	Dependent
29-30	Chase	Death	Death	Disagreement	Depowered
31-32	Collateral	Depletion	Disappearance	Duplicitous	Desperate
33-34	Competition	Diminishment	Discovery	Enemies	Diminishment
35-36	Conflict	Disappearance	Duplicitous	Fame	Disarmed
37-38	Confrontation	Enemy	Emergency	Gathering	Duty
39-40	Crash	Escape	Evidence	Government	Enemies
41-42	Culmination	Explore	Explore	Headquarters	Ethical
43-44	Damage	Guarded	Exposed	Inadequate	Family
45-46	Destroy	Horror	Fraud	Injustice	Flee
47-48	Destruction	Impending	Information	Innocence	Friend
49-50	Distraction	Incapacitation	Intercept	Leader	Headquarters
51-52	Emergency	Intimidation	Law	Lie	Help
53-54	Escape	Law	Lie	Meeting	Home
55-56	Frenetic	Location	Lucky	Misbehave	Humiliation
57-58	Guarded	Night	Misled	Mundane	Incapacitation
59-60	Harm	Public	Motivation	Observer	Innocence
61-62	Intensify	Pursued	Object	Organization	Mundane
63-64	Intervention	Recurrence	Observer	Outcast	Obligation
65-66	Lethal	Remote	Reappearance	Outside	Observer
67-68	Location	Repercussion	Resource	Preparation	Offer
69-70	Object	Resource	Revelation	Protect	Past
71-72	Peace	Revenge	Secret	Reinforcements	Personal
73-74	Physical	Risky	Solved	Religion	Persuasion
75-76	Progress	Rural	Source	Revenge	Possession
77-78	Protect	Shady	Stop	Rural	Power
79-80	Pursued	Strange	Strange	Savior	Preparation
81-82	Rescue	Survivor	Suspicion	Scapegoat	Protect
83-84	Risky	Suspicion	Theft	Servant	Protected
85-86	Stop	Threat	Theory	Special	Pursued
87-88	Strange	Trapped	Threat	Suspicion	Repercussion
89-90	Survivor	Travel	Unexpected	Tension	Revenge
91-92	Theft	Ultimatum	Unknown	Transaction	Scapegoat
93-94	Travel	Unknown	Unlikely	Travel	Schism
95-96	Turnabout	Urban	Unusual	Trouble	Servant
97-98	Urgency	Urgency	Useful	Urban	Talk
99-100	Victory	Vulnerability	Vulnerability	Work	Ultimatum

THEMES

ACTION
Action, activity, urgency, and immediate tasks.

TENSION
Conflict, danger, and impending crises.

MYSTERY
The unknown and uncertain.

SOCIAL
People interacting with each other.

PERSONAL
Having to do with a specific Character.

THE SWORD OF RATHEN LISTS

THREADS	CHARACTERS
Protect Sergio	Sergio Hunter
Discover secret of the sword	Pursuers
	Sword of Rathen
	Fivar Ipaar

THE RECOVERY OF R-82 LISTS

THREADS	CHARACTERS
Find R-82	R-81
Avoid Detection	Mercenaries
Protect R-81	Maximilian Shaw
Escape	Tower Lords
	Tower Defenses
	Tower Lord Underlings
	Tower Robots

KEYED SCENE	**Sword of Rathen Powers Revealed**
TRIGGER	Roll of 1-2 on a d10 means the sword will reveal a power in the next Scene until it has revealed a total of 3 powers. — **COUNT**
EVENT	When you know the Sword will reveal a power in a Scene, choose a moment in the Scene when it makes sense the sword will activate. To figure out what it does roll on an appropriate Meaning Table, such as Actions, Powers, or Spell Effects. Interpret the result into a meaningful power that the sword spontaneously exhibits.

TOWER REGION SHEET

REGION: Tower Lords Tower

LOCATIONS	ENCOUNTERS	OBJECTS
1 Corridor	1 None	1 None
2 Corridor	2 None	2 None
3 Room	3 None	3 None
4 Expected	4 Tower Guard	4 Expected
5 Corridor	5 Tower Staff	5 None
6 Expected	6 None	6 Security Clearance Card
7 Secured Area	7 Tower Guard	7 Weapon
8 Random	8 Tower Defenses	8 Comms
9 Corridor	9 None	9 Random
10 Room	10 Tower Staff	10 Terminal
11 Secured Area	11 Special	11 Security Clearance Card
12 Corridor	12 Norrin (U)	12 None
13 Detention Area (U)	13 Tower Robot	13 Weapon
14 R-82 Lab (U)	14 Tower Defenses	14 Expected
15 Room	15 Tower Guard	15 None
16 Special	16 R-81 Trap (U)	16 Terminal
17 Secured Area	17 None	17 Special
18 Random	18 Tower Lord	18 None
19 Expected	19 Random	19 Random
20 Complete	20 None	20 Random

PROGRESS POINTS   PROGRESS POINTS   PROGRESS POINTS

DETAINEE TABLE

D10	RESULT
1-4	**Tower Enemy:** The person in the cell is a captured member of a rival crime syndicate. Once released this person will help the PC and their crew, but will also take the first good opportunity to escape.
5-7	**Betrayer:** This is a Tower Lord scientist who embezzled from their employer and got caught. Out of fear they will assist the PC and will be instrumental in helping them get past the next technology oriented obstacle. After that they won't be useful and will attempt to flee at the first opportunity.
8-10	**Bad Apple:** This is a Tower Lord guard who got thrown in detention for getting into a fight with another guard. They are here temporarily to cool down and are still loyal to the Tower Lords. Once released they may lie about who they are for a moment, but then almost immediately seize an opportunity to attack the PC or sabotage their efforts.

MEANING TABLES: ACTIONS

ACTION 1

1: Abandon	**21:** Communicate	**41:** Escape	**61:** Misuse	**81:** Ruin
2: Accompany	**22:** Conceal	**42:** Expose	**62:** Move	**82:** Separate
3: Activate	**23:** Continue	**43:** Fail	**63:** Neglect	**83:** Start
4: Agree	**24:** Control	**44:** Fight	**64:** Observe	**84:** Stop
5: Ambush	**25:** Create	**45:** Flee	**65:** Open	**85:** Strange
6: Arrive	**26:** Deceive	**46:** Free	**66:** Oppose	**86:** Struggle
7: Assist	**27:** Decrease	**47:** Guide	**67:** Overthrow	**87:** Succeed
8: Attack	**28:** Defend	**48:** Harm	**68:** Praise	**88:** Support
9: Attain	**29:** Delay	**49:** Heal	**69:** Proceed	**89:** Suppress
10: Bargain	**30:** Deny	**50:** Hinder	**70:** Protect	**90:** Take
11: Befriend	**31:** Depart	**51:** Imitate	**71:** Punish	**91:** Threaten
12: Bestow	**32:** Deposit	**52:** Imprison	**72:** Pursue	**92:** Transform
13: Betray	**33:** Destroy	**53:** Increase	**73:** Recruit	**93:** Trap
14: Block	**34:** Dispute	**54:** Indulge	**74:** Refuse	**94:** Travel
15: Break	**35:** Disrupt	**55:** Inform	**75:** Release	**95:** Triumph
16: Carry	**36:** Distrust	**56:** Inquire	**76:** Relinquish	**96:** Truce
17: Celebrate	**37:** Divide	**57:** Inspect	**77:** Repair	**97:** Trust
18: Change	**38:** Drop	**58:** Invade	**78:** Repulse	**98:** Use
19: Close	**39:** Easy	**59:** Leave	**79:** Return	**99:** Usurp
20: Combine	**40:** Energize	**60:** Lure	**80:** Reward	**100:** Waste

ACTION 2

1: Advantage	**21:** Disadvantage	**41:** Hope	**61:** Object	**81:** Representative
2: Adversity	**22:** Distraction	**42:** Idea	**62:** Obscurity	**82:** Riches
3: Agreement	**23:** Elements	**43:** Illness	**63:** Official	**83:** Safety
4: Animal	**24:** Emotion	**44:** Illusion	**64:** Opposition	**84:** Strength
5: Attention	**25:** Enemy	**45:** Individual	**65:** Outside	**85:** Success
6: Balance	**26:** Energy	**46:** Information	**66:** Pain	**86:** Suffering
7: Battle	**27:** Environment	**47:** Innocent	**67:** Path	**87:** Surprise
8: Benefits	**28:** Expectation	**48:** Intellect	**68:** Peace	**88:** Tactic
9: Building	**29:** Exterior	**49:** Interior	**69:** People	**89:** Technology
10: Burden	**30:** Extravagance	**50:** Investment	**70:** Personal	**90:** Tension
11: Bureaucracy	**31:** Failure	**51:** Leadership	**71:** Physical	**91:** Time
12: Business	**32:** Fame	**52:** Legal	**72:** Plot	**92:** Trial
13: Chaos	**33:** Fear	**53:** Location	**73:** Portal	**93:** Value
14: Comfort	**34:** Freedom	**54:** Military	**74:** Possession	**94:** Vehicle
15: Completion	**35:** Friend	**55:** Misfortune	**75:** Poverty	**95:** Victory
16: Conflict	**36:** Goal	**56:** Mundane	**76:** Power	**96:** Vulnerability
17: Cooperation	**37:** Group	**57:** Nature	**77:** Prison	**97:** Weapon
18: Danger	**38:** Health	**58:** Needs	**78:** Project	**98:** Weather
19: Defense	**39:** Hindrance	**59:** News	**79:** Protection	**99:** Work
20: Depletion	**40:** Home	**60:** Normal	**80:** Reassurance	**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