MYTHIC MAGAZINE

Running Solo
Slice Of Life
Adventures

THE CRYPTS OF KOZEN CREST

A Solo Adventure

VOLUME 44

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From The Fantastic To The Everyday

Greetings, and welcome to the 44th Mythic Magazine! This issue contains a new solo adventure module, and ideas for creating slice of life adventures.

"The Crypts Of Kozen Crest" presents a solo adventure that can be played using Mythic GME and a chosen fantasy RPG. Details will guide you forward, while Mythic helps transform the content into a unique experience each time it's played. Kozen Crest can be used as a complete adventure, or as a random dungeon generator to drop into any fantasy adventure.

"Running Solo Slice Of Life Adventures" looks at solo games that focus on the everyday instead of the epic. Guide your Mythic adventures into cozy slice of life stories, or tell grittier down to earth adventures that dwell on daily details.

From dungeon delving to the adventure of mundane life, this issue ranges from the epic to the routine.

Happy adventuring :)

TOOL BOX

Something for you to consider or use

THE CRYPTS OF KOZEN CREST

It's been quite a few moons since *Mythic Magazine* has ventured into the realms of solo adventure modules. The last full adventure was in issue #22 with "Journey To The The Isle Of Kitra", a sandbox style setting.

Issue #11 kicked off the idea of solo adventure modules with "The Secret Of Tockley Manor". Issue #29 offered a pair of smaller adventures with "Swords & Towers".

This issue brings "The Crypts Of Kozen Crest", a solo adventure inspired by classic fantasy dungeon crawls.

With each solo adventure, I like to try something a little different. Tockley was a "standard" adventure where you set upon a quest to complete. Kitra was a sandbox, full of detail and content to be fashioned into a wide variety of adventures. With Kozen Crest, I'm hoping to capture a dungeon crawl feeling in a solo roleplaying framework.

Gear up, sharpen your swords, and pack your torches, because it's time to enter the darkness and hopefully return with bags of treasure and tales to be told!

THE CRYPTS OF KOZEN CREST

A FANTASY THEMED SCENARIO

FOR SOLO ADVENTURES

DELVING INTO THE DARK

The Crypts Of Kozen Crest is a solo adventure module meant to be played with Mythic Game Master Emulator and your chosen RPG. The adventure is designed to provide content and guidance for Mythic with the creation of the narrative. Use your chosen RPG to take care of task resolution and other crunchy aspects. Advice is provided in how to work up statistics for your RPG.

AN ADVENTURE IN THREE PARTS

This solo adventure is divided into Expected Scenes which you play through, with the ultimate goal of getting to the dungeon. It breaks down like this:

PART 1: LOST & FOUND

Scene 1: You're Character is lost in the Kozen Mountains.

Scene 2: They continue to wander.

Scene 3: They discover the village of Kozen Crest.

Scene 4: Explore the village.

PART 2: THE CRYPTS OF KOZEN CREST

Scene 5: Learn of the dungeon.

Scene 6: Gear up and prepare to enter the dungeon.

Scene 7: Delve into the dungeon. The entire dungeon exploration takes place in a single Scene, so for the majority of this adventure you won't generate any new Scenes.

PART 3: GETTING OUT ALIVE

Scene 8: With the dungeon completed, you leave and make your way back to the village where you recuperate and count your loot.

The Crunch Factor

You can use guidance from *Mythic Game Master Emulator Second Edition* for help in determining the crunchiest elements of the adventure, such as creature statistics. The following sections are very useful:

- Ⓜ Generating NPC Behavior on page 106.
- Ⓜ Determining NPC Statistics on page 127.

There are also numerous Elements Meaning Tables that can help generate inspiration for dungeon related details. Some of those tables are repeated here in this article (they are denoted with an * below, and may contain some changes for this adventure), but you can also find them in the second edition GME:

- Ⓜ Cavern Descriptors
- Ⓜ Character Actions, Combat
- Ⓜ Creature Abilities *
- Ⓜ Creature Descriptors *
- Ⓜ Dungeon Descriptors
- Ⓜ Dungeon Traps *
- Ⓜ Magic Item Descriptors *
- Ⓜ Objects *
- Ⓜ Sounds
- Ⓜ Spell Effects *
- Ⓜ Undead Descriptors

Guided Scenes

Progress through this adventure takes place using Mythic Scenes. Instead of coming up with your own Expected Scenes to test, however, the adventure presents you with Expected Scenes. These are tested as normal with suggestions for Altered Scene variations. Interrupt Scenes represent new twists in the adventure.

Playing an Expected Scene moves you to the next Expected Scene. Some Altered Scenes move you forward, and some require you to try the Scene again. If you get an Interrupt Scene, it will only move you forward to a later Expected Scene if something happens in the Interrupt that should

have taken place in an Expected Scene.

For instance, by Scene 3 the PC discovers the village of Kozen Crest. If you generated Expected or Altered Scenes for Scenes 1 and 2, then you may find the village in Scene 3 if you generate an Expected or Altered Scene again. However, if an Interrupt Scene is generated anywhere along the way, it can add additional Scenes before you reach Kozen Crest. If the Interrupt Scene indicates you discover Kozen Crest early, then you would jump forward to Expected Scene 3.

Each Scene includes instructions on how to handle it, including:

- ⦿ **EXPECTED SCENE:** Context for how the Expected Scene begins.
- ⦿ **ALTERED SCENE:** Ideas for Altered Scene variations of the Expected Scene.
- ⦿ **INTERRUPT SCENE:** Important Context that should be considered for Interrupt Scenes.
- ⦿ **FATE QUESTIONS TO ASK:** Suggested Fate Questions to ask to get the most out of the Scene.
- ⦿ **MEANING TO DISCOVER:** Suggestions for Meaning Tables to roll on for Scene inspiration.
- ⦿ **CONTEXT & NOTES:** Special considerations and instructions for the Scene to keep in mind.

Context Is A Story To Be Told

This adventure makes heavy use of Context to guide the generation of encounters, especially in the dungeon. A good dose of this Context comes in Expected Scene 5, when your PC learns of the dungeon. A name, and some general details, are generated for the dungeon at this time.

Once the dungeon begins to take on an identity, use that for help in interpretating content for the dungeon as you go.

For instance, if the dungeon is called "The cursed temple of the Argus family, where illusion

CHAOS FACTOR

The adventure begins with the Chaos Factor set at 5. Adjust it after each Scene as normal while outside of the dungeon.

The dungeon Scene uses its own Chaos Factor value. Set it at 5 for the standard value, or higher (6 or 7) if you want more Random Events taking place and Yes answers, or lower (3 or 4) if you want fewer Random Events and Yes answers.

becomes reality" then you can probably expect to encounter illusion magic. You might find members of the Argus family. Speaking of the Arguses, who are they? Why are they notable? What is this place a temple to and why did they build it?

The name and details imply content in the dungeon and mysteries to be found and solved. All of this can serve as Context when generating encounters, locations, and objects. Embrace that Context and let it become a vision for the dungeon as you explore to build it's story as you go. This not only leads to a more interesting dungeon, but it helps you craft engaging instances and interpretations from the random elements you roll.

PART 1: LOST & FOUND

In this part of the adventure, your Player Character is wandering in the wilderness of the Kozen Mountains. Before playing, generate the first Scene by rolling on The Crypts Of Kozen Crest First Scene table.

This table gives Context for the first Scene, and elements for your Threads and Characters Lists. These Lists are only used in Expected Scenes 1 through 6, and 8. Once you enter the dungeon, in Expected Scene 7, the Threads and Characters Lists are set aside and new Lists are made just for the dungeon.

THE CRYPTS OF KOZEN CREST FIRST SCENE

D100	FIRST SCENE CONTEXT	THREADS	CHARACTERS
1-15	Hunted by the soldiers of a local king for a crime you did not commit, you have fled deep into the wilderness and become hopelessly lost.	Escape from soldiers Find safety	Soldiers Forest critters Settlements Travelers from Kozen Crest
16-30	Following a map to treasure, you've realized two things: the map is a fake, and you are now lost in the Kozen Mountains.	Find safety	Forest critters Settlements Travelers from Kozen Crest
31-40	You are following leads about a dungeon, crammed with treasure, located high in the Kozen Mountains. You are making your way through the woods, looking for the hamlet of Kozen Crest.	Find Kozen Crest Find clues of the dungeon	Forest critters Settlements Travelers from Kozen Crest
41-60	For safety and comfort, you are traveling with a group of merchants and farmers from Kozen Crest. They are heading through the woods, returning home, and that's as good a place as any to be right now.	Get to Kozen Crest	Kozen Crest merchants Forest critters Settlements
61-70	Wherever you were, you got ahold of a magic object that instantly transported you to the forest of the Kozen Mountains. You are now lost.	Find safety	Forest critters Settlements The magic object Travelers from Kozen Crest
71-85	You were kidnapped by a mage and you wake up in this unfamiliar forest. He left you a note that reads, "Find it and return it to me. You have been cursed, if you seek to escape Kozen before finding what I seek, you will be transported back until you complete the quest."	Figure out what the mage wants Fulfill the mage's quest Find safety	Forest critters Settlements The mage
86-100	You require a treasure to help a friend, and you heard riches are hidden in Kozen Crest.	Find Kozen Crest	Forest critters Settlements Travelers from Kozen Crest

EXPECTED SCENE 1

EXPECTED SCENE

Generate the Scene Context by rolling 1d100 on The Crypts Of Kozen Crest First Scene table, on the previous page.

Since this is the first Scene of the adventure this Scene is not tested, it starts as Expected.

FATE QUESTIONS TO ASK

• Use the First Scene Context to come up wth meaningful Questions. For instance, if you are hunted by soldiers, you may ask, "Are the soldiers close on my heels?"

• You can use this as an opportunity to fill in backstory, such as asking Questions about how you came to be in this situation.

• "Do I have an encounter?" Yes answers can be resolved by generating a Random Event.

MEANING TO DISCOVER

• If you want the wilderness to have a distinctive look, consider rolling on the Description or Forest Descriptors tables.

• If you encounter NPCs, you can use the Character oriented Meaning Tables to generate descriptions, identities, personalities, etc.

CONTEXT & NOTES

Add the Threads and Characters elements to your Lists before you start playing this Scene.

Arrival

The goal of Part 1 is to make your way to Kozen Crest Village. Once your PC makes it there, you can establish a look and feel for the place by rolling on Meaning Tables such as City Descriptors. The

The Crypts Of Kozen Crest can begin in a number of ways, from following the directions of a highly suspect map to fleeing from soldiers hunting you. Use the Context you begin with to build a unique adventure that is all your own. The early Scenes are about what comes before the dungeon delve. While the dungeon is the star of the show, the earlier Scenes build atmosphere and story, giving meaning to the exploration to come.

LIST ELEMENTS CONTEXT

This adventure begins with some elements entered on the Threads and Characters Lists. Here's some Context to go along with them:

Escape From Soldiers: This Thread indicates you're being pursued. This can lead to Scene events involving things that help you escape, like crossing a rope bridge that you destroy behind you, and possible combat encounters with soldiers who catch up to you. Consider it adventure Context, however, that they will not take you away even if you are captured. The adventure will still makes its way to Kozen Crest Village and the dungeon.

Find Safety: This Thread element can lead to Random Events that involve threats to your safety, and things that help with survival like finding fellow travelers.

Soldiers: If they catch up to you, they should be low grade challenges who are easy to dispatch or evade.

Forest Critters: This is a catchall category for any wildlife you encounter in the wilderness. You can consider these dangerous, like mountain lions or bears. If you like, you can consider these to be monsters. Or, it can be game to catch and eat such as rabbits. You can either decide ahead of time what a "forest critter" is to you, or randomize it with a Fate Question.

Settlements: Encountering a settlement before you get to Kozen Crest Village is a way to have a small community encounter before reaching the primary community where the dungeon is housed. This can be an opportunity for the PC to get supplies, meet new NPCs, or have a Random Encounter.

Travelers From Kozen Crest: Encountering denizens of Kozen Crest Village early is a way to get to Scene 3 quicker, or to start building the lore and understanding of the village before arrival.

Find Clues Of The Dungeon: Random Events involving this Thread may indicate you come across carved statues or totems in the forest that foretell about the dungeon. Rolls on Meaning Tables such as Cryptic Messages or Legends can help you interpret what you find. This is a way to build lore for the dungeon.

Get To/Find Kozen Crest: There are three starts where you are already aware of Kozen Crest Village. Random Events involving these Threads can indicate obstacles that delay your arrival, like a massive storm or flooding, or that you've arrived at Scene 3 early.

The Magic Object: Whatever this is, it transported you to the forest so you can find the dungeon. Decide what the object is, or roll on the Objects Meaning Table for inspiration. As an element on the Characters List, rolling it as a Random Event may indicate that the magic object is not done performing tricks. Maybe it teleports you again somewhere else in the forest or directly to Kozen Crest Village, or it displays other abilities. You can roll on the Spell Effects Meaning Table for inspiration about additional powers it has.

Figure Out What The Mage Wants: Random Events involving this Thead may indicate insights you have into what the mage sent you to find. This could come in the form of dreams or visions, or even recalling small details he said to you. These clues can be generated by asking Fate Questions or Discovering Meaning on the Objects or Visions & Dreams tables. Whether you figure out what he wants or not, you can be sure that whatever it is it can be found in the dungeon.

Fulfill The Mage's Quest: Events involving this Thread may include things that help or hinder your progress to finding whatever the mage wants you to find.

The Mage: Rolling "The Mage" for a Random Event doesn't have to mean that the mage himself shows up (although it could). This can also mean things he's done that come to light. For instance, you may find a package in your pack the mage left for you, or there's a messenger waiting for you at Kozen Crest Village to give you something from the mage.

EXPECTED SCENE 2

EXPECTED SCENE

You continue to wander in the Kozen Mountains wilderness.

ALTERED SCENE

Your wanderings are over, you find Kozen Crest Village. Go to Expected Scene 3, but don't test it; it happens as Expected.

INTERRUPT SCENE

Roll a Random Event to find out how the Scene begins. Unless this Interrupt brings you directly to Kozen Crest, try Expected Scene 2 again for the next Scene.

FATE QUESTIONS TO ASK

• Use Context to come up wth meaningful Questions.
• "Do I have an encounter?" Yes answers can be resolved by generating a Random Event.

MEANING TO DISCOVER

If you encounter NPCs, you can use the Character oriented Meaning Tables to generate descriptions, identities, personalities, etc.

EXPECTED SCENE 3

EXPECTED SCENE

Arrive at the Village of Kozen Crest

ALTERED SCENE

You continue to wander in the Kozen Mountains wilderness. When done with this Altered Scene, try Expected Scene 3 again.

INTERRUPT SCENE

Roll a Random Event to find out how the Scene begins. Unless this Interrupt brings you directly to Kozen Crest, try Expected Scene 3 again for the next Scene.

FATE QUESTIONS TO ASK

• Use Context to come up wth meaningful Fate Questions.
• Questions such as "Is there a tavern nearby?" or "Does anybody stop me to ask my business there?" are good ways to build encounters and get into the life of the village.

MEANING TO DISCOVER

Establish the initial look and feel of the village by using Meaning Tables such as City Descriptors.

CONTEXT & NOTES

See "Arrival" on page 8 for information.

Actions Meaning Table can be used to interpret any activity that is going on if you wish.

In the first Scene you arrive (Expected Scene 3) you should get a sense of what Kozen Crest is like. This adventure is about the dungeon, not the village, so a detailed Region sheet isn't used for Kozen Crest Village itself. Instead, use Fate Questions and Discover Meaning to generate details.

While Scene 3 is about describing your first impressions of the village, Scene 4 is about exploring it. Use Fate Questions and Discover Meaning to build detail. If nothing is happening in this Scene, then throw in an automatic Random Event to make something happen.

EXPECTED SCENE 4

EXPECTED SCENE

Explore the village.

ALTERED SCENE

Move on to Expected Scene 5. Don't test it, the Expected Scene happens.

INTERRUPT SCENE

Roll a Random Event to find out how the Scene begins. Treat this as something happening in the village while you explore. After this Interrupt Scene is done, repeat testing Expected Scene 4 again.

FATE QUESTIONS TO ASK

Use Context to come up wth meaningful Fate Questions.

MEANING TO DISCOVER

Use the City Descriptors, Descriptions, and Actions Meaning Tables to generate details like buildings and activities you come across. You can use Fate Questions to gather more information if you interact with any of these elements.

CONTEXT & NOTES

If nothing much is happening in this Scene with your Fate Question results, then generate a Random Event to make something happen.

Getting an Interrupt when testing this Scene is the same as generating another Random Event. Treat each Interrupt as a new event happening. You can't move on to Scene 5 until you've had an Expected or Altered Scene 4.

FORWARD MOTION

The Scenes in this adventure are designed to move you forward to the next Scene when Expected and Altered Scenes happen, and to pause that forward motion when an Interrupt Scene happens. This adds variability into the adventure about how long it takes to progress through it and what happens along the way.

For instance, if all the Scenes you test are Expected Scenes then you'll arrive at Kozen Crest in Scene 3. However, if you generated two Interrupts along the way, Expected Scene 3 would likely happen in Scene 5 of your adventure.

When Interrupt Scenes happen, they occur outside the flow of the numbered adventure Scenes. Kozen Scenes 1 through 8 will still happen, but the Interrupt is disrupting that progress temporarily. The only exception to this is if something happens in the Interrupt Scene that obviously moves the adventure forward, such as an Interrupt bringing you directly to the village.

PART 2: THE CRYPTS OF KOZEN CREST

This is what we're all here for: to dive into a dungeon! Despite the name, the dungeon may or may not be a crypt. Before we delve the dark depths we have to learn a few things about the dungeon, including its name.

Finding The Dungeon

Scene 5 is where your Character learns about the dungeon and takes it on as a quest. Since you've had a Scene or two wandering the streets of Kozen Crest Village, you may have a clue as to where and how you'll learn about it. Perhaps you found a tavern where rumors fly, or maybe you met some locals who whisper about the dungeon, or someone may have hired you to clear the place out.

The important Context of Scene 5 is that you learn of the dungeon, how that happens is up to you, the Context so far, and maybe some Fate Questions.

THE POWER OF A NAME

When your PC learns of the dungeon, roll on the Name Of The Kozen Crest Dungeon table. Roll once for each colum of The What, The Who, and The Wow. This gives you a glimpse of what the dungeon is, who is involved with it, and something interesting associated with it. Run all three results together to get a name summarizing the place.

For instance, rolls of 20, 30, and 27 gives "The abandoned barracks of the mad Mage Edward Strangehands, and the Fountain of Endless Worlds." Rolls of 35, 14, and 100 is "The underground fortress of the restless dead, and the Well of Chaos."

Record the name of the dungeon, it becomes important Context later.

EXPECTED SCENE 5

EXPECTED SCENE

This Scene is about learning of the dungeon. If you have a good idea how and where this could happen, then use that expectation for this Scene. If not, then start the Scene just knowing that here is when you learn of the dungeon and use Fate Questions and Discover Meaning to find out how.

ALTERED SCENE

You continue exploring the village. When this Scene is done, repeat testing Expected Scene 5 again.

INTERRUPT SCENE

Roll a Random Event to find out how the Scene begins. Treat this as something happening in the village. After this Interrupt Scene is done, repeat testing Expected Scene 5 again.

FATE QUESTIONS TO ASK

Depending on how reliable the source of information, ask Fate Questions about the dungeon to learn more about it. However, don't gather too much information and spoil surprises. Limit it to learning no more than 3 facts that can be used for Context later.

MEANING TO DISCOVER

Use Meaning Tables as appropriate to help fill in any details in this Scene you need.

CONTEXT & NOTES

Roll on the Name Of The Kozen Crest Dungeon Table on the next page for a basic summary of the place.

DUNGEON NAME CONTEXT

Rolling the name of the dungeon is more than windowdressing for the adventure, it's valuable Context that will likely shape much that follows.

Exploration of the dungeon is treated like a Location Crafter Region, rolling a d6 on the Region sheet to generate Locations, Encounters, and Objects. A frequent table result is "Context Expected".

When this is rolled, come up with an expectation based on the category you rolled (Location, Encounter, or Object) and the Context you know so far about the dungeon, especially the dungeon's name.

For instance, if the dungeon name is "The abandoned barracks of the mad Mage Edward Strangehands, and the Fountain of Endless Worlds", then an Encounter roll of "Context Expected" may mean you come across something magical and strange. This is the dungeon of a mad mage, after all, so there's likely to be some weirdness lurking about.

Maybe the first time you roll that result, you determine that you run into animated furniture, like a table and chairs. It results in an unusual battle. That's now useful Context. Maybe there's all kinds of animated objects throughout this dungeon. More results of "Context Expected" could lean toward more animated objects and magical traps.

A dungeon called "The underground fortress of the restless dead, and the Well of Chaos" would give very different expectations. Maybe Context Expected Encounters are unead skeletons or zombies. A Context Expected Object late in the dungeon could be the Well of Chaos itself.

Feel free to run with the Context as you generate it, and use it to guide your expectations and interpretations.

NAME OF THE KOZEN CREST DUNGEON

D100	THE WHAT	THE WHO	THE WOW
1-7	The ancient crypts of ...	... Brizas the lich, ...	... where death and ruin await.
8-14	The lost halls of ...	... the restless dead, ...	... and the fabled blade of Gruyan.
15-21	The abandoned barracks of ...	... the Dwarf King, ...	... the burial site of a king's treasure.
22-28	The cursed temple of ...	... Delas, Goddess Of The Lost, ...	... and the Fountain of Endless Worlds.
29-35	The underground fortress of ...	... the mad Mage Edward Strangehands, ...	... and the Three Trials of Worthiness.
36-42	The haunted catacombs of ...	... the dead mage Arkus, ...	... laden with traps for the unwary.
43-48	The lost city of ...	... the Kozen fire elementals, ...	... where They rest until it is time to rise again.
49-55	The tragic demense of Lady Whitaker, destroyed by ...	... The Shadow That Consumes, ...	... where the Crown of Conjuring is hidden.
56-61	The Hall of Dream, home of ...	... alien and terrible things, ...	... where the Sepulchre of Saint Byras rests.
62-68	The crumbled castle of ...	... dark cultists, ...	... where illusion becomes reality.
69-74	The underground keep of ...	... Infernal Evil, ...	... where a terrible secret waits to be discovered.
75-81	The frozen cavern of ...	... the Spider Queen, ...	... a tale of tragedy and loss.
82-87	The pits of the old city, home of ...	... the Argus family, ...	... and a land frozen in time.
88-94	The ruined palace of ...	... the vampire lord, ...	... where an unholy alliance schemes.
95-100	The watery depths of ...	... the restless dead, ...	... and the Well of Chaos.

EXPECTED SCENE 6

EXPECTED SCENE

Preparing for an adventure in the dungeon, acquiring everything you need.

ALTERED SCENE

Treat this as the expected preparation Scene, except you can't find everything you need in a single Scene. You'll have to do the Scene again to finish.

INTERRUPT SCENE

Roll a Random Event to find out how the Scene begins. Treat this as something that happens to interrupt your preparations. After this Interrupt Scene is done, repeat Expected Scene 6.

FATE QUESTIONS TO ASK

"Do they have the thing I'm looking for?" Only ask this Question for unusual items. Anything you absolutely need will automatically be found.

MEANING TO DISCOVER

Use Meaning Tables as necessary to help with collecting stuff. For instance, you could roll on the Objects table for random things a merchant might offer that they think you need but you hadn't thought to ask for.

CONTEXT & NOTES

Preparation may also mean taking the time you need to memorize spells, for clerics to pray to their deity, for alchemists to brew a potion, etc.

If you don't need to prepare, then skip this Scene and jump ahead to Expected Scene 7.

Prepare To Dive!

Scene 6 is about preparing to enter the dungeon. Assume that Kozen Crest village has any basic necessities you need, like lamp oil, necessary ingredients for magic spells, and standard weapons and armor. There's no need to ask Fate Questions about these things. More esoteric items, like magical objects, may require a Fate Question or simply can't be found.

You may also want to see if anyone wants to come along with you. A Fate Question of "Does anyone wish to join me?" would get you one companion on a Yes, and two on an Exceptional Yes.

If you take companions along, you can generate details about them using Meaning Tables. Character Identity could be used to find the role they fill, and Character Skills can help determine their abilities.

Or, you could assume they are the kinds of companions you need. If you're PC is a warrior, maybe you could use some magical support. In that case, the companion is a mage, or whatever you need most.

Generate only as many details as you require

🔍 MEANING TABLE MAGIC

This adventure gives you just enough information to spark your imagination and power your interpretations, but sometimes you'll need more. You can ask Fate Questions to clarify details about the adventure world, but also consider making frequent use of Mythic's Meaning Tables.

Rolling a couple of words from a Meaning Table can provide lots of interesting details to bring the adventure to life. This could include flavorful material like what NPCs are talking about, the appearance of creature's you encounter, spells that may be cast or the powers of magical objects, what tactic an opponent uses in a fight, etc.

right now for these NPCs, you can always come up with more stats as you need them.

Another option is to use premade Characters from your chosen RPG or another adventure module.

EXPLORING THE DUNGEON

Scene 7 is exploring the dungeon. This Scene is not tested. Once your Character finishes Expected Scene 6 and is ready, Scene 7 happens automatically.

Exploration of the dungeon is the Scene, so there will be no more Scenes to check until you complete the dungeon and move on to Part 3.

Exploration of the dungeon uses rules from *The Location Crafter*, repeated here for easy reference and with a few alterations to better fit this adventure.

The dungeon is generated randomly, one Area at a time, as you play. 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 Discovering Meaning.

Areas

Each discrete location where exploration takes place in the Dungeon, an Area, is generated separately. Areas of the dungeon are the rooms and corridors, and other points of interest, where you have encounters and make discoveries.

Categories

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

Dungeon Lists

Set aside the Threads and Characters Lists used in the previous Scenes. The Dungeon has it's own Lists.

For Threads, include anything based on an objective you have for entering the dungeon. For instance, in a dungeon called "The underground fortress of the restless dead, and the Well of Chaos" you might include a Thread of "Find the Well of Chaos".

Also include a Thread for "Find treasure", because that's what dungeon delving is all about!

For the Characters List, include NPCs you expect to find in the dungeon, if any. For instance, a dungeon about the "mad mage" may inspire you to add "Mad mage" to the Characters List.

Use the Context built up in the adventure so far to populate the Threads and Characters Lists as you wish.

Additionally, to the Characters List, add "Kozen Monster". Rolling this result is the same as generating "Kozen Monster" on the Region Sheet.
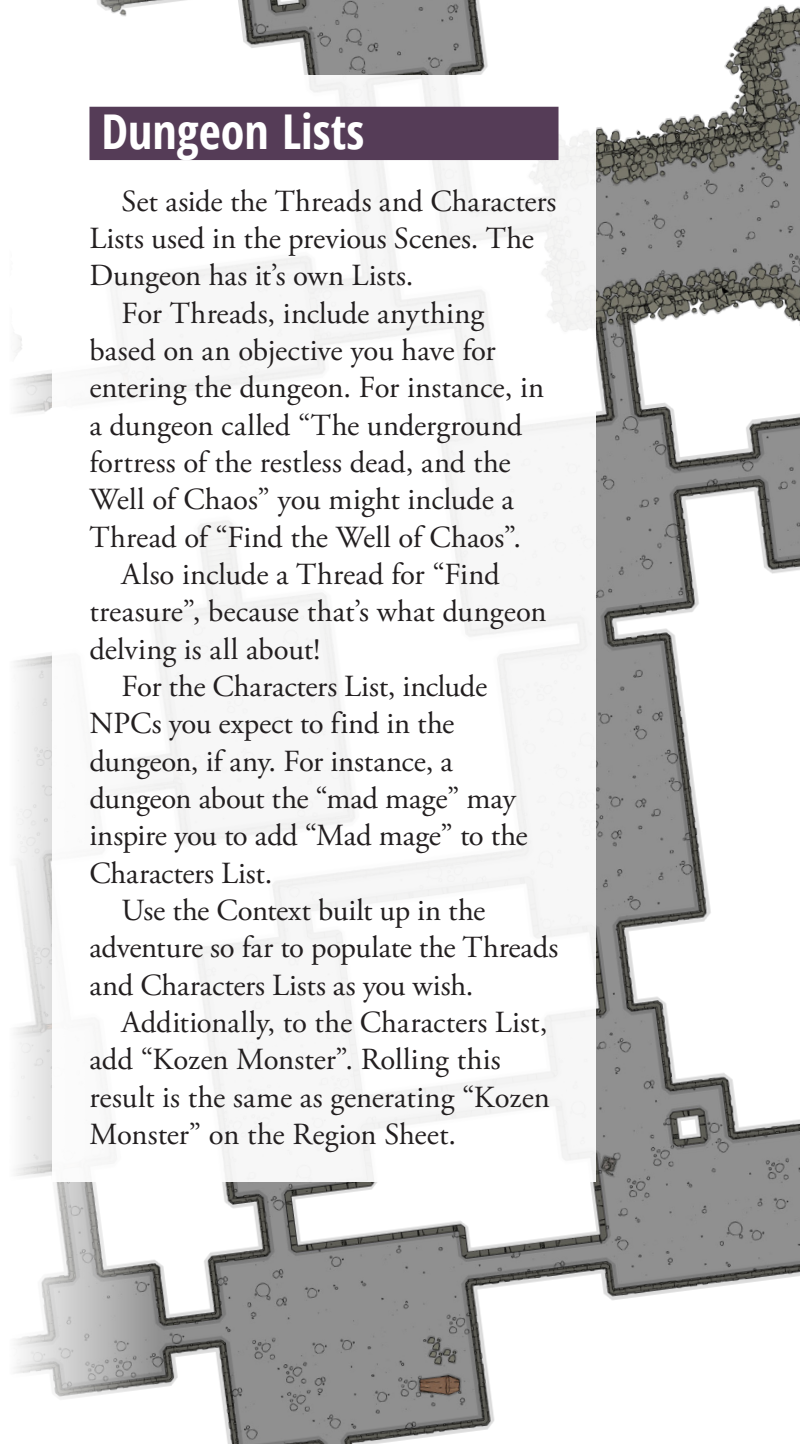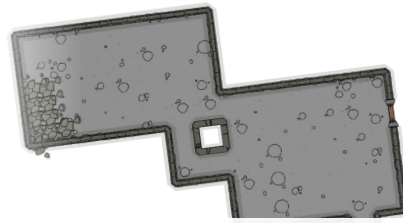
TILES

Tiles are graphic representations of an Area of the dungeon. You can use this to determine the shape and size of an Area, including any visible doorways and exits.
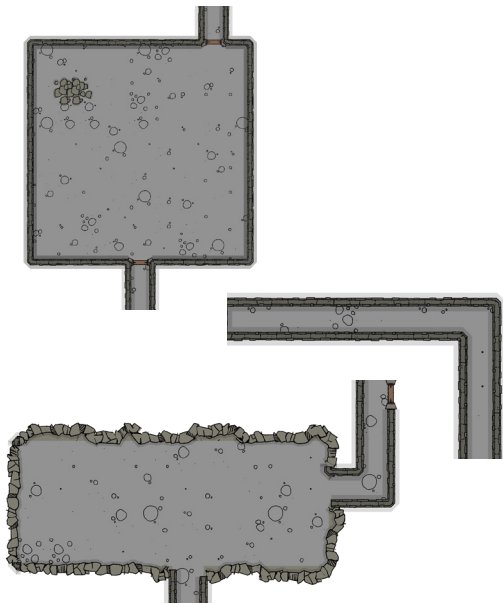
As you randomly roll Tiles, draw the shape on a piece of paper to make your own map. Connect entrances however you see fit so that each tile connects to the previous one.

If the dungeon gets large enough that rooms or corridors are running into each other, try to either match them up with existing open doorways or shape the hallways and rooms to fit. Alternatively, you can check for secret doors (see "Secret Doors").

SECRET DOORS

As you construct your map of the dungeon, the Tiles show you visible entrances and exits, such as doorways or stairs.

At any time, you can check an Area for secret doors. To do so, first make a task resolution using your chosen RPG played with this dungeon. This is a skill check to see if you find a secret door, assuming one exists. If you aren't using an RPG, but playing this strictly with Mythic and the GME, then skip this step and go to the next one.

If you fail at the secret door check, then either there is no secret door or it wasn't found.

Success at the check, or if you aren't using an RPG, leads to asking the Fate Question, "Is there a secret door?" The Odds of this Question are based on the following:

- Ⓜ The Area checked is not close to another Area: Very Unlikely
- Ⓜ The Area is very close to another Area, without a visible portal between them: Unlikely
- Ⓜ You aren't using an RPG to make a skill check: Reduce the Odds by one step (Very Unlikely becomes Nearly Impossible, and Unlikely becomes Very Unlikely).

A **Yes** means a secret door is discovered. Place it anywhere in the Area that makes sense. You can go through that portal into a newly generated Area. If the Area is colliding with another Area, then the door opens between those two Areas, connecting them.

No means there is no secret door to be found.

Exceptional Yes is the same as Yes, plus the secret door also contains an alcove with treasure in it. Roll on the Treasure Table.

Exceptional No means there is no secret door, but the time you took to search, and the noise you made, drew a monster to you. Treat this as a Kozen Monster result from the Region Sheet.

Random Event means the secret door is trapped or has a puzzle associated with it that must be solved. Treat this as a Trap/Puzzle result from the Region Sheet. If it is a puzzle, then don't roll for the Reward, which will be the secret door opening.

Describe discovery of the secret door any way that makes sense, such as finding a stone you have to push or a hidden button. Or, roll on the Actions Meaning Table for inspiration about what you had to do to activate the secret door.

LOCATIONS

This Category describes what the Area generally looks like or what it's apparent purpose is. For instance, a chamber, hall, or kitchen.

ENCOUNTERS

The Encounters Category usually means creatures or events that the PC interacts with. This can also include traps or devices. Encounters are active elements within the Location.

OBJECTS

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

Exploring

Exploring the dungeon is a process of generating one Area at a time. The PC enters a new Area, use the Category Lists to randomly determine the Area's Elements, interpret what the Elements mean, play out the action of the Area, then the PC moves on to the next Area.

The Crypts Of Kozen Crest Region Sheet shows the rollable Elements for each Category that make up the dungeon. You can find the Region Sheet starting on page 20.

Generate a new Area (including the first one) by rolling 1d6 for each of the four Categories and counting down the Category List by the number rolled to get the Element. If there are any crossed out Elements on the List, such as a Unique Element that had been previously encountered and can't be encountered again, skip over them.

Interpret the Elements into a meaningful whole. Ask Fate Questions to provide more detail or roll on appropriate Meaning Tables if you need more inspiration.

RANDOM DUNGEON GENERATOR

"The Crypts Of Kozen Crest" can be played as a complete adventure, with events leading up to your Player Character descending into the dungeon. These events provide Context and background to the delve, which helps place it in the adventure narrative and gives you something to work with when making interpretations.

However, you can also use this adventure as a generic, random dungeon generator. Ignore the Scenes and other content, and just use the dungeon itself in the "Exploring The Dungeon" section.

You can drop the dungeon directly into any fantasy adventure, using the Context of that adventure to serve as material to draw from. The dungeon is designed to be filled with classic dungeon crawl tropes, like monsters, traps, puzzles, and treasure.

You can plug other random tables into this adventure as you like. For instance, instead of rolling for random creatures using Mythic Meaning Tables you could use random monster tables from another game. The treasure and trap tables could also be substituted.

The open nature of the dungeon Region sheet allows you to plug just about any fantasy content you want into one of the existing Elements, making Kozen Crest very adaptable. It's also replayable, giving a different experience every time.

The First Area

The first Area is the dungeon's start point. Draw the shape of the Tile you generate on a piece of paper, either near the bottom of the paper or in the center, to make sure you have room to map the rest of the dungeon.

Every Tile has at least two portals in it, such as doors, passages, or stairs, indicated on the Tile.

MAPPING

Rolling a series of Tiles, such as 2, 6, 5, 6, and 10, would give you these Tiles.

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.
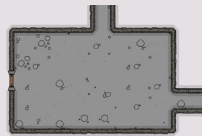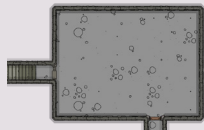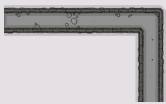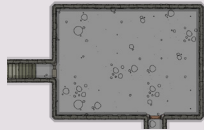
It may be easier to conceptualize the developing dungeon by mapping as you explore. The shape of the Tiles, and the location of their exits, can be used as a guide for writing them down and connecting them in a way that makes the most sense.

You can also use your written map to write down encounters and other notes about what you find along the way.

A Player might use these Tiles to record a map that looks like this, making notes about encounters and other elements along the way.
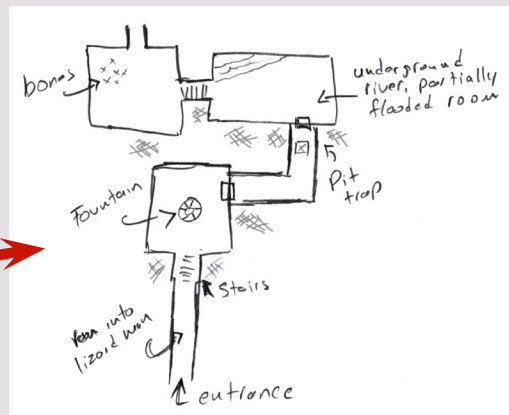
Choose one to act as the dungeon's point of entry.

Until further exploration reveals additional exits from the dungeon it's assumed the starting Area is the only known entrance/exit.

Record a mark in the Progress Points space for each Category.

Delving Deeper

Choosing an exit from the current Area takes the Player Character to a new Area. Roll on the Category Lists again to fill this Area with Elements and record another Progress Points mark for each Category to keep a tally. 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 for that Category.

For instance, if the Progress Points for Location is 3, the next Area you enter you would roll 1d6 and add 3 to it. After rolling, add another Progress Point raising it to 4.

If the modified total goes beyond the current List of Elements in that Category (for instance, the 1d6 roll plus Progress Points is 21 when there are 20 Elements on the List) then the result is considered Kozen Expected (see "Elements" later). Also, reduce that Category Lists' Progress Points by 5 points.

Play out each Area as you encounter them. Continue to generate Areas one at a time until the Complete Location Element is rolled or the Player Character stops exploring.

THE CRYPTS OF KOZEN CREST REGION SHEET

TILE	LOCATIONS	ENCOUNTERS	OBJECTS
1	Mundane Expected	None	None
2	Mundane Expected	None	Random
3	Random	Random Monster	None
4	Random	Trap/Puzzle	Mundane Expected
5	Context Expected	Random	None
6	Random	Random Monster	Random
7	Context Expected	None	Context Expected
8	Mundane Expected	Random Monster	Random
9	Random	Context Expected	None
10	Mundane Expected	Trap/Puzzle	Mundane Expected

Progress Points

THE CRYPTS OF KOZEN CREST REGION SHEET

TILE	LOCATIONS	ENCOUNTERS	OBJECTS
11	Context Expected	Random	Special
12	Random	Kozen Monster	Random
13	Context Expected	None	Mundane Expected
14	Context Expected	Special	Treasure
15	Special	Random Monster	None
16	Random	Trap/Puzzle	Special Item (U)
17	Special Place (U)	Random	None
18	Context Expected	Special Villain (U)	Random
19	Complete	Context Expected	Context Expected
20	Context Expected	Kozen Monster	Treasure

Progress Points

ENLARGED TILES FOR EASIER VIEWING
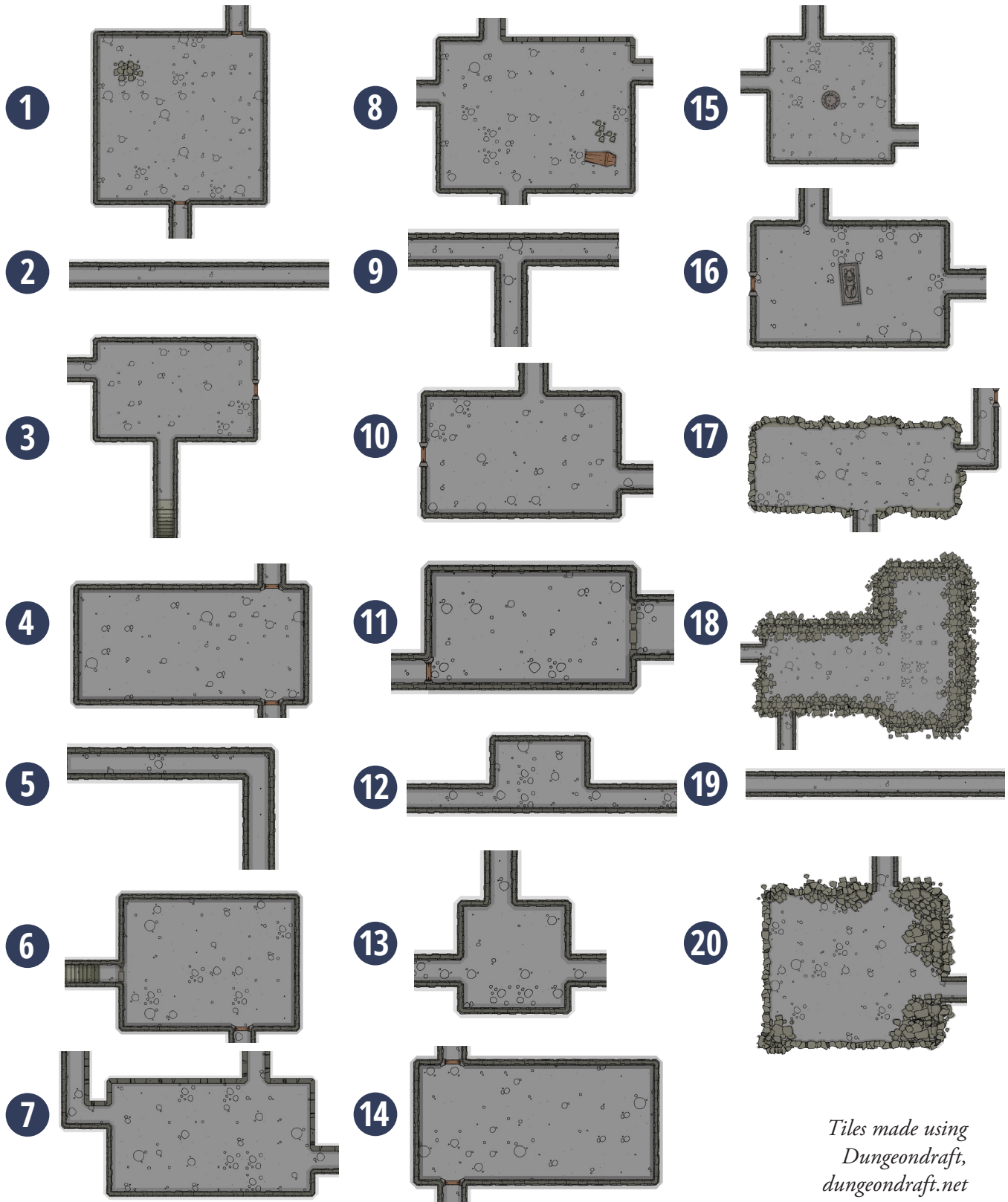
Tiles made using Dungeondraft, dungeondraft.net

Going Back

Your Player Character can always go back to previously discovered Areas. There is no need to roll on the Category Lists when returning to an Area. Rolling randomly on the Region Sheet is only for generating new, previously unexplored, Areas.

Follow your expectations about what you find there. If there was an active Element or monster in that Area, either it'll still be there or, if you're unsure, you can ask a Fate Question.

Elements

Each Area requires an Element from each of the four Categories to place in that Area. These are rolled randomly from the Region Sheet.

Combine the Elements from the four Categories (Tiles, Locations, Encounters, and Objects) and interpret what they mean to give each Area its own flavor.

Elements include:

MUNDANE EXPECTED

This Category Element represents the most common and mundane things you expect to find in the dungeon. As your Character explores you will have expectations of what you will find: dark hallways, drafty rooms, scattered debris, and the bones of previous adventurers, for example.

A result of Mundane Expected shouldn't be anything important or too useful, just expected.

CONTEXT EXPECTED

This is similar to Mundane Expected, except this is something you expect based on the Context of the dungeon, especially considering the name of the dungeon.

This should be something consequential and important, unlike Mundane Expected. It should

be dangerous, valuable, or both, and have some connection to already established dungeon Context.

If you need help identifying what it is, take a best guess and test it with a Fate Question, or roll on an appropriate Meaning Table for inspiration.

In a dungeon called "The lost city of the dead mage Arkus, and a land frozen in time" a Player may expect to run into the wreckage of a fallen civilization, magical aparatus or creatures, and maybe an ice theme or time anomalies.

Locations of Context Expected might be an underground street lined with long abandoned shops, the throne room of a mage king, or a cavern coated in slippery ice.

Encounters of Context Expected could be the

undead denizens of the doomed city, golems or other magically animated creatures, or ice elementals.

Objects of Context Expected might be useful supplies and tools left over from better times, a library of arcane books, or snow shoes to help with walking without sliding on ice.

With so many possibilities of what "Context Expected" can be, asking Fate Questions or getting guidance from a Meaning Table can help narrow your imagination down. It may be easier to interpret this result if you get it more than once, since you can build on the Context you created with earlier results

NONE

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

RANDOM

When a roll on a Category list generates a Random Element roll twice on the Meaning Table for that Category, found on the next page.

Interpret the results into a meaningful Location, Encounter, or Ojbect, based on the Context of the adventure so far.

RANDOM MONSTER

You encounter a hostile, random monster. To create it using Meaning Tables, roll twice on the Creature Description table for inspiration about what the monster looks like. Roll twice on the Creature Abilities table for something special the monster can do.

Any other abilities or statistics can be derived through Fate Questions, and using "Generating NPC Behavior" on page 106 and "Determining

NPC Statistics" on page 127 of *Mythic Game Master Emulator Second Edition.*

Alternatively, you can prepare ahead of time random monster tables from another source, or the chosen RPG you're using.

Whatever this monster is, make a note of it. Random monsters encountered in the dungeon can be encountered again, using the same details.

When generating a random monster, consider the Context of the adventure when interpretating the results of the Meaning Tables. For instance, a dungeon with themes involving fire and lava may inspire creatures that are immune to fire or comfortable around heat.

KOZEN LOCATION

1	Alcoves	51	Loud
2	Ancient	52	Magical
3	Armory	53	Marble
4	Barracks	54	Messy
5	Beautiful	55	Misty
6	Bedroom	56	Mundane
7	Bizarre	57	Overgrown
8	Blocked	58	Painted
9	Bright	59	Path
10	Burnt	60	Pool
11	Carvings	61	Prison
12	Chamber	62	Quiet
13	Clean	63	River
14	Cobwebs	64	Rock
15	Cold	65	Royal
16	Collapsed	66	Rubble
17	Colorful	67	Ruined
18	Columns	68	Runes
19	Cramped	69	Scary
20	Creepy	70	Shaking
21	Crumbling	71	Shifting
22	Crypt	72	Shrine
23	Crystal	73	Simple
24	Damaged	74	Slippery
25	Dangerous	75	Slope
26	Dark	76	Small
27	Dining	77	Smelly
28	Dirty	78	Smoke
29	Door	79	Stairs
30	Drafty	80	Stalactites
31	Dripping	81	Steam
32	Enormous	82	Stinks
33	Flooded	83	Stonework
34	Frightening	84	Storeroom
35	Furnished	85	Strange
36	Garden	86	Temple
37	Gated	87	Threatening
38	Graveyard	88	Throne
39	Hieroglyphs	89	Tile
40	Hole	90	Trail
41	Hot	91	Tunnel
42	Huge	92	Unstable
43	Icy	93	Vaulted
44	Kitchen	94	Vines
45	Laboratory	95	Warm
46	Lair	96	Water
47	Large	97	Waterfall
48	Ledge	98	Windy
49	Library	99	Workshop
50	Light	100	Wrecked

KOZEN ENCOUNTER

1	Above	51	Mage
2	Acid	52	Magical
3	Adventurer	53	Mechanical
4	Aggressive	54	Mechanism
5	Ambush	55	Message
6	Animal	56	Monster
7	Animated	57	Moving
8	Armed	58	Multiple
9	Attack	59	Music
10	Beautiful	60	Mysterious
11	Below	61	Obscured
12	Blast	62	Paralysis
13	Calm	63	Patrol
14	Collapse	64	Pit
15	Colorful	65	Poison
16	Combative	66	Powerful
17	Creepy	67	Rats
18	Cultist	68	Ray
19	Damaging	69	Ritual
20	Dangerous	70	Rotating
21	Dark	71	Screams
22	Darts	72	Shadows
23	Echoes	73	Silent
24	Energy	74	Slime
25	Entangling	75	Sounds
26	Equipped	76	Spear
27	Explosion	77	Spell
28	Falling	78	Spider
29	Fast	79	Spike
30	Ferocious	80	Spirit
31	Fire	81	Spray
32	Floating	82	Stealthy
33	Foe	83	Strange
34	Footsteps	84	Strong
35	Freeze	85	Stun
36	Frightening	86	Suspended
37	Fumes	87	Teleporter
38	Ghost	88	Thieving
39	Glowing	89	Threatening
40	Greeting	90	Trap
41	Group	91	Triggered
42	Harmful	92	Undead
43	Helpful	93	Villager
44	Hole	94	Villain
45	Humanoid	95	Violent
46	Insects	96	Vocal
47	Large	97	Voices
48	Lava	98	Warning
49	Light	99	Whispers
50	Loud	100	Wind

KOZEN OBJECT

1	Active	51	Ladder
2	Armor	52	Lantern
3	Artistic	53	Large
4	Barrel	54	Lethal
5	Beautiful	55	Liquid
6	Bed	56	Loud
7	Bizarre	57	Magic
8	Blood	58	Map
9	Bones	59	Mask
10	Book	60	Mechanical
11	Bottle	61	Mirror
12	Boxes	62	Moving
13	Cage	63	Multiple
14	Candles	64	Mushrooms
15	Chains	65	Mysterious
16	Chair	66	Natural
17	Chest	67	Nest
18	Clothing	68	Note
19	Clue	69	Orb
20	Cold	70	Ornamental
21	Colorful	71	Painting
22	Communication	72	Plants
23	Consumable	73	Pottery
24	Container	74	Powerful
25	Corpse	75	Prized
26	Crown	76	Resource
27	Curtains	77	Ring
28	Dagger	78	Rope
29	Dais	79	Rug
30	Damaged	80	Ruined
31	Dangerous	81	Runes
32	Debris	82	Sand
33	Decorations	83	Sarcophagus
34	Domestic	84	Scroll
35	Enormous	85	Shield
36	Equipment	86	Skull
37	Fountain	87	Statue
38	Fragile	88	Strange
39	Fragrant	89	Sword
40	Frightening	90	Symbol
41	Fungus	91	Tapestry
42	Furniture	92	Throne
43	Gold	93	Tool
44	Guidance	94	Torch
45	Harmful	95	Treasure
46	Helmet	96	Valuable
47	Helpful	97	Vault
48	Important	98	Wand
49	Information	99	Weapon
50	Journal	100	Well

Back to "The lost city of the dead mage Arkus, and a land frozen in time", the Player generates a Random Monster for an Encounter.

The Creature Descriptions table gives us Object and Group. Creature Abilities results in Imitate and Touch.

The room the Player Character is in appears to be a bedroom with a broken mirror, shards of the glass scattered on the floor.

The Player interprets this creature to be the animated shards of the mirror. As the PC walks through the room, stepping on a piece of glass, the shards suddenly rattle and rise into the air.

They coalesce into a roughly humanoid shape, the Character seeing his own reflection in the broken glass. The magical creature is copying the PC and knows what they know. It will attack, cutting with razer sharp glass. It also has a defensive advantage since it can anticipate when and how the PC will strike.

The Player came up with this interpretation, in part, because this seems like the kind of magical creature that might inhabit the dungeon of a "mad mage".

CREATURE DESCRIPTIONS			
1	Aggressive	51	Loud
2	Agile	52	Mammalian
3	Air	53	Mandibles
4	Alien	54	Mechanical
5	Amorphous	55	Metallic
6	Animal	56	Multiple
7	Aquatic	57	Muscled
8	Armored	58	Mutant
9	Avian	59	Natural
10	Beast	60	Nature
11	Beautiful	61	Nightmarish
12	Bony	62	Object
13	Carapace	63	Passive
14	Chatty	64	Plant
15	Clawed	65	Reptilian
16	Clothed	66	Rooted
17	Cold	67	Rough
18	Color	68	Shifting
19	Composite	69	Silent
20	Constructed	70	Simple
21	Crawling	71	Slender
22	Decayed	72	Slow
23	Defensive	73	Small
24	Dripping	74	Solitary
25	Element	75	Spider-like
26	Equipped	76	Spiked
27	Extra	77	Steaming
28	Fangs	78	Sticky
29	Feral	79	Stinger
30	Filthy	80	Stinks
31	Fire	81	Strange
32	Friendly	82	Strong
33	Fungal	83	Supernatural
34	Furry	84	Tail
35	Gaunt	85	Tentacled
36	Glowing	86	Tongue
37	Group	87	Toothy
38	Growling	88	Transparent
39	Guarding	89	Tree-like
40	Horns	90	Twisted
41	Humanoid	91	Undead
42	Inscribed	92	Unnatural
43	Insect-like	93	Warm
44	Insubstantial	94	Wary
45	Intelligent	95	Weak
46	Intimidating	96	Weapon
47	Large	97	Wings
48	Levitating	98	Wooden
49	Limited	99	Wormish
50	Liquid	100	Wounded

CREATURE ABILITIES			
1	Acid	51	Lethal
2	Ambush	52	Light
3	Animate	53	Limited
4	Armor	54	Magic
5	Attach	55	Mental
6	Attack	56	Move
7	Attract	57	Multiple
8	Bite	58	Nature
9	Block	59	Normal
10	Blunt	60	Open
11	Break	61	Others
12	Breath	62	Paralyze
13	Carry	63	Poison
14	Change	64	Power
15	Climb	65	Protection
16	Cold	66	Proximity
17	Common	67	Pursue
18	Communicate	68	Ranged
19	Conceal	69	Ray
20	Contact	70	Rechargeable
21	Control	71	Regenerate
22	Create	72	Resistance
23	Damage	73	Self-Sufficient
24	Dark	74	Senses
25	Deceive	75	Skill
26	Decrease	76	Sleep
27	Defense	77	Speed
28	Detect	78	Spells
29	Disrupt	79	Spy
30	Distract	80	Stab
31	Drain	81	Stealth
32	Element	82	Stop
33	Energy	83	Strange
34	Enhanced	84	Stun
35	Entangle	85	Substance
36	Environment	86	Summon
37	Extra	87	Suppress
38	Fear	88	Swim
39	Fight	89	Take
40	Fire	90	Telepathy
41	Fly	91	Touch
42	Grapple	92	Transform
43	Harm	93	Travel
44	Heal	94	Trick
45	Hide	95	Uncommon
46	Illusion	96	Vision
47	Imitate	97	Vulnerable
48	Immune	98	Weak
49	Increase	99	Weaken
50	Infectious	100	Weapon

KOZEN MONSTER

Keep track of creature's generated through Random Monster. When Kozen Monster is generated, it indicates you run into the same type of creature you've encountered before. If you've met only one monster so far, then Kozen Monster means you run into it again. If you've run afoul of more than one, then either determine randomly which monster you encounter again or choose the most logical option.

If you generate Kozen Monster without having run into a Random Monster yet, then treat this result as Random Monster.

DETERMINING CHALLENGES

While Kozen Crest gives you content to interpret into an adventure, you'll have to determine statistics for creatures and challenges encountered. This will depend on the RPG system you're using and some randomness.

When you need a value, such as the armor rating of a monster or how much damage a fall into a pit does, first determine what you think the value would be. Assign that Odds based on your confidence in the value, and ask a Fate Question to see if the value is correct.

You can use this method to come up with specific values for creature statistics, traps, or any challenge you may face. When deciding on the expected value, try to keep it something that is manageable for your Character. The value should represent a challenge, but one they can routinely pass. Keep in mind that the Fate Question may change this value, including making it harsher.

You can also use this method for more abstract determinations of challenges where a number or value doesn't come into play. For instance, maybe your PC is bargaining with a creature to get across a bridge. You know the creature is going to argue, but you're not sure how hard of a bargain they will drive. So, you ask a Fate Question to see how tough this challenge will be. The result can help provide more Context for interpreting how the situation pans out.

"IS THE CHALLENGE WHAT I EXPECT?"		
ANSWER	**INTERPRETATION FOR VALUES**	**INTERPRETATION FOR SITUATIONS**
YES	The value is what you expected.	The challenge is what you expected.
EXCEPTIONAL YES	The value is higher than you expected, by about 25%.	The challenge is a little harder than you expected.
NO	The value is lower than you expected, by about 25%.	The challenge is a little easier than you expected.
EXCEPTIONAL NO	The value is much lower than you expected, by about 50%.	The challenge is much easier than you expected.
RANDOM EVENT	There is a special condition associated with this statistic or challenge. Roll a Random Event with a Focus of Current Context.	

TRAP/PUZZLE

You've run into a trap or encountered a puzzle to solve. Roll on the Traps & Puzzles table.

When generating a trap for an Area, it will trigger as soon as the Character does something, including walking across the Area or opening a door. Apply it to an element in the room that makes the most sense. If unsure, ask a Fate Question.

When generating random traps using the Dungeon Traps Meaning Table, interpret the results into a trap that's most meaningful in the Context, especiallly the Area the Character encounters it in. If you're unsure what the trap does, you can clarify with Fate Questions.

When a puzzle is encountered, the PC can interact with it if they choose following the rules below in "Solving Puzzles".

TRAPS & PUZZLES

ROLL	RESULT
1-25	**PIT TRAP:** You've come across a pit trap that springs as you walk across it. Determine if your PC notices the trap, or otherwise avoids it. If not, they fall in and take damage.
26-90	**RANDOM TRAP:** You activate a trap. Roll on the Dungeon Traps Meaning Table for inspiration for what the trap does.
91-100	**PUZZLE:** You've discovered a puzzle. See "Solving Puzzles".

SOLVING PUZZLES

Making random dungeon puzzles is a challenge. You can't create a true puzzle without knowing the answer. This system creates the process of encountering a puzzle. Instead of rewarding the Player for correctly solving it, you are instead rewarded with better Odds for coming up with the most creative solution you can think of.

Determine What The Puzzle Looks Like: Roll on the Puzzle Descriptors Meaning Table for inspiration about what the puzzle is. For instance, results of Free and Inquire may be interpreted as a voice booming out asking you to ask any question you like, but it must be the correct question.

Come Up With Your Best, Most Creative Answer: Have fun with the puzzle and come up with the most creative answer you can think of.

Check To See If You're Correct: Ask the Fate Question, "Did I solve the puzzle?" Assign Odds based on your estimation of how clever your answer is, following the Puzzle Solving Odds Table. See page 30 for Fate Question results.

PUZZLE SOLVING ODDS

THE SOLUTION IS ...	ODDS
Brilliant, if I do say so myself.	Likely
Not bad, but it feels off.	50/50
I have no idea, total guess.	Very Unlikely

Derek The Daring Duelist is spelunking in "The pits of the old city, home of the Argus family, and the Fountain of Endless Worlds". Cautiously moving through a hallway Area, he encounters a Trap/ Puzzle.

The Player rolls Random Trap on the Traps & Puzzles table. The Dungeon Traps Meaning Table results in Water and Toxin.

The Player interprets this to mean that Derek suddenly hears rushing water, which floods into the hallway through grates near the floor. The water is thick, green, and foul smelling.

The Player interprets "toxin" to mean that the water is poisonous and will do harm to Derek if he stays in it too long. He needs to get through this hallway fast, and find some higher ground.

Later in the dungeon, Derek encounters a puzzle. Rolling on the Puzzle Descriptors table, the Player gets Careful and Message.

The Player interprets this to mean there is a sign on the wall that says, "Step carefully, lest ye unleash your doom."

The floor is composed of multi-colored tiles. The Player figures Derek must choose which color

DUNGEON TRAPS

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

PUZZLE DESCRIPTORS

1	Access	51	Intellect
2	Active	52	Knowledge
3	Amusing	53	Large
4	Anxious	54	Lethal
5	Art	55	Lock
6	Assist	56	Lure
7	Attain	57	Maze
8	Balance	58	Mechanical
9	Barrier	59	Message
10	Beautiful	60	Missing
11	Bizarre	61	Move
12	Brave	62	Multiple
13	Careful	63	Mundane
14	Caution	64	Mysterious
15	Change	65	Normal
16	Choice	66	Object
17	Code	67	Obscured
18	Colorful	68	Official
19	Combination	69	Old
20	Communicate	70	Open
21	Competition	71	Oppose
22	Complete	72	Pattern
23	Controls	73	Personal
24	Countdown	74	Physical
25	Damaged	75	Portal
26	Danger	76	Power
27	Delicate	77	Precision
28	Disarm	78	Problem
29	Dismantle	79	Question
30	Disrupt	80	Release
31	Elements	81	Repair
32	Enemy	82	Resolve
33	Energy	83	Reward
34	Environment	84	Riddle
35	Extravagant	85	Risk
36	Fear	86	Simple
37	Frantic	87	Skill
38	Free	88	Solve
39	Frightening	89	Speak
40	Game	90	Start
41	Goal	91	Stop
42	Harm	92	Strange
43	Historical	93	Struggle
44	Imitate	94	Technology
45	Information	95	Tension
46	Innocent	96	Threatening
47	Inquire	97	Timed
48	Inscription	98	Water
49	Inside	99	Weapon
50	Inspect	100	Words

"DID I SOLVE THE PUZZLE?"

ANSWER	INTERPRETATION
YES	Yes, roll on the Puzzle Reward Table.
EXCEPTIONAL YES	Yes, roll twice on the Puzzle Reward table.
NO	No, nothing happens. You can try again with a different solution.
EXCEPTIONAL NO	The solution is incorrect, and a trap is sprung. Roll on the Dungeon Traps Meaning Table for inspiration for what the trap does. The puzzle cannot be solved at this point.
RANDOM EVENT	The Event is related to the puzzle, triggered by your attempt to solve it. Generate the Random Event with a Focus of Current Context.

is the safe color to step on.

Since the color blue has come up previously in this dungeon, with a blue mural depicting the sea, the Player decides that the correct color is blue.

The Player thinks this isn't an especially clever solution, but it's not bad. That gives Odds of 50/50 to the Fate Question of "Did I solve the puzzle?"

Derek steps on the blue stones, walking along the hall. The Player rolls for the Question, and gets Yes.

The solution was correct.

PUZZLE REWARDS

ROLL	RESULT
1-10	**SAFE TRAVEL:** This allows you travel back to an Area of the dungeon you've already been, you choose where. Interpret this as a tunnel, teleporter, or whatever is appropriate.
11-30	**TREASURE SPOT:** This opens a portal to the next Area. Generate it as normal, but add Treasure to whatever else is there.
31-55	**USEFUL STUFF OR INFORMATION:** If you are searching for something in the dungeon, the puzzle rewards you with something that will help. Ask Fate Questions or Discover Meaning to find out what.
56-65	**TRAPPED:** The puzzle is a trap with no answer. Roll on the Dungeon Traps Meaning Table for inspiration for what the trap does.
66-100	**TREASURE:** The puzzle delivers a reward. Roll on the Treasure Table.

The Player rolls on the Puzzle Rewards table, resulting in Treasure Spot. The Player interprets this to mean that the treasure awaits in the Area at the end of this hall.

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 Progress Points, an unexpected exit from the dungeon, and other twists.

SEARCHING

At any point, your PC can search a room or its contents to find anything useful or hidden. Specify what you are searching, such as the room in general or a chest, and make an appropriate task roll using the chosen RPG you're playing with. If you succeed in your search, assign Odds based on how likely you think it is something will be found and ask the Fate Question "Did I find anything?" and check the table below.

"DID I FIND ANYTHING?"

ANSWER	INTERPRETATION
YES	Yes, roll on the Search Discovery Table.
EXCEPTIONAL YES	Yes, roll twice on the Search Discovery Table.
NO	No, there is nothing to be found.
EXCEPTIONAL NO	The item you're searching is trapped. Roll on the Dungeon Traps Meaning Table for inspiration for what the trap does.
RANDOM EVENT	Your search has triggered this Random Event. Roll with a Focus of Current Context.

SEARCH DISCOVERIES

ROLL	RESULT
1-45	**YOU FOUND SOMETHING:** This may be a simple item or valuable. For inspiration or to randomize the find, roll on the Treasure Meaning Table on page 35.
46-60	**TREASURE:** You found something valuable. Roll on the Treasure Table.
61-75	**SURPRISE!:** You found a lurking, hiding creature that attacks. Treat this the same as a Kozen Creature result on the Region Sheet. If there is no possibility of a creature hiding in the space you are searching, then it comes upon you as a wandering monster while you are searching.
76-90	**USEFUL STUFF OR INFORMATION:** If you are searching for something in the dungeon, you find something that will help. Ask Fate Questions or Discover Meaning to find out what.
91-100	**THE SPECIAL THING:** If you are looking for something special in the dungeon, you find it here. If you aren't, then treat this as Useful Stuff Or Information.

THE SPOILS OF VICTORY

There are a few ways to discover treasure in the dungeon. You can happen upon it by chance, you can find it by searching, you can receive it for solving a puzzle, or you can earn it through risk of battle.

This last option should be made available any time your PC defeats a monster. When the fight is over, and if the PC is victorious, ask the Fate Question, "Is there treasure?" Check the table to the right for results.

Assign Odds to the Question based on the threat of the defeated monster. Was it a minor threat that was easy to beat, or a tough challenge that could have defeated the Character? Odds are also better if the monster is in it's lair rather than out in a hall wandering about.

"IS THERE TREASURE?"

ANSWER	INTERPRETATION
YES	Yes, roll on the Treasure Table.
EXCEPTIONAL YES	Yes, roll twice on the Treasure Table.
NO	No, there is no treasure.
EXCEPTIONAL NO	There's no treasure, but there's bad luck. The next monster you defeat automatically has no treasure.
RANDOM EVENT	Roll a Random Event. It happens while you search for Treasure.

TREASURE FROM BATTLE ODDS

LEVEL OF CHALLENGE	ODDS
A tough monster in its lair	Neary Certain
A minor monster in its lair	Likely
Any monster out of its lair	50/50

If the table requires additional rolls in a Category List do not count those as additional Progress Points for that Category.

TREASURE

You've found riches! Roll on the Treasure Table.

SPECIAL PLACE/VILLAIN/ITEM

If you entered the dungeon looking for something in particular, whether it's a place, room, object, or Character, you have found what you seek.

If this is something that can only be found once, then cross it off the List; this Element is Unique. If for some reason it can be discovered again (such as a villain you are trying to defeat who escapes the encounter) then leave it on the List.

COMPLETE

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

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

Calling It Quits

The dungeon is finished when the PC reaches Complete on the Location List, they decide to leave, or the PC perishes. Depending on what your goal was when entering the dungeon, you may want to fully explore it until there is nothing left to find, or leave while you can if you achieved a specific objective.

Mang Assumptions Along The Way

A dungeon should be a big, dark, dangerous, chaotic mess of peril and reward. Just as you build Context before entering the dungeon, once you begin exploration everything you encounter adds to the Context.

Maybe as soon as you entered the dungeon you interpreted Region Sheet rolls into this: Your PC encountered a hallway with crystals hanging from the ceiling. There was a noxious smell in the hall, and you could hear whispers as if they came from the crystals themselves. As you listen, a

SPECIAL ELEMENT TABLE	
D100	**RESULT**
1-10	**SUPERSIZE:** Roll in the Category again (if you roll Special, treat it as Mundane Expected). Interpret the generated Element as greater than expected. For instance, it's bigger, stronger, more damaging, more numerous, etc.
11-20	**LESS THAN:** Roll in the Category again (if you roll Special, treat it as Mundane Expected). Interpret the generated Element as less than expected. For instance, it's smaller, weaker, less damaging, less numerous, etc.
21-25	**THIS IS BAD:** Roll in the Category again (if you roll Special, treat it as Mundane Expected). Interpret the generated Element as bad for the Player Character. For instance, it's dangerous or poses an obstacle.
26-35	**THIS IS GOOD:** Roll in the Category again (if you roll Special, treat it as Mundane Expected). Interpret the generated Element as good for the Player Character. For instance, it's helpful.
36-50	**MULTI-ELEMENT:** Roll twice in this Category (if you roll Special, treat it as Mundane Expected) and include both in this Area.
51-55	**EXIT:** This Area contains an exit from the dungeon, if possible. If this result doesn't make sense in this Area, treat this Element as Mundane Expected.
56-70	**DELVE FURTHER:** Instead of adding 1 Progress Point for this Category, add 3. Otherwise treat this result as Mundane Expected.
71-85	**COMMON GROUND:** Eliminate 3 Progress Points for this Category. Otherwise treat this result as Mundane Expected.
86-100	**RANDOM:** Treat this like a Random Element.

TREASURE TABLE

D100	RESULT
1-15	**A FEW COINS:** A handful of coins. Not worth much, but it might buy you a meal.
16-25	**BAG OF COINS:** A bag of coins. This is enough to buy a horse.
26-35	**PRECIOUS GEMS:** A few very valuable gems.
36-45	**JEWELRY:** Jewelry made of fine metal, encrusted with precious stones, and clearly worth something.
46-50	**A MAGICAL ITEM:** Roll on the Magic Items Meaning Table to determine what the item is, and, if necessary, the Spell Effects table to determine what it does.
51-55	**A POTION:** You can't tell what it does until you drink it. Roll on the Spell Effects Meaning Table to interpret what happens.
56-85	**YOU FOUND SOMETHING:** This may be a simple item or valuable. For inspiration or to randomize the find, roll on the Treasure Meaning Table on page 35.
86-100	**THE SPECIAL THING:** If you're looking for something special in this dungeon, then you've found it. This is it! If you aren't looking for anything, or you've already found it, then treat this as You Found Something.

MAGIC ITEMS

1	Animal	51	Imitate
2	Animate	52	Increase
3	Area	53	Information
4	Armor	54	Inhibit
5	Assist	55	Instant
6	Attack	56	Jewelry
7	Attract	57	Lethal
8	Benefit	58	Life
9	Bestow	59	Light
10	Block	60	Limited
11	Book	61	Liquid
12	Change	62	Mental
13	Clothing	63	Monster
14	Cloud	64	Multi
15	Cold	65	Nature
16	Communication	66	Object
17	Container	67	Orb
18	Control	68	Others
19	Create	69	Physical
20	Curse	70	Plants
21	Damage	71	Poison
22	Death	72	Potion
23	Deceit	73	Power
24	Decrease	74	Ranged
25	Defense	75	Resistance
26	Destroy	76	Restore
27	Detect	77	Ring
28	Dimensions	78	Rope
29	Elements	79	Rune
30	Emotion	80	Safety
31	Energy	81	Scroll
32	Enhance	82	Self
33	Environment	83	Senses
34	Escape	84	Skill
35	Evil	85	Special
36	Explode	86	Speed
37	Fear	87	Spell
38	Fire	88	Staff
39	Flight	89	Strange
40	Food	90	Summon
41	Gem	91	Sword
42	Good	92	Tool
43	Group	93	Transform
44	Harm	94	Trap
45	Heal	95	Travel
46	Health	96	Useful
47	Helpful	97	Utility
48	Illness	98	Wand
49	Illusion	99	Water
50	Imbue	100	Weapon

SPELL EFFECTS

1	Animal	51	Heal
2	Animate	52	Helpful
3	Assist	53	Ice
4	Attack	54	Illusion
5	Attract	55	Imbue
6	Bestow	56	Immunity
7	Bizarre	57	Imprison
8	Block	58	Information
9	Break	59	Inspect
10	Bright	60	Life
11	Burn	61	Light
12	Change	62	Limitation
13	Cloud	63	Liquid
14	Cold	64	Loud
15	Communicate	65	Manipulation
16	Conceal	66	Mind
17	Conjure	67	Nature
18	Control	68	Object
19	Counteract	69	Others
20	Create	70	Pain
21	Creature	71	Physical
22	Curse	72	Plant
23	Damage	73	Poison
24	Dark	74	Portal
25	Death	75	Powerful
26	Deceive	76	Protect
27	Decrease	77	Radius
28	Defense	78	Ranged
29	Destroy	79	Resistance
30	Detect	80	Restore
31	Diminish	81	Self
32	Disease	82	Senses
33	Dominate	83	Shield
34	Duplicate	84	Soul
35	Earth	85	Strange
36	Elements	86	Strength
37	Emotion	87	Stun
38	Enemies	88	Summon
39	Energy	89	Time
40	Enhance	90	Transform
41	Environment	91	Trap
42	Expose	92	Travel
43	Fire	93	Trigger
44	Fix	94	Uncertain
45	Food	95	Undead
46	Free	96	Wall
47	Group	97	Water
48	Guide	98	Weak
49	Hamper	99	Weapon
50	Harm	100	Weather

TREASURE

1	Alcohol	51	Journal
2	Armor	52	Key
3	Arrows	53	Lamp
4	Art	54	Lantern
5	Axe	55	Leather
6	Bag	56	Letter
7	Barrell	57	Mace
8	Book	58	Magic
9	Boots	59	Manacles
10	Bow	60	Mandolin
11	Bowl	61	Map
12	Box	62	Mask
13	Bracelet	63	Masterwork
14	Broken	64	Mechanical
15	Brooch	65	Message
16	Candles	66	Mirror
17	Cape	67	Multiple
18	Chalice	68	Necklace
19	Chest	69	Orb
20	Cloak	70	Painting
21	Clock	71	Pearl
22	Clothes	72	Pelt
23	Coal	73	Pile
24	Coins	74	Pot
25	Common	75	Potion
26	Copper	76	Quality
27	Crate	77	Quill
28	Crown	78	Ring
29	Cushion	79	Rope
30	Dagger	80	Rubies
31	Damaged	81	Saphires
32	Diamonds	82	Scroll
33	Document	83	Shield
34	Figurine	84	Silver
35	Fine	85	Spear
36	Flask	86	Staff
37	Furniture	87	Strange
38	Gauntlet	88	Sword
39	Gems	89	Symbol
40	Gloves	90	Tapestry
41	Glowing	91	Tarnished
42	Goblet	92	Torch
43	Gold	93	Unusual
44	Hammer	94	Valuable
45	Harp	95	Vase
46	Hat	96	Vial
47	Helmet	97	Wand
48	Horn	98	Weapon
49	Idol	99	Whip
50	Jewlery	100	Wine

force tries to take over your mind, the whispers getting into your head.

Getting through a hallway like that creates excellent Context for this dungeon that can be used later. When interpreting how an Area looks, you may default to finding more crystals because you expect it. Strange whispers may also be a theme in this dungeon, as well as mind control magic. Maybe the whispers are from souls that were trapped by the crystals from those who befell its spell, and now those souls inhabit the life-size chess pieces found later in a giant chess board room.

Let details dovetail together like this as you progress. As the dungeon tells you a story, interpretations for new encounters and places become easier. Everything starts to fit together like the pieces of a jigsaw puzzle coming together, forming a larger picture.

PART 3: GETTING OUT ALIVE

At any time you can decide your Player Character has had enough and they head toward the nearest exit. Consider leaving the dungeon to be one Expected Scene.

Check the "Expected Scene 8" table for results of testing this Scene. Hangups to exiting smoothly include running into a wandering monster along the way, or triggering a trip that hadn't sprung earlier.

Depending on the layout of the dungeon, you may have to brave other hazards as well. For instance, if you have to pass through a room containing a monster that you previously fled from, you should probably ask a Fate Question when you backtrack through the room: "Is the monster still here?"

Use your judgement when deciding which Fate Questions to ask when you leave, depending on the route you decide and the number of active

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THE CRYPTS OF KOZEN CREST

EXPECTED SCENE 8

EXPECTED SCENE

Leaving the dungeon and heading back to the village.

ALTERED SCENE

On your way out, you encounter a monster in the dungeon. Treat this as a Kozen Monster Region Sheet Element that occurs somewhere along the path toward the exit. When you finish this Altered Scene, test Expected Scene 8 again.

INTERRUPT SCENE

On your way out, something happens. Generate a Random Event. It takes place somewhere along the path toward the exit. When you finish this Interrupt Scene, test Expected Scene 8 again.

FATE QUESTIONS TO ASK

"Do I run into any trouble on the way out?" **Yes** is a Kozen Monster Encounter. Resolve this before returning to the village. **Exceptional Yes** means you trip a trap that hadn't triggered earlier. Resolve this before returning to the village. **No** means you get back to the village without incident, and **Exceptional No** means you run into Kozen villages along the way who give you a ride in their cart back to the village. They also render any aid you may need.

CONTEXT & NOTES

• Consider as expected Context that once you get back to the village, you recieve any assistance you require such as medical aid, food, etc. Ask Fate Questions or Discover Meaning to generate reactions from the villagers based on what you did in the dungeon.

• Once outside the dungeon, switch back to the original set of Threads and Characters Lists.

elements you're aware of in the dungeon.

Once you get out of the dungeon safely, you're home free. It's back to the village to recuperate and count your loot ... and to brag at the inn, of course.

ROOM EXAMPLE: VAMPIRE HUNTING

Let's put the dungeon through its paces and generate a room! The Player Character for this example is Darpek, a battle mage. The name of the dungeon is "The ruined palace of the vampire lord, where the Sepulchre of Saint Byras rests."

We'll pick up after Darpek has made some progress into the dungeon. In keeping with the Context of the name, Darpek has already encountered a minor vampire minion. It was a blue skinned goblin that had been turned. It's likely there are more of them lurking around.

The dungeon hallways shows its age and decrepitude, although once they were clearly lavish.

The Progress Points are 6 for all four Region Categories. The PC just came from a room that had a fountain in it, long since dried up. There were corpses piled in a corner, most likely victims of the vampire lord or his minions.

The Player is ready to generate a new Area. Rolling for the Tile, the player gets 3 on a d6. Adding the 6 Progress Points, it's a total of 9. According to the Tile this is a T section hallway. The Player draws this on their map.

The Player rolls for the Locations List and gets 6, plus 6 equals 12 for "Random". Rolling on the Kozen Location table gives Barracks and River.

For Encounter, the Player rolls 6, plus 6 for 12, Kozen Monster.

For Objects, the Player rolls 5, plus 6 for 11, Special. Rolling on the Special Element Table the Player gets "Random". This means they treat this as a Random Element, so they roll on the Kozen

DUNGEON LETHALITY

Dungeons are dangerous places for fantasy adventurers, and that's doubly true for the solo delver who doesn't have backup. You can always include NPC companions to help make the journey safer, and you should temper your expectations about challenges based on the ability of your Player Character.

Still, the chances of survival aren't great.

Before sending your PC into the dark, unknown depths, you may want to decide if this adventure is lethal or not. You can choose this as Context for the adventure. If the dungeon is lethal, then PC death is possible.

Or, you can decide that Character death means instead that your PC is defeated, and wakes up laying outside the dungeon where they were dumped. Any valuables they had on them, including treasure picked up, will be gone.

Object Table and get Torch and Statue.

The Player makes this interpretation:

Darpek reaches the end of the hallway, where it branches to the left and right. He takes a step and hears a splash, looking down to see that the hallway is partially flooded with running water.

The water is only a few inches deep, but it makes the Player wonder if there's a larger flood taking place elsewhere. Maybe this is why there's no water in the fountain in the previous room.

The Player had rolled "Barracks", but since this is a hallway they interpret it to mean that there are alcoves cut into the walls. They are similar to underground tombs where bodies would be stored.

Darpek moves along cautiously, holding his torch to gaze into the alcoves. There are rotting blankets

and clothes in some.

The Player considers that this could be a "barracks" for vampire minions, where they sleep. The Player asks the Fate Question, "Are there vampires sleeping here?" Mythic answers Yes.

This helps satisfy the Encounter Element of Kozen Monster. Darpek has only encountered one creature so far in this dungeon, the goblin vampire. Since "Kozen Monster" indicates a previously encountered creature, it can only be that.

Darpek shudders as his torchlight falls across the visage of a resting vampire goblin, its eyes closed. If he hadn't known better he would think it a corpse.

The vampires appear to be slumbering, good news for Darpek.

He sees a statue in the hall. The statue holds

an unlit torch. Darpek touches his torch to it, setting it alight.

The Player thinks to ask, "Do any vampires awaken?" Mythic says Yes.

Darpek hears a scrambling sound.

Turning, he sees one of the vampires stir, then slide from its alcove. With eyes gleaming in the firelight, it snarls and launches itself at him.

Darpek can handle a single vampire minion. It would be a fight, but he would likely win. If any more vampires awaken, however, that's going to be a problem.

The Player tests this challenge with a Fate Question, "Is the challenge what I expect?" Mythic says Yes. So he must fight only one minion.

Darpek battles the vampire while the remaining creatures remain deep in their slumber.

Dispatching it with fire magic, Darpek decides to linger and check the vampire's alcove for treasure.

The Player asks, "Is there treasure?" This was a minor monster in its lair, so the Odds are Likely. Mythic says Yes.

This calls for a roll on the Treasure Table. The Player rolls 37, Jewelry.

The Player interprets this to mean that Darpek retrieves a necklace encrusted with gemstones from the alcove. Perhaps the vampire owned this in its life, or collected it from one of its victims.

Finished with this Area, the Player adds 1 point to each of the Category Progress Points, bringing them all up to 7. Then, they move on to the next Area ... 🎲

WHAT IF

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

Running Solo Slice Of Life Adventures

A WITNESS TO EVERYDAY LIFE

One of the most interesting solo adventures I've ever played was inspired by a long drive I took. It was miles and miles, hours and hours, of highway travel without much to see or do along the way. The mind wanders.

I started to wonder what it would be like to keep driving like this. Just pick a direction and go, and every once in a while stop someplace and see what's going on there. Maybe stay a while. Then, move on again.

The notion stuck in my mind after the trip, so I decided to play the scenario out as a solo adventure. The Player Character was just a normal person without any extraordinary powers or skills. They would jump in their car and go, stopping somewhere. I used real maps, guestimated how far my PC would drive in the span of a few days, then randomly choose a spot on the map. Whatever was in that spot, I Googled to get information about it. This helped me learn about the town or countryside, local points of interests, and the

AIM FOR THE HEART

If slice of life adventures interest you, then you may also like "Emotional Quest Adventures" from *Mythic Magazine #14.*

While not exactly the sort of everyday slice of life this article focuses on, Emotional Quests are about making an adventure about something emotionally impactful. Finding the heart, in other words, much like slice of life adventures are often about.

characteristics of the community.

My PC would visit those places through the adventure. They did really mundane stuff, like finding a hotel to stay at, getting a job if they planned to stick around and needed money, and getting to know people.

Nothing epic ever happened. There were no battles, no bad guys, no big conflicts. Most of the adventure was about finding out of the way places and meeting a handful of people there. Sometimes my Character helped, like working at a small store that was short-handed or assisting someone in clearing out a garage.

The thing about this adventure that made it so compelling were the everyday interactions with NPCs, and my PC getting to know those people. She became part of their lives, for a brief moment, before moving on. There was also a sense of discovery, much like a fantasy dungeon delve, except instead of cryptic rooms and wandering monsters it was small towns and everyday people.

This, to me, is what a "slice of life" narrative means: witnessing the mundane and the everyday, in all its simple profoundness.

BRINGING 'SLICE OF LIFE' TO SOLO PLAY

This article will discuss strategies for bringing the everyday into your solo Mythic play, and making it feel extraordinary. While there are some tables to help, most of this article will focus on how to use Mythic's familiar tools in a way that enhances the "slice of life" feeling. We'll do it like this:

- Focusing on the Characters in the adventure
- Crafting Threads that promote everyday experiences
- Emphasizing experiences over conflicts
- Creating adventures that have no fixed end or completed goal in mind, but are open-ended

While slice of life adventures can be about ordinary people, they can also be about extraordinary people, such as the types of Characters who usually inhabit roleplaying games. Focusing an adventure about a space-traveling Player Character on their personal desires and everyday tasks can draw out the slice of life flavor in an otherwise out of this world setting.

- Focusing on discovering Characters' stories
- Emphasizing conversation
- Drama is still present, but it's personal drama on a small scale
- Consider narrowing the setting of the adventure to one place

IT'S ABOUT PEOPLE

Slice of life drama is about people, so our everyday adventures will focus on Characters. Whatever else your adventure is about, whatever's going on, if it's a slice of life experience then it's ultimately about people.

The first Character to think about is yours.

Your Player Character

An adventure that focuses on the everyday experience doesn't have to be about ordinary people. In my travel adventure I chose to make it about a regular person, but it just as easily could have been about a traveling wizard, a starship captain and their crew, or a cultist in between cosmic summonings.

When making a Player Character for a slice of life solo adventure, there's no need to feel as though they have to be simple or low-powered. They can be if that's what you want, but they can also be powerful, or any kind of Character you want. The adventure we're shooting for isn't about scale of ability, but about the simplicity of the approach.

Taking another example from one of my adventures, I played a slice of life style campaign with a witch Player Character once. I generated her like I would any PC for an adventure where I expected to encounter trouble. She ended up being quite powerful, with a wide range of spell abilities.

Her backstory was that she was raised by a coven of witches, and she showed early aptitude for magic. She quickly rose as one of the most

TAKING A SLICE OUT OF YOUR ADVENTURE

Starting an adventure from the get-go as a slice of life game gives you the opportunity to build your Character and their background just the way you want to fit the narrative you're looking for.

But, you don't have to start with slice of life in mind.

An adventure about the everyday can make a nice break from a regular adventure or campaign. Maybe your Player Character has just completed a Thread that took dozens of Scenes to complete. The adventure was epic, with colossal battles, mythic beasts, nature-warping magic, and heroic deeds. That was great!

Now it's time for a break.

Transitioning to a slice of life adventure can be a way to downshift into a more relaxing game mentality. As exciting and rewarding as a long, completed campaign is, it can also be tiring. One way to take a breather is to focus on your Character in a different, lighter light.

You could use this as an opportunity to fill in the gaps between adventures. For instance, Floret the Bard has helped save the kingdom by sealing the Gate Of Zyrzas The Foul. It was a legendary quest full of danger and intrigue. Now, Floret just wants to hang out for a while. He can take in the sights of the kingdom he just rescued, meet some of the inhabitants. Just chill!

You can even consider shifting your Player Character into a slice of life styled adventure in the middle of an ongoing campaign. Maybe you, the Player, need a break. You've been playing this adventure for a while, and it's become intense. Pivoting away for a time may be a chance to recharge your creative battery without setting the game aside entirely.

powerful young witches in the order, and was readied for a position of authority.

Despite her proficiency, she didn't want to be there. The more she learned of the coven's traditions and history, the more she wanted to escape from them. One day, she faked her death and ran away.

The adventure begins with her arriving in a small New England fishing town. She knew no one there, and hadn't been out in the wider world her entire life so everything was unfamiliar and strange.

She befriended a local and offered to do odd jobs around the property in exchange for a place to stay. This led to a job at the woman's shop, where she began to meet more locals. She settled into her life there, and my adventures were all about her becoming entangled in other people's daily lives.

She was still very powerful, but she used her abilities in small ways to help the people around her. She was careful to make sure no one detected her abilities, which encouraged her to keep her miracles as ordinary as possible. Most of what she did appeared as happy accidents and lucky coincidences.

I'm no expert in manga slice of life literature, but I think I stumbled into a slice of life trope with that adventure. I've seen numerous stories about powerful or unusual characters who live a regular, ordinary life. It could be a demi-god who wants to experience what it is to be human so assumes the shape of a high school student. Or maybe the character has an unusual background, an enhanced warrior who no longer has a war to fight so must adapt to a mundane job.

There's something appealing about a powerful Character who doesn't use their powers. Their strangeness makes the story a fish out of water narrative, and we get to watch as they adapt to an ordinary world and experience things we may take for granted, making it new and exciting.

A SLICE OF TROPES

Slice of life as a literary and cinematic genre has a number of associated characteristic tropes. Below are some common ones that can be worked into a solo adventure:

The Moment Is The Material: Slice of life stories are about what's happening right now, in the moment. It's an examination of daily life. Where those moments might serve as details to further a narrative in other genres, in slice of life the moment itself is the point. In a roleplaying adventure, this can be translated by considering a Character's job or role. The stuff they do on a daily basis is what we look at.

Lack of Direction: Slice of life stories can be short on plot, or lack them entirely. There doesn't have to be a goal to be achieved. In solo roleplaying, this can be reflected in Threads that are about what Characters are doing instead of goals that need to be achieved (see "Arbitrary Threads" on page 51).

Epic Conflict Is Mostly Absent: While slice of life can deal with problems, they are everyday problems and not the kind of conflict our Characters usually deal with in a roleplaying adventure. Think inconveiences and emotionally disrupting problems rather than life and death or epic quests.

Confined Settings, Like Schools: Schools are a common slice of life setting. Recurring Characters abound, most are of the same age and stage of life, and the setting is nicely contained and limited. Other confined areas also work well, like a mountaintop village or a pocket dimension.

Low Concept: Low concept stories place less emphasis on the setting and more on the Characters' lives. The concept for the narrative lacks definition on purpose because the point isn't about defining a world but observing the people in it. By contrast, high concept stories are driven by defined settings and events, which is how roleplaying adventures usually play out.

Other Characters

Non-Player Characters are important in any adventure. They are the antagonists, companions, and encounters that drive our stories.

In a slice of life adventure they take on even more importance. These types of games are entirely driven by our PC's interactions with NPCs. One way to think of it is that NPCs are the adventure.

NPC's our Characters interact with should feel real, with motivations and personalities. They have drives and wants and lives of their own.

I like to keep slice of life style adventures lightweight. I think the genre as a whole lends itself to low-impact adventures with a minimum of bookkeeping. This can be extended to creating NPCs as well. To make them meaningful, but simple to manage, you can define them with keywords.

CHARACTERS BY KEYWORDS

Defining Characters by Keywords involves rolling a number of words off of Mythic's Meaning Tables. Choose any tables you like that you think would be appropriate. Instead of rolling word pairs, as usual, start with rolling just one word off the table. If you're using the Actions or Descriptions tables, choose which of the two tables to roll from. Do this until you have anywhere from 3 to 5 words. These are the Character's Keywords.

These Keywords define this NPC, and can be combined in any way that makes sense when needed. No matter what situation the NPC is in, you can use the Keywords as a guide to interpret what they do or say.

A Player Character in a slice of life cyberpunk adventure is a retired bounty hunter living simply in the nooks and crannies of a vast and uncaring

TAKING NOTES

You can print and use the Character Keywords sheet on the next page to help keep track of NPCs in a slice of life adventure.

Use the "Notes" section to record any important interpretations you make about the Character that could be important later. Try to keep it all simple, however; the Character's role in the slice of life adventure should be clear.

For instance, in a fantasy adventure about shipwreck survivors on a deserted island, you might have an NPC with the following keywords: Protector, Lost, Wealth, Honest, and Attack.

You might interpret this to mean a survivor who was royalty, but after a month of being trapped on the island, cut off from his wealth and power, he felt lost. He found new purpose in caring about the other survivors. He's appointed himself their protector. He prizes honesty and transparency, since everyone has to work together. When danger presents itself, he is quick to take the offensive and attack to defend his people.

That could be summed up like this:

NAME Lord Hansden Dresdal

KEYWORDS
Protector   Lost   Wealth
Honest   Attack

NOTES
Lost his wealth, new purpose is to protect. Values honesty. Will fight to protect.

city. The Player wants this story to be about the people the PC encounters, living hardscrabble on the streets and bars and shadowy back alleys.

CHARACTER KEYWORDS

NAME

KEYWORDS

NOTES

NAME

KEYWORDS

NOTES

NAME

KEYWORDS

NOTES

NAME

KEYWORDS

NOTES

NAME

KEYWORDS

NOTES

NAME

KEYWORDS

NOTES

A new NPC is introduced in a Scene where the PC is visiting an Inhaler Salon, a smokey den where people rest and breathe deeply of healing gases.

To define this new Character, the Player rolls on the Character Appearance table and gets Eyewear. Shifting to Character Conversation for a hint at how they talk, they roll Bizarre. The Player then rolls on Character Identity and gets Villain. Wanting one more word, the Player rolls on Actions Table 2 and gets Chaos.

This NPC's keywords are this: Eyewear, Bizarre, Villain, and Chaos.

The Player interprets this to mean the NPC is a member of a local gang. He comes into the salon to escape the chaotic life outside, a moment to literally take a breath. He's a skinny, wiry guy who always wears thick goggles. He speaks in rapid tones using a bizarre dialect and slang that the PC hasn't heard before.

During conversations this NPC may be prone to strange, nonsensical statements and chaotic behavior patterns. They are unpredictable, but always interesting.

GUIDED BY KEYWORDS

Regardless of the table a Keyword is rolled on, you can use them to interpret the actions of a Character in any situation.

For instance, on the previous page we meet Lord Hansden Dresdal. He's shipwrecked on an island along with a group of other survivors. Knowing his keywords, a Player can interpret a wide range of actions from him.

For instance, Dresdal and a small group wander off to explore and come back. The Player determines that the NPC is hesitant to reveal what they found. However, since one of his keywords is "honest", the Player decides that Dresdal tells the others what was discovered even against his

Niko is a monk and a bookmaker. He's quiet, and tends a garden that he lets few see. Establishing some details about a Character, with the help of their Keywords, helps them to naturally find their place in a slice of life adventure. We know just enough about Niko to help interpret how he should act and what he might say.

companions urgings not to.

Since this is a slice of life adventure, the narrative is about the survivors making a life on the island. They form a village. Dresdal often mediates arguments between others, looking for common ground (protector, honest), he is often direct in conversation though tactful (honest), he is cognizant of their supplies and is careful not to waste anything (lost, wealth), he is terrible at directions and often gets lost (lost), while he's eager to help he tends to approach problems bluntly and aggressively (attack).

Dresdal's keywords are being used in different ways, depending on the Context. "Lost" applied both to his lost wealth, and to literally getting lost. "Honest" defines how he handles interpersonal conflicts and also his style of speaking.

DISCOVERING SOMEONE'S STORY

A slice of life adventure is about people's stories and their lives. In an adventure where your PC visits a remote outpost on a distant planet, you encounter the people making a home there. You might meet the Water Filtration Engineer, Sansa, and find out she came out here to start a new life. The leader of the colony is Tamson. She was inspired to live this kind of life because of a mentor. Everyone loves Derek, the colony chef and pantry keeper. He makes the best cakes this side of the Milky Way, and he loves to recount his glory days as an explorer.

Gleaning Characters' stories and history helps bring their lives into a slice of life adventure. It humanizes them and gives them dimension, bringing them to life.

An easy way to get to an NPC's story is to ask it as a Fate Question: "Do they tell their story?"

This could be asked soon after your PC meets an NPC. It shouldn't take much for a Character to tell their tale, so the Odds should usually be very good.

Telling A Tale

To help with determining the story they tell, you can roll on the "Telling A Tale" table for the focus of their story, and add a couple of words from an appropriate Meaning Table, such as Actions or Character Conversation.

Use these results to interpret a personal story they relate about themselves. It can be something simple, like why they chose their profession. It might be a formative experience from their past, like how they survived an accident. Whatever the tale is, it should be personal to them.

A result of Exceptional Yes means they tell two stories, so repeat the process for another tale.

"DO THEY TELL THEIR STORY?"	
ANSWER	**INTERPRETATION**
YES	They tell a story. Roll on "Telling A Tale" plus a Meaning Table and interpret the results.
EXCEPTIONAL YES	They tell one story, then immediately follow it up with another one. The two stories are related in some way.
NO	They don't tell their story right now, but if you do something meaningful for them they will.
EXCEPTIONAL NO	They aren't telling their story right now, and there's nothing you can do to encourage them.
RANDOM EVENT	Generate the Event and incorporate it as additional material to interpret for the story.

A result of No means they don't tell their story now, but will if the PC performs an action. You can determine what the action is, but it should relate to the NPC in some way.

For instance, a PC is trying to get a story out of Lord Dresdal, but Mythic says No. The PC tells Dresdal something personal about themself. Since "honesty" is one of Dresdal's keywords, the Player decides this moment of personal revelation is enough of an action that it invokes Dresdal's appreciation for honesty. He opens up and tells his own story.

A result of Exceptional No means they aren't

TELLING A TALE

D100	A TALE OF ...	D100	A TALE OF ...
1-3	Their philosophy about life	50-52	How they learned a valuable lesson
4-6	Getting something valuable and unexpected	53-55	How they made restitution for a mistake
7-9	How their life suddenly changed	56-58	When someone helped them
10-12	Overcoming a personal obstacle	59-61	How they once saved the day
13-14	A secret they are willing to tell	62-64	How they accomplished something
15-17	Friendship	65-67	Something artistic they created
18-20	Their childhood	68-70	A great adventure they once took
21-23	How they met their love	71-73	What they used to do before this
24-26	Family	74-76	How they came to be in this place
27-29	An opportunity to do what they really wanted to do	77-79	When they had to do something difficult
30-32	Starting a new life	80-82	How they overcame adversity
33-35	Something they regret	83-85	When they helped someone else
36-37	An unusual talent they have and why they have it	86-88	Why they chose their career
38-40	Someone they lost	89-91	Why they are so good at something
41-43	A long distance trip	92-94	How someone once mentored them
44-46	A career or work difficulty	95-97	How they solved a problem
47-49	When expectation met reality	98-100	What their education was like

talking right now, and there's nothing you can do that will get them to share. You can try again later.

A Random Event can be interpreted as additional information about their story.

> *In a slice of life adventure set in a small fantasy village, the mage PC goes to Niko the monk to have a book of spells made. While there, the PC talks with Niko.*
>
> *The Player wants to see if Niko tells a personal story, so asks the Fate Question, "Do they tell their story?" Niko is quiet, so the Player gives this Odds of 50/50.*
>
> *Mythic says No.*
>
> *The PC thanks Niko for working on the book, then spends the day in the woods looking for spiders. Casting a spell, the PC is able to make a spool of thread from spider webs. The resulting thread is very fine and strong.*
>
> *They take this back to Niko the next day and give it to him as a gift. The Player decides that since Niko is a book maker, he'll find this fine thread to be very valuable and he's grateful. This is enough to fulfill the condition of doing something for the NPC. He now tells his story.*
>
> *The Player rolls on "Telling A Tale" and gets "What they used to do before this". The Action Meaning Table gives Increase and Portal.*
>
> *Niko says he used to be a stonemason. He built walls and doorways. He grew up learning this trade from his father. After helping to build a library, he became fascinated with the bindings of the books. He quit as a stone worker and learned the craft of book binding, which he's continued to do to this day.*

A FOCUS ON CONVERSATION

Adventures about people and their lives are going to have a lot of conversations in them. Like discovering someone's story, you can roll Meaning words for inspiration about what someone says and interpret a conversation from that. This can be used to determine what an NPC says when you encounter them, how they respond to what you say and do, and how they answer questions.

Since converation is more central to a slice of life adventure, you can use the Conversation Focus Table to help narrow down what an NPC says.

Roll on the Conversation Focus Table to determine the general gist of what the NPC is saying, then roll a pair of Meaning words from the Actions Meaning Table (or another one, if you think it fits better) and interpret all of that into what the NPC says.

You can roll on the table once during a conversation to create a general tone for the entire conversation. For instance, rolling "Seems puzzled or confused" means they will be confused throughout the conversation.

Or, you could roll again for each response you expect throughout the conversation. This will require more rolling, but can give you a more varied conversation.

> *The PC asks Niko why book making was so attractive to him.*
>
> *To determine how Niko responds, the Player rolls on the Conversation Focus Table and gets "Wants to end this conversation." Action words rolled are Succeed and Portal.*
>
> *The Player interprets it this way:*
>
> *"I was very good at stonework, at making doors and archways. I could have been quite successful*

CONVERSATION FOCUS TABLE

ROLL	RESULT
1-12	Agrees
13-20	Disagrees
21-28	Asks you a question
29-32	Argues
33-43	Explains
44-47	Directs you to someone else
48-51	Gets emotional about this
52-55	Asks you to do something
56-59	Offers to do something for you
60-63	Wants to end this conversation
64-67	Seems puzzled or confused
68-71	Knows what you're talking about
72-75	Seems nervous to talk
76-82	Eager to talk
83-86	Tells a story
87-93	Describes a difficulty
94-97	They want to help
98-100	They want something from you

and renowned at it. But … I am sorry, I do not wish to speak about it."

Later in the adventure, the PC asks another villager about Nikos past. Rolling for a response, the Player gets "Describes a difficulty", with Action words of Observe and Environment. The Player makes this interpretation:

"Niko was very good at stonework, so much so that the other apprentices became jealous. One sabotaged his work, making a wall fall. He was blamed and was told to leave."

Continuing the conversation, the PC asks how Niko had come to make books in this village. Rolling, the Player gets "Asks you to do something" with words of Relinquish and Emotion. The Player makes this interpretation:

"I suggest you talk with Niko about that, he should really tell you himself. If you ask enough he'll tell you, I think it helps him to speak about it."

THE DRAMA IS PERSONAL

An adventure about everyday life is personal. Even when there are things going on … like being stranded on an island, the Characters are angelic creatures, the PC is a retired world conqueror, everything takes place on a spaceship doomed to fall into a sun … the adventure isn't really about the most dramatic things, but about the people involved.

How do the angelic beings spend their days, how has the conqueror downscaled his life, what kind of society have the residents of the ship set up for themselves in their final days?

Scene Expectations And Fate Questions

Much of the tone from a slice of life adventure can be acquired from the expectations you bring to the table. What kinds of Scenes do you expect to happen? What Fate Questions do you ask?

Promoting an adventure about the everyday means asking questions about the everyday.

EVERYDAY SCENES

For instance, a slice of life adventure about a town of goblins, where your PC is a goblin shopkeeper, focuses on the daily life of the village and your job running the store. Expected Scenes might include dealing with customers who come through your door, traveling to pick up supplies, hanging out at the tavern after work, and visiting friends in town.

All of those are things you expect to happen in the daily life of your goblin shopkeep. By keeping in mind that you want this to be a slice of life adventure, you can make your Scene expectations be about the everyday.

EVERYDAY QUESTIONS

This extends to the kind of Fate Questions you ask as well. If you're running a Scene where your PC is dealing with customers, you might determine that a customer has a problem. A roll on the Conversation Focus Table says they are arguing, and you determine that they're mad because you only gave them half as much roast wyvern as they had paid for.

This might make you think to ask a Fate Question about where this argument goes from here. You could ask, "Does it get violent?" That feels a little outside the bounds of what we're looking for. Maybe in a regular adventure we'd expect a throwdown or bloodshed, but our expectation is that this is a slice of life adventure about everyday issues. The Player is looking for something simpler and homier.

You might ask, "Does the customer offer a way to resolve this?" A Yes answer might lead to a roll on a Meaning Table to see what they suggest. Maybe they challenge you to play a chess like game with them in the public square; if he wins he pays nothing for the meat, and if you win he'll pay double. A No answer might mean he leaves in a huff, an unhappy customer.

ARBITRARY, EVERYDAY THREADS

This focus on the everyday extends to the Threads List. What kind of goals would our goblin shopkeeper have? The Threads List might look like this:

- Let's sell some stuff!
- Find unusual items to sell
- Have a beer
- Check in on Grumshar the Hermit

These are far from the epic goals you might have in a regular adventure! Everything revolves around your PC's daily life and job. "Let's sell some stuff!" could lead to interactions with customers. "Find unusual items to sell" might lead to a trip to a neighboring village to check out a potion maker. "Have a beer" could lead to a casual Scene where a friend drops by encouraging you to close shop early and have a drink with him.

This mentality can go beyond your PC, into the everyday elements of the setting to encourage more interaction. For instance, the Player may add these Threads:

- Fulfill unusual request
- Visit from adventurer friend
- Village festival

Getting Arbitrary

In a lot of solo Mythic adventures, the Characters List is chock full of activity, while the Threads List is usually much shorter. This is where your goals, big and small, go and usually a PC is only after a couple of things at a time.

With a slice of life focus, however, you can fill that Threads List up with just about any arbitrary thing you can think of when you do end of Scene Bookkeeping.

For instance, a Scene produces a Random Event where you find out the village is going to throw

LEAVING THE STORY UNFINISHED

Since slice of life adventures aren't especially goal oriented or event driven they can be open ended; they don't need a definite conclusion.

If you're running a slice of life adventure, it's the kind of game you can pop into any time you want, play for a bit to see what's going on there, then put on a shelf for a while. You could keep the adventure going for as long as you want because you aren't looking for a conclusion.

If this is more of a slice of life interlude between regular adventuring, you can stop it at any time and have your PC resume their regular quests. You could keep separate Threads and Characters Lists, one for their usual adventuring life and a set for their down time. The down time games could be with a slice of life emphasis. Play as many Scenes of that as you like. It's easy to exit at any time because you'll rarely be in the middle of anything that needs to be finished up.

A lot of Threads you add to a slice of life adventure won't have ends, either. For instance, "Let's sell some stuff!" for our goblin merchant describes his daily life. There's no end goal to that.

If you generate a Random Event with a Focus of "Close A Thread", and it's one of those Threads, you can either ignore the result and treat it like "Current Context" instead, or close the Thread and explain why in the adventure. Maybe our goblin merchant has to close up shop because they got another opportunity they can't resist persuing.

a big festival in a few days. You don't want to participate in it, but the goblin organizer, Delza, is trying to get 100% merchant participation.

The Player may add "Avoid Delza" to the Threads List.

Things like this may not be the kinds of goals you normally think about when playing an adventure. Steering clear of an annoyingly

SLICE OF LIFE IDEAS

Work duties and difficulties
Daily tasks and mundane chores
The daily life of friends and family
Obligations to friends and family
Hobbies and interests
Community events and lore
Shared environment activites, such as what might take place at a school
Adjusting to life changes
Local customs and traditions
Preparing and eating food
Local points of interest and what people do there
People telling their stories
Conversations
Romance and relationships
Organizing an event and engaging in it
Mundane demands others place on you
Overcoming an everyday fear
Everyday accomplishments, like landing a new job or moving to a new place
The humorous and absurd in daily life
Doing things with friends

persistent event organizer is more the kind of thing you might roleplay in the course of a larger adventure. In a slice of life game, however, these are the kind of details we're looking for.

People Problems And Everyday Conflicts

Slice of life, everyday adventures can include conflict, but serious, life and death conflict should be de-emphasized. The conflict that exists should be between people or about everyday things. For instance, the PC's conflict with Delza; he just doesn't want to be part of her festival, while she's dedicated to making sure he is.

Everyday conflicts don't have to be between people, they can also arise between the Character and a situation or life.

A situational conflict may be something like a high level occult investigator stuck teaching remedial magic at a school. How does the Character adjust to this drastic change of lifestyle?

Check out the "Slice Of Life Ideas" table for suggestions on elements to form Threads and Expected Scenes, and ask Fate Questions about.

LIFE INTERRUPTED

One issue you may encounter with a slice of life adventure is running out of directions to drive it. You may take a day in the life of your Character, asking Fate Questions about their work, but if that doesn't generate interesting results you may feel stuck with what to do next.

In that case, it's time to look for something to react to.

Maybe it's best to think of a slice of life adventure in one of two ways. You're either in exploration mode, or reaction mode. When exploring, your PC is poking around in their

everyday life, exploring what's going on. How well is the goblin merchant doing at avoiding Delza, are there any unruly customers today, what does your friend want to talk about over beer?

In reaction mode, something happens that requires a response from your PC. On the way to the tavern they run into a neighbor who inquires about magical ingrdients they'd like to order. A family member unexpectedly tells you about a problem that you'd like to help solve.

Bring On The Interrupts

An easy way to bring on a reaction is to have the next Scene be an automatic Interrupt. Don't roll to test the Scene, just generate a Random Event to form an Interrupt Scene and go from there.

Given the open ended, loose nature of slice of life adventures, you could throw a time jump in that helps make the Interrupt Scene feel more appropriate. For instance, maybe our fantasy village mage has had some Scenes about getting their workshop well stocked. You play out some Scenes involving Niko and commissioning a book to be bound.

Now you're out of ideas. You're ready to stop exploring and to start reacting. Moving the adventure forward with an Interrupt might look like this:

A few weeks have gone by with the mage enjoying their new workshop and spellbook. It's time for an Interrupt Scene to react to.

Rolling on the Event Focus Table gives me Ambiguous Event. The Actions Meaning Table results in Repulse and Location.

I make this interpretation:

While preparing a very easy spell in the newly restocked laboratory, the PC discovers that the spell doesn't work when cast in one particular corner

of her garden. It's very strange, because the spell works everywhere but there. What's going on?

And now we have a mystery to solve. We have something to react to. Dealing with the magical dead spot in the garden could go on for many Scenes, and lead to the adventure branching into more directions.

Think about where your energy is in the adventure. If you're curious, then explore. Lead the adventure with your questions and expectations. If you feel tapped out and are less curious, then generate an event to react to, which will lead you back into fresh exploration.

CHAOTIC CONSIDERATIONS

Mythic's Chaos Factor may have to be reigned in for a slice of life adventure. Large chunks of games about everyday life can take place with little to no conflict. That leads to Scenes where your PC's control, or lack thereof, isn't really an issue. More often than not, the Chaos Factor would probably decline after a slice of life Scene.

These style of adventures might lack the active push and pull that normaly shifts the Chaos Factor around.

My suggestion is to take a different approach to setting the Chaos Factor.

If a Scene is peaceful, or otherwise feels status quo, then make the Chaos Factor 5. If the Scene was active with lots going on, then set it to 6. If the Scene was unusually quiet, then set it to 4.

This keeps the Chaos Factor from 4 to 6, avoiding extremes. It also shifts the emphasis from Character control to situational activity.

Another option is to always keep the Chaos Factor at 5 during a slice of life adventure. If this is a slice of life interlude between regular adventuring, keep track of where the Chaos Factor was previously and when you resume your regular travels set it back to that value.

CONSIDER LIMITING IT TO ONE LOCATION

One more consideration to think about with a slice of life adventure is limiting the location of the game to a single spot. This helps to give all of the Characters in it something they instantly have in common, and the identity of the location itself will suggest adventure ideas.

For instance, lots of slice of life stories take place in schools. The Characters are all in a similar position in life, there are school related considerations to react to, and it provides a large and ready pool of possible Characters to interact with.

Other locations might be a workplace, the Character's home, a dojo where they live and train, or any location that's large enough to have a small population but contained enough to have a singular identity.

THE BIG EXAMPLE: BELMONT GETS A SCARE

This Big Example is about Belmont "The Red", a guard for a village of forest dwellers known as the Dekki. So far in this adventure, Belmont got into an argument with another guard named Parthent, so he's feeling a little down at the moment.

Belmont had been traveling between villages when he heard a rustling in the bush. Seeing antlers, he feared it was a Sneck. A darn nasty Sneck, the bane of his people. Or so he imagined, he had never actually seen one before.

Belmont fled in fear back to his village.

He hopped into the first treetop outpost he spotted as he neared home, and told his fellow guard about the encounter. Parthent chided him for running so quickly instead of finding out

what it was. Hence, the argument.

The Player decides for the next Scene, Belmont is going to visit his trainer and mentor, Capo Aldo, to ask him about the creature he had glimpsed.

Capo had been introduced earlier in the adventure, so the Player had already generated Keywords for him.

NAME Capo Aldo

KEYWORDS

Home Poor Heroic
Responsible

NOTES

A former hero of the Dekki,
Capo lives a hermetic
existence in the woods.

Belmont visits Capo, who is a former warrior living now as a hermit. Since one of his Keywords is "Responsible", the Player determines that Capo agrees to see his young student right away.

Belmont tells him about what he saw. For Capo's response, the Player rolls on the Conversation Focus Table and gets "Offers to do something for you". The Action Meaning Table gives Start and Location. The Player interprets it this way:

Capo listens to Belmont's brief tale as he spoons out soup from a cauldron into bowls for each of them. Settling into a seat in his cramped but cozy hut, he says, "The antlers you describe could not be that of a Sneck. I will tell you what, young Belmont. Fetch your red cloak tomorrow morning and we will go together to that place. Maybe we can find tracks. Maybe we can find your beast."

Belmont's eyes widen. He had not considered Capo would want to take him back there.

The conversation develops to a point where the Player feels Capo may tell a story. Asking the Fate Question, "Do they tell their story?" Mythic says Yes.

Rolling on the Telling A Tale Table gives "How someone once mentored him." That seems especially appropriate for this situation. The Action Meaning Table says Ruin and Building.

The Player makes this interpretation:

Talking of tomorrow's adventure, Capo gets a light in his eyes. He begins to tell Belmont about his own trainer, a great Dekki who knew the woods deeply.

When Capo was about Belmont's age, his trainer brought him on a forest quest as well. They visited ancient ruins, said to have once belonged to a lost tribe of Dekki. Capo had never seen anything like it.

Now he wanted to do the same for Belmont, to go on a quest together into the forest. They may not find ruins, but perhaps they will at least discover a strange new creature together, or have a good time trying. 🐾

THE CRYPTS OF KOZEN CREST FIRST SCENE

D100	FIRST SCENE CONTEXT	THREADS	CHARACTERS
1-15	Hunted by the soldiers of a local king for a crime you did not commit, you have fled deep into the wilderness and become hopelessly lost.	Escape from soldiers Find safety	Soldiers Forest critters Settlements Travelers from Kozen Crest
16-30	Following a map to treasure, you've realized two things: the map is a fake, and you are now lost in the Kozen Mountains.	Find safety	Forest critters Settlements Travelers from Kozen Crest
31-40	You are following leads about a dungeon, crammed with treasure, located high in the Kozen Mountains. You are making your way through the woods, looking for the hamlet of Kozen Crest.	Find Kozen Crest Find clues of the dungeon	Forest critters Settlements Travelers from Kozen Crest
41-60	For safety and comfort, you are traveling with a group of merchants and farmers from Kozen Crest. They are heading through the woods, returning home, and that's as good a place as any to be right now.	Get to Kozen Crest	Kozen Crest merchants Forest critters Settlements
61-70	Wherever you were, you got ahold of a magic object that instantly transported you to the forest of the Kozen Mountains. You are now lost.	Find safety	Forest critters Settlements The magic object Travelers from Kozen Crest
71-85	You were kidnapped by a mage and you wake up in this unfamiliar forest. He left you a note that reads, "Find it and return it to me. You have been cursed, if you seek to escape Kozen before finding what I seek, you will be transported back until you complete the quest."	Figure out what the mage wants Fulfill the mage's quest Find safety	Forest critters Settlements The mage
86-100	You require a treasure to help a friend, and you heard riches are hidden in Kozen Crest.	Find Kozen Crest	Forest critters Settlements Travelers from Kozen Crest

EXPECTED SCENE 1

EXPECTED SCENE

Generate the Scene Context by rolling 1d100 on The Crypts Of Kozen Crest First Scene table, on the previous page.

Since this is the first Scene of the adventure this Scene is not tested, it starts as Expected.

FATE QUESTIONS TO ASK

- Use the First Scene Context to come up wth meaningful Questions. For instance, if you are hunted by soldiers, you may ask, "Are the soldiers close on my heels?"
- You can use this as an opportunity to fill in backstory, such as asking Questions about how you came to be in this situation.
- "Do I have an encounter?" Yes answers can be resolved by generating a Random Event.

MEANING TO DISCOVER

- If you want the wilderness to have a distinctive look, consider rolling on the Description or Forest Descriptors tables.
- If you encounter NPCs, you can use the Character oriented Meaning Tables to generate descriptions, identities, personalities, etc.

CONTEXT & NOTES

Add the Threads and Characters elements to your Lists before you start playing this Scene.

EXPECTED SCENE 2

EXPECTED SCENE

You continue to wander in the Kozen Mountains wilderness.

ALTERED SCENE

Your wanderings are over, you find Kozen Crest Village. Go to Expected Scene 3, but don't test it; it happens as Expected.

INTERRUPT SCENE

Roll a Random Event to find out how the Scene begins. Unless this Interrupt brings you directly to Kozen Crest, try Expected Scene 2 again for the next Scene.

FATE QUESTIONS TO ASK

- Use Context to come up wth meaningful Questions.
- "Do I have an encounter?" Yes answers can be resolved by generating a Random Event.

MEANING TO DISCOVER

If you encounter NPCs, you can use the Character oriented Meaning Tables to generate descriptions, identities, personalities, etc.

EXPECTED SCENE 3

EXPECTED SCENE

Arrive at the Village of Kozen Crest

ALTERED SCENE

You continue to wander in the Kozen Mountains wilderness. When done with this Altered Scene, try Expected Scene 3 again.

INTERRUPT SCENE

Roll a Random Event to find out how the Scene begins. Unless this Interrupt brings you directly to Kozen Crest, try Expected Scene 3 again for the next Scene.

FATE QUESTIONS TO ASK

• Use Context to come up wth meaningful Fate Questions.

• Questions such as "Is there a tavern nearby?" or "Does anybody stop me to ask my business there?" are good ways to build encounters and get into the life of the village.

MEANING TO DISCOVER

Establish the initial look and feel of the village by using Meaning Tables such as City Descriptors.

CONTEXT & NOTES

See "Arrival" on page 8 for information.

EXPECTED SCENE 4

EXPECTED SCENE

Explore the village.

ALTERED SCENE

Move on to Expected Scene 5. Don't test it, the Expected Scene happens.

INTERRUPT SCENE

Roll a Random Event to find out how the Scene begins. Treat this as something happening in the village while you explore. After this Interrupt Scene is done, repeat testing Expected Scene 4 again.

FATE QUESTIONS TO ASK

Use Context to come up wth meaningful Fate Questions.

MEANING TO DISCOVER

Use the City Descriptors, Descriptions, and Actions Meaning Tables to generate details like buildings and activities you come across. You can use Fate Questions to gather more information if you interact with any of these elements.

CONTEXT & NOTES

If nothing much is happening in this Scene with your Fate Question results, then generate a Random Event to make something happen.

Getting an Interrupt when testing this Scene is the same as generating another Random Event. Treat each Interrupt as a new event happening. You can't move on to Scene 5 until you've had an Expected or Altered Scene 4.

EXPECTED SCENE 5

EXPECTED SCENE

This Scene is about learning of the dungeon. If you have a good idea how and where this could happen, then use that expectation for this Scene. If not, then start the Scene just knowing that here is when you learn of the dungeon and use Fate Questions and Discover Meaning to find out how.

ALTERED SCENE

You continue exploring the village. When this Scene is done, repeat testing Expected Scene 5 again.

INTERRUPT SCENE

Roll a Random Event to find out how the Scene begins. Treat this as something happening in the village. After this Interrupt Scene is done, repeat testing Expected Scene 5 again.

FATE QUESTIONS TO ASK

Depending on how reliable the source of information, ask Fate Questions about the dungeon to learn more about it. However, don't gather too much information and spoil surprises. Limit it to learning no more than 3 facts that can be used for Context later.

MEANING TO DISCOVER

Use Meaning Tables as appropriate to help fill in any details in this Scene you need.

CONTEXT & NOTES

Roll on the Name Of The Kozen Crest Dungeon Table on the next page for a basic summary of the place.

EXPECTED SCENE 6

EXPECTED SCENE

Preparing for an adventure in the dungeon, acquiring everything you need.

ALTERED SCENE

Treat this as the expected preparation Scene, except you can't find everything you need in a single Scene. You'll have to do the Scene again to finish.

INTERRUPT SCENE

Roll a Random Event to find out how the Scene begins. Treat this as something that happens to interrupt your preparations. After this Interrupt Scene is done, repeat Expected Scene 6.

FATE QUESTIONS TO ASK

"Do they have the thing I'm looking for?" Only ask this Question for unusual items. Anything you absolutely need will automatically be found.

MEANING TO DISCOVER

Use Meaning Tables as necessary to help with collecting stuff. For instance, you could roll on the Objects table for random things a merchant might offer that they think you need but you hadn't thought to ask for.

CONTEXT & NOTES

Preparation may also mean taking the time you need to memorize spells, for clerics to pray to their deity, for alchemists to brew a potion, etc.

If you don't need to prepare, then skip this Scene and jump ahead to Expected Scene 7.

EXPECTED SCENE 8

EXPECTED SCENE

Leaving the dungeon and heading back to the village.

ALTERED SCENE

On your way out, you encounter a monster in the dungeon. Treat this as a Kozen Monster Region Sheet Element that occurs somewhere along the path toward the exit. When you finish this Altered Scene, test Expected Scene 8 again.

INTERRUPT SCENE

On your way out, something happens. Generate a Random Event. It takes place somewhere along the path toward the exit. When you finish this Interrupt Scene, test Expected Scene 8 again.

FATE QUESTIONS TO ASK

"Do I run into any trouble on the way out?" **Yes** is a Kozen Monster Encounter. Resolve this before returning to the village. **Exceptional Yes** means you trip a trap that hadn't triggered earlier. Resolve this before returning to the village. **No** means you get back to the village without incident, and **Exceptional No** means you run into Kozen villages along the way who give you a ride in their cart back to the village. They also render any aid you may need.

CONTEXT & NOTES

- Consider as expected Context that once you get back to the village, you recieve any assistance you require such as medical aid, food, etc. Ask Fate Questions or Discover Meaning to generate reactions from the villagers based on what you did in the dungeon.

- Once outside the dungeon, switch back to the original set of Threads and Characters Lists.

NAME OF THE KOZEN CREST DUNGEON

D100	THE WHAT	THE WHO	THE WOW
1-7	The ancient crypts of ...	... Brizas the lich, ...	... where death and ruin await.
8-14	The lost halls of ...	... the restless dead, ...	... and the fabled blade of Gruyan.
15-21	The abandoned barracks of ...	... the Dwarf King, ...	... the burial site of a king's treasure.
22-28	The cursed temple of ...	... Delas, Goddess Of The Lost, ...	... and the Fountain of Endless Worlds.
29-35	The underground fortress of ...	... the mad Mage Edward Strangehands, ...	... and the Three Trials of Worthiness.
36-42	The haunted catacombs of ...	... the dead mage Arkus, ...	... laden with traps for the unwary.
43-48	The lost city of ...	... the Kozen fire elementals, ...	... where They rest until it is time to rise again.
49-55	The tragic demense of Lady Whitaker, destroyed by ...	... The Shadow That Consumes, ...	... where the Crown of Conjuring is hidden.
56-61	The Hall of Dream, home of ...	... alien and terrible things, ...	... where the Sepulchre of Saint Byras rests.
62-68	The crumbled castle of ...	... dark cultists, ...	... where illusion becomes reality.
69-74	The underground keep of ...	... Infernal Evil, ...	... where a terrible secret waits to be discovered.
75-81	The frozen cavern of ...	... the Spider Queen, ...	... a tale of tragedy and loss.
82-87	The pits of the old city, home of ...	... the Argus family, ...	... and a land frozen in time.
88-94	The ruined palace of ...	... the vampire lord, ...	... where an unholy alliance schemes.
95-100	The watery depths of ...	... the restless dead, ...	... and the Well of Chaos.

KOZEN LOCATION			
1 Alcoves	**51** Loud		
2 Ancient	**52** Magical		
3 Armory	**53** Marble		
4 Barracks	**54** Messy		
5 Beautiful	**55** Misty		
6 Bedroom	**56** Mundane		
7 Bizarre	**57** Overgrown		
8 Blocked	**58** Painted		
9 Bright	**59** Path		
10 Burnt	**60** Pool		
11 Carvings	**61** Prison		
12 Chamber	**62** Quiet		
13 Clean	**63** River		
14 Cobwebs	**64** Rock		
15 Cold	**65** Royal		
16 Collapsed	**66** Rubble		
17 Colorful	**67** Ruined		
18 Columns	**68** Runes		
19 Cramped	**69** Scary		
20 Creepy	**70** Shaking		
21 Crumbling	**71** Shifting		
22 Crypt	**72** Shrine		
23 Crystal	**73** Simple		
24 Damaged	**74** Slippery		
25 Dangerous	**75** Slope		
26 Dark	**76** Small		
27 Dining	**77** Smelly		
28 Dirty	**78** Smoke		
29 Door	**79** Stairs		
30 Drafty	**80** Stalactites		
31 Dripping	**81** Steam		
32 Enormous	**82** Stinks		
33 Flooded	**83** Stonework		
34 Frightening	**84** Storeroom		
35 Furnished	**85** Strange		
36 Garden	**86** Temple		
37 Gated	**87** Threatening		
38 Graveyard	**88** Throne		
39 Hieroglyphs	**89** Tile		
40 Hole	**90** Trail		
41 Hot	**91** Tunnel		
42 Huge	**92** Unstable		
43 Icy	**93** Vaulted		
44 Kitchen	**94** Vines		
45 Laboratory	**95** Warm		
46 Lair	**96** Water		
47 Large	**97** Waterfall		
48 Ledge	**98** Windy		
49 Library	**99** Workshop		
50 Light	**100** Wrecked		

KOZEN ENCOUNTER			
1 Above	**51** Mage		
2 Acid	**52** Magical		
3 Adventurer	**53** Mechanical		
4 Aggressive	**54** Mechanism		
5 Ambush	**55** Message		
6 Animal	**56** Monster		
7 Animated	**57** Moving		
8 Armed	**58** Multiple		
9 Attack	**59** Music		
10 Beautiful	**60** Mysterious		
11 Below	**61** Obscured		
12 Blast	**62** Paralysis		
13 Calm	**63** Patrol		
14 Collapse	**64** Pit		
15 Colorful	**65** Poison		
16 Combative	**66** Powerful		
17 Creepy	**67** Rats		
18 Cultist	**68** Ray		
19 Damaging	**69** Ritual		
20 Dangerous	**70** Rotating		
21 Dark	**71** Screams		
22 Darts	**72** Shadows		
23 Echoes	**73** Silent		
24 Energy	**74** Slime		
25 Entangling	**75** Sounds		
26 Equipped	**76** Spear		
27 Explosion	**77** Spell		
28 Falling	**78** Spider		
29 Fast	**79** Spike		
30 Ferocious	**80** Spirit		
31 Fire	**81** Spray		
32 Floating	**82** Stealthy		
33 Foe	**83** Strange		
34 Footsteps	**84** Strong		
35 Freeze	**85** Stun		
36 Frightening	**86** Suspended		
37 Fumes	**87** Teleporter		
38 Ghost	**88** Thieving		
39 Glowing	**89** Threatening		
40 Greeting	**90** Trap		
41 Group	**91** Triggered		
42 Harmful	**92** Undead		
43 Helpful	**93** Villager		
44 Hole	**94** Villain		
45 Humanoid	**95** Violent		
46 Insects	**96** Vocal		
47 Large	**97** Voices		
48 Lava	**98** Warning		
49 Light	**99** Whispers		
50 Loud	**100** Wind		

KOZEN OBJECT			
1 Active	**51** Ladder		
2 Armor	**52** Lantern		
3 Artistic	**53** Large		
4 Barrel	**54** Lethal		
5 Beautiful	**55** Liquid		
6 Bed	**56** Loud		
7 Bizarre	**57** Magic		
8 Blood	**58** Map		
9 Bones	**59** Mask		
10 Book	**60** Mechanical		
11 Bottle	**61** Mirror		
12 Boxes	**62** Moving		
13 Cage	**63** Multiple		
14 Candles	**64** Mushrooms		
15 Chains	**65** Mysterious		
16 Chair	**66** Natural		
17 Chest	**67** Nest		
18 Clothing	**68** Note		
19 Clue	**69** Orb		
20 Cold	**70** Ornamental		
21 Colorful	**71** Painting		
22 Communication	**72** Plants		
23 Consumable	**73** Pottery		
24 Container	**74** Powerful		
25 Corpse	**75** Prized		
26 Crown	**76** Resource		
27 Curtains	**77** Ring		
28 Dagger	**78** Rope		
29 Dais	**79** Rug		
30 Damaged	**80** Ruined		
31 Dangerous	**81** Runes		
32 Debris	**82** Sand		
33 Decorations	**83** Sarcophagus		
34 Domestic	**84** Scroll		
35 Enormous	**85** Shield		
36 Equipment	**86** Skull		
37 Fountain	**87** Statue		
38 Fragile	**88** Strange		
39 Fragrant	**89** Sword		
40 Frightening	**90** Symbol		
41 Fungus	**91** Tapestry		
42 Furniture	**92** Throne		
43 Gold	**93** Tool		
44 Guidance	**94** Torch		
45 Harmful	**95** Treasure		
46 Helmet	**96** Valuable		
47 Helpful	**97** Vault		
48 Important	**98** Wand		
49 Information	**99** Weapon		
50 Journal	**100** Well		

CREATURE DESCRIPTIONS			
1	Aggressive	51	Loud
2	Agile	52	Mammalian
3	Air	53	Mandibles
4	Alien	54	Mechanical
5	Amorphous	55	Metallic
6	Animal	56	Multiple
7	Aquatic	57	Muscled
8	Armored	58	Mutant
9	Avian	59	Natural
10	Beast	60	Nature
11	Beautiful	61	Nightmarish
12	Bony	62	Object
13	Carapace	63	Passive
14	Chatty	64	Plant
15	Clawed	65	Reptilian
16	Clothed	66	Rooted
17	Cold	67	Rough
18	Color	68	Shifting
19	Composite	69	Silent
20	Constructed	70	Simple
21	Crawling	71	Slender
22	Decayed	72	Slow
23	Defensive	73	Small
24	Dripping	74	Solitary
25	Element	75	Spider-like
26	Equipped	76	Spiked
27	Extra	77	Steaming
28	Fangs	78	Sticky
29	Feral	79	Stinger
30	Filthy	80	Stinks
31	Fire	81	Strange
32	Friendly	82	Strong
33	Fungal	83	Supernatural
34	Furry	84	Tail
35	Gaunt	85	Tentacled
36	Glowing	86	Tongue
37	Group	87	Toothy
38	Growling	88	Transparent
39	Guarding	89	Tree-like
40	Horns	90	Twisted
41	Humanoid	91	Undead
42	Inscribed	92	Unnatural
43	Insect-like	93	Warm
44	Insubstantial	94	Wary
45	Intelligent	95	Weak
46	Intimidating	96	Weapon
47	Large	97	Wings
48	Levitating	98	Wooden
49	Limited	99	Wormish
50	Liquid	100	Wounded

CREATURE ABILITIES			
1	Acid	51	Lethal
2	Ambush	52	Light
3	Animate	53	Limited
4	Armor	54	Magic
5	Attach	55	Mental
6	Attack	56	Move
7	Attract	57	Multiple
8	Bite	58	Nature
9	Block	59	Normal
10	Blunt	60	Open
11	Break	61	Others
12	Breath	62	Paralyze
13	Carry	63	Poison
14	Change	64	Power
15	Climb	65	Protection
16	Cold	66	Proximity
17	Common	67	Pursue
18	Communicate	68	Ranged
19	Conceal	69	Ray
20	Contact	70	Rechargeable
21	Control	71	Regenerate
22	Create	72	Resistance
23	Damage	73	Self-Sufficient
24	Dark	74	Senses
25	Deceive	75	Skill
26	Decrease	76	Sleep
27	Defense	77	Speed
28	Detect	78	Spells
29	Disrupt	79	Spy
30	Distract	80	Stab
31	Drain	81	Stealth
32	Element	82	Stop
33	Energy	83	Strange
34	Enhanced	84	Stun
35	Entangle	85	Substance
36	Environment	86	Summon
37	Extra	87	Suppress
38	Fear	88	Swim
39	Fight	89	Take
40	Fire	90	Telepathy
41	Fly	91	Touch
42	Grapple	92	Transform
43	Harm	93	Travel
44	Heal	94	Trick
45	Hide	95	Uncommon
46	Illusion	96	Vision
47	Imitate	97	Vulnerable
48	Immune	98	Weak
49	Increase	99	Weaken
50	Infectious	100	Weapon

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

	PUZZLE DESCRIPTORS		
1 Access	**51** Intellect		
2 Active	**52** Knowledge		
3 Amusing	**53** Large		
4 Anxious	**54** Lethal		
5 Art	**55** Lock		
6 Assist	**56** Lure		
7 Attain	**57** Maze		
8 Balance	**58** Mechanical		
9 Barrier	**59** Message		
10 Beautiful	**60** Missing		
11 Bizarre	**61** Move		
12 Brave	**62** Multiple		
13 Careful	**63** Mundane		
14 Caution	**64** Mysterious		
15 Change	**65** Normal		
16 Choice	**66** Object		
17 Code	**67** Obscured		
18 Colorful	**68** Official		
19 Combination	**69** Old		
20 Communicate	**70** Open		
21 Competition	**71** Oppose		
22 Complete	**72** Pattern		
23 Controls	**73** Personal		
24 Countdown	**74** Physical		
25 Damaged	**75** Portal		
26 Danger	**76** Power		
27 Delicate	**77** Precision		
28 Disarm	**78** Problem		
29 Dismantle	**79** Question		
30 Disrupt	**80** Release		
31 Elements	**81** Repair		
32 Enemy	**82** Resolve		
33 Energy	**83** Reward		
34 Environment	**84** Riddle		
35 Extravagant	**85** Risk		
36 Fear	**86** Simple		
37 Frantic	**87** Skill		
38 Free	**88** Solve		
39 Frightening	**89** Speak		
40 Game	**90** Start		
41 Goal	**91** Stop		
42 Harm	**92** Strange		
43 Historical	**93** Struggle		
44 Imitate	**94** Technology		
45 Information	**95** Tension		
46 Innocent	**96** Threatening		
47 Inquire	**97** Timed		
48 Inscription	**98** Water		
49 Inside	**99** Weapon		
50 Inspect	**100** Words		

	TREASURE		
1 Alcohol	**51** Journal		
2 Armor	**52** Key		
3 Arrows	**53** Lamp		
4 Art	**54** Lantern		
5 Axe	**55** Leather		
6 Bag	**56** Letter		
7 Barrell	**57** Mace		
8 Book	**58** Magic		
9 Boots	**59** Manacles		
10 Bow	**60** Mandolin		
11 Bowl	**61** Map		
12 Box	**62** Mask		
13 Bracelet	**63** Masterwork		
14 Broken	**64** Mechanical		
15 Brooch	**65** Message		
16 Candles	**66** Mirror		
17 Cape	**67** Multiple		
18 Chalice	**68** Necklace		
19 Chest	**69** Orb		
20 Cloak	**70** Painting		
21 Clock	**71** Pearl		
22 Clothes	**72** Pelt		
23 Coal	**73** Pile		
24 Coins	**74** Pot		
25 Common	**75** Potion		
26 Copper	**76** Quality		
27 Crate	**77** Quill		
28 Crown	**78** Ring		
29 Cushion	**79** Rope		
30 Dagger	**80** Rubies		
31 Damaged	**81** Saphires		
32 Diamonds	**82** Scroll		
33 Document	**83** Shield		
34 Figurine	**84** Silver		
35 Fine	**85** Spear		
36 Flask	**86** Staff		
37 Furniture	**87** Strange		
38 Gauntlet	**88** Sword		
39 Gems	**89** Symbol		
40 Gloves	**90** Tapestry		
41 Glowing	**91** Tarnished		
42 Goblet	**92** Torch		
43 Gold	**93** Unusual		
44 Hammer	**94** Valuable		
45 Harp	**95** Vase		
46 Hat	**96** Vial		
47 Helmet	**97** Wand		
48 Horn	**98** Weapon		
49 Idol	**99** Whip		
50 Jewlery	**100** Wine		

MAGIC ITEMS

1 Animal	**51** Imitate		
2 Animate	**52** Increase		
3 Area	**53** Information		
4 Armor	**54** Inhibit		
5 Assist	**55** Instant		
6 Attack	**56** Jewelry		
7 Attract	**57** Lethal		
8 Benefit	**58** Life		
9 Bestow	**59** Light		
10 Block	**60** Limited		
11 Book	**61** Liquid		
12 Change	**62** Mental		
13 Clothing	**63** Monster		
14 Cloud	**64** Multi		
15 Cold	**65** Nature		
16 Communication	**66** Object		
17 Container	**67** Orb		
18 Control	**68** Others		
19 Create	**69** Physical		
20 Curse	**70** Plants		
21 Damage	**71** Poison		
22 Death	**72** Potion		
23 Deceit	**73** Power		
24 Decrease	**74** Ranged		
25 Defense	**75** Resistance		
26 Destroy	**76** Restore		
27 Detect	**77** Ring		
28 Dimensions	**78** Rope		
29 Elements	**79** Rune		
30 Emotion	**80** Safety		
31 Energy	**81** Scroll		
32 Enhance	**82** Self		
33 Environment	**83** Senses		
34 Escape	**84** Skill		
35 Evil	**85** Special		
36 Explode	**86** Speed		
37 Fear	**87** Spell		
38 Fire	**88** Staff		
39 Flight	**89** Strange		
40 Food	**90** Summon		
41 Gem	**91** Sword		
42 Good	**92** Tool		
43 Group	**93** Transform		
44 Harm	**94** Trap		
45 Heal	**95** Travel		
46 Health	**96** Useful		
47 Helpful	**97** Utility		
48 Illness	**98** Wand		
49 Illusion	**99** Water		
50 Imbue	**100** Weapon		

SPELL EFFECTS

1 Animal	**51** Heal
2 Animate	**52** Helpful
3 Assist	**53** Ice
4 Attack	**54** Illusion
5 Attract	**55** Imbue
6 Bestow	**56** Immunity
7 Bizarre	**57** Imprison
8 Block	**58** Information
9 Break	**59** Inspect
10 Bright	**60** Life
11 Burn	**61** Light
12 Change	**62** Limitation
13 Cloud	**63** Liquid
14 Cold	**64** Loud
15 Communicate	**65** Manipulation
16 Conceal	**66** Mind
17 Conjure	**67** Nature
18 Control	**68** Object
19 Counteract	**69** Others
20 Create	**70** Pain
21 Creature	**71** Physical
22 Curse	**72** Plant
23 Damage	**73** Poison
24 Dark	**74** Portal
25 Death	**75** Powerful
26 Deceive	**76** Protect
27 Decrease	**77** Radius
28 Defense	**78** Ranged
29 Destroy	**79** Resistance
30 Detect	**80** Restore
31 Diminish	**81** Self
32 Disease	**82** Senses
33 Dominate	**83** Shield
34 Duplicate	**84** Soul
35 Earth	**85** Strange
36 Elements	**86** Strength
37 Emotion	**87** Stun
38 Enemies	**88** Summon
39 Energy	**89** Time
40 Enhance	**90** Transform
41 Environment	**91** Trap
42 Expose	**92** Travel
43 Fire	**93** Trigger
44 Fix	**94** Uncertain
45 Food	**95** Undead
46 Free	**96** Wall
47 Group	**97** Water
48 Guide	**98** Weak
49 Hamper	**99** Weapon
50 Harm	**100** Weather

THE CRYPTS OF KOZEN CREST REGION SHEET

TILE	LOCATIONS	ENCOUNTERS	OBJECTS
1	Mundane Expected	None	None
2	Mundane Expected	None	Random
3	Random	Random Monster	None
4	Random	Trap/Puzzle	Mundane Expected
5	Context Expected	Random	None
6	Random	Random Monster	Random
7	Context Expected	None	Context Expected
8	Mundane Expected	Random Monster	Random
9	Random	Context Expected	None
10	Mundane Expected	Trap/Puzzle	Mundane Expected

Progress Points

THE CRYPTS OF KOZEN CREST REGION SHEET

TILE		LOCATIONS	ENCOUNTERS	OBJECTS
11		Context Expected	Random	Special
12		Random	Kozen Monster	Random
13		Context Expected	None	Mundane Expected
14		Context Expected	Special	Treasure
15		Special	Random Monster	None
16		Random	Trap/Puzzle	Special Item (U)
17		Special Place (U)	Random	None
18		Context Expected	Special Villain (U)	Random
19		Complete	Context Expected	Context Expected
20		Context Expected	Kozen Monster	Treasure

Progress Points

"IS THE CHALLENGE WHAT I EXPECT?"

ANSWER	INTERPRETATION FOR VALUES	INTERPRETATION FOR SITUATIONS
YES	The value is what you expected.	The challenge is what you expected.
EXCEPTIONAL YES	The value is higher than you expected, by about 25%.	The challenge is a little harder than you expected.
NO	The value is lower than you expected, by about 25%.	The challenge is a little easier than you expected.
EXCEPTIONAL NO	The value is much lower than you expected, by about 50%.	The challenge is much easier than you expected.
RANDOM EVENT	There is a special condition associated with this statistic or challenge. Roll a Random Event with a Focus of Current Context.	

TRAPS & PUZZLES

ROLL	RESULT
1-25	**PIT TRAP:** You've come across a pit trap that springs as you walk across it. Determine if your PC notices the trap, or otherwise avoids it. If not, they fall in and take damage.
26-90	**RANDOM TRAP:** You activate a trap. Roll on the Dungeon Traps Meaning Table for inspiration for what the trap does.
91-100	**PUZZLE:** You've discovered a puzzle. See "Solving Puzzles".

PUZZLE SOLVING ODDS

THE SOLUTION IS ...	ODDS
Brilliant, if I do say so myself.	Likely
Not bad, but it feels off.	50/50
I have no idea, total guess.	Very Unlikely

"DID I SOLVE THE PUZZLE?"

ANSWER	INTERPRETATION
YES	Yes, roll on the Puzzle Reward Table.
EXCEPTIONAL YES	Yes, roll twice on the Puzzle Reward table.
NO	No, nothing happens. You can try again with a different solution.
EXCEPTIONAL NO	The solution is incorrect, and a trap is sprung. Roll on the Dungeon Traps Meaning Table for inspiration for what the trap does. The puzzle cannot be solved at this point.
RANDOM EVENT	The Event is related to the puzzle, triggered by your attempt to solve it. Generate the Random Event with a Focus of Current Context.

"DID I FIND ANYTHING?"

ANSWER	INTERPRETATION
YES	Yes, roll on the Search Discovery Table.
EXCEPTIONAL YES	Yes, roll twice on the Search Discovery Table.
NO	No, there is nothing to be found.
EXCEPTIONAL NO	The item you're searching is trapped. Roll on the Dungeon Traps Meaning Table for inspiration for what the trap does.
RANDOM EVENT	Your search has triggered this Random Event. Roll with a Focus of Current Context.

"IS THERE TREASURE?"

ANSWER	INTERPRETATION
YES	Yes, roll on the Treasure Table.
EXCEPTIONAL YES	Yes, roll twice on the Treasure Table.
NO	No, there is no treasure.
EXCEPTIONAL NO	There's no treasure, but there's bad luck. The next monster you defeat automatically has no treasure.
RANDOM EVENT	Roll a Random Event. It happens while you search for Treasure.

SEARCH DISCOVERIES

ROLL	RESULT
1-45	**YOU FOUND SOMETHING:** This may be a simple item or valuable. For inspiration or to randomize the find, roll on the Treasure Meaning Table on page 35.
46-60	**TREASURE:** You found something valuable. Roll on the Treasure Table.
61-75	**SURPRISE!:** You found a lurking, hiding creature that attacks. Treat this the same as a Kozen Creature result on the Region Sheet. If there is no possibility of a creature hiding in the space you are searching, then it comes upon you as a wandering monster while you are searching.
76-90	**USEFUL STUFF OR INFORMATION:** If you are searching for something in the dungeon, you find something that will help. Ask Fate Questions or Discover Meaning to find out what.
91-100	**THE SPECIAL THING:** If you are looking for something special in the dungeon, you find it here. If you aren't, then treat this as Useful Stuff Or Information.

TREASURE FROM BATTLE ODDS

LEVEL OF CHALLENGE	ODDS
A tough monster in its lair	Neary Certain
A minor monster in its lair	Likely
Any monster out of its lair	50/50

PUZZLE REWARDS	
ROLL	RESULT
1-10	**SAFE TRAVEL:** This allows you travel back to an Area of the dungeon you've already been, you choose where. Interpret this as a tunnel, teleporter, or whatever is appropriate.
11-30	**TREASURE SPOT:** This opens a portal to the next Area. Generate it as normal, but add Treasure to whatever else is there.
31-55	**USEFUL STUFF OR INFORMATION:** If you are searching for something in the dungeon, the puzzle rewards you with something that will help. Ask Fate Questions or Discover Meaning to find out what.
56-65	**TRAPPED:** The puzzle is a trap with no answer. Roll on the Dungeon Traps Meaning Table for inspiration for what the trap does.
66-100	**TREASURE:** The puzzle delivers a reward. Roll on the Treasure Table.

TREASURE TABLE	
D100	RESULT
1-15	**A FEW COINS:** A handful of coins. Not worth much, but it might buy you a meal.
16-25	**BAG OF COINS:** A bag of coins. This is enough to buy a horse.
26-35	**PRECIOUS GEMS:** A few very valuable gems.
36-45	**JEWELRY:** Jewelry made of fine metal, encrusted with precious stones, and clearly worth something.
46-50	**A MAGICAL ITEM:** Roll on the Magic Items Meaning Table to determine what the item is, and, if necessary, the Spell Effects table to determine what it does.
51-55	**A POTION:** You can't tell what it does until you drink it. Roll on the Spell Effects Meaning Table to interpret what happens.
56-85	**YOU FOUND SOMETHING:** This may be a simple item or valuable. For inspiration or to randomize the find, roll on the Treasure Meaning Table on page 35.
86-100	**THE SPECIAL THING:** If you're looking for something special in this dungeon, then you've found it. This is it! If you aren't looking for anything, or you've already found it, then treat this as You Found Something.

SPECIAL ELEMENT TABLE

D100	RESULT
1-10	**SUPERSIZE:** Roll in the Category again (if you roll Special, treat it as Mundane Expected). Interpret the generated Element as greater than expected. For instance, it's bigger, stronger, more damaging, more numerous, etc.
11-20	**LESS THAN:** Roll in the Category again (if you roll Special, treat it as Mundane Expected). Interpret the generated Element as less than expected. For instance, it's smaller, weaker, less damaging, less numerous, etc.
21-25	**THIS IS BAD:** Roll in the Category again (if you roll Special, treat it as Mundane Expected). Interpret the generated Element as bad for the Player Character. For instance, it's dangerous or poses an obstacle.
26-35	**THIS IS GOOD:** Roll in the Category again (if you roll Special, treat it as Mundane Expected). Interpret the generated Element as good for the Player Character. For instance, it's helpful.
36-50	**MULTI-ELEMENT:** Roll twice in this Category (if you roll Special, treat it as Mundane Expected) and include both in this Area.
51-55	**EXIT:** This Area contains an exit from the dungeon, if possible. If this result doesn't make sense in this Area, treat this Element as Mundane Expected.
56-70	**DELVE FURTHER:** Instead of adding 1 Progress Point for this Category, add 3. Otherwise treat this result as Mundane Expected.
71-85	**COMMON GROUND:** Eliminate 3 Progress Points for this Category. Otherwise treat this result as Mundane Expected.
86-100	**RANDOM:** Treat this like a Random Element.

CHARACTER KEYWORDS

NAME

KEYWORDS

NOTES

NAME

KEYWORDS

NOTES

NAME

KEYWORDS

NOTES

NAME

KEYWORDS

NOTES

NAME

KEYWORDS

NOTES

NAME

KEYWORDS

NOTES

"DO THEY TELL THEIR STORY?"

ANSWER	INTERPRETATION
YES	They tell a story. Roll on "Telling A Tale" plus a Meaning Table and interpret the results.
EXCEPTIONAL YES	They tell one story, then immediately follow it up with another one. The two stories are related in some way.
NO	They don't tell their story right now, but if you do something meaningful for them they will.
EXCEPTIONAL NO	They aren't telling their story right now, and there's nothing you can do to encourage them.
RANDOM EVENT	Generate the Event and incorporate it as additional material to interpret for the story.

CONVERSATION FOCUS TABLE

ROLL	RESULT
1-12	Agrees
13-20	Disagrees
21-28	Asks you a question
29-32	Argues
33-43	Explains
44-47	Directs you to someone else
48-51	Gets emotional about this
52-55	Asks you to do something
56-59	Offers to do something for you
60-63	Wants to end this conversation
64-67	Seems puzzled or confused
68-71	Knows what you're talking about
72-75	Seems nervous to talk
76-82	Eager to talk
83-86	Tells a story
87-93	Describes a difficulty
94-97	They want to help
98-100	They want something from you

TELLING A TALE

D100	A TALE OF ...	D100	A TALE OF ...
1-3	Their philosophy about life	50-52	How they learned a valuable lesson
4-6	Getting something valuable and unexpected	53-55	How they made restitution for a mistake
7-9	How their life suddenly changed	56-58	When someone helped them
10-12	Overcoming a personal obstacle	59-61	How they once saved the day
13-14	A secret they are willing to tell	62-64	How they accomplished something
15-17	Friendship	65-67	Something artistic they created
18-20	Their childhood	68-70	A great adventure they once took
21-23	How they met their love	71-73	What they used to do before this
24-26	Family	74-76	How they came to be in this place
27-29	An opportunity to do what they really wanted to do	77-79	When they had to do something difficult
30-32	Starting a new life	80-82	How they overcame adversity
33-35	Something they regret	83-85	When they helped someone else
36-37	An unusual talent they have and why they have it	86-88	Why they chose their career
38-40	Someone they lost	89-91	Why they are so good at something
41-43	A long distance trip	92-94	How someone once mentored them
44-46	A career or work difficulty	95-97	How they solved a problem
47-49	When expectation met reality	98-100	What their education was like

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