

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

# MYTHIC MAGAZINE



Magical  
Tradition  
Generator

ONE-PAGE  
CHARACTER  
CRAFTER

VOLUME 45





# MYTHIC MAGAZINE

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

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# Making Magic With Traditions

Greetings, and welcome to the 45th *Mythic Magazine*! This issue features the fifth installment of a One-Page ruleset, and a generator for creating magical traditions.

"One-Page Character Crafter" brings quick Character creation to the collection of One-Pagers. While "One-Page Creature Crafter" gave us monsters, this one provides for non-monstrous NPCs.

This issue gets magical with "Magical Tradition Generator". Slinging spells is all good and handy, but it doesn't feel special if there isn't meaning behind the magic. This generator uses Meaning Tables and imagination to create detailed traditions for magical organizations, including aspects of their history, their goals and ambitions, key spells, and a way to generate more spells that fit within the tradition's atmosphere.

NPCs and magic, two of my favorite things in one issue!

Happy adventuring :)

*Nana Sp*





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## VARIATIONS

*New rules and twists on current rules*

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# One-Page Character Crafter

I'm happy to introduce a new One-Page ruleset! This has become something of a *Mythic Magazine* "thing", with One-Pagers popping up from time to time. The last one was in issue #34 with "One-Page Creature Crafter". Earlier One-Pagers include "One-Page Location Crafter" (in #31), "One-Page Adventure Crafter" (in #29), and "One-Page Mythic" (in #25).

If you're familiar with these previous articles then you know what I'm talking about. If not, you may be asking ...

## WHAT IS THIS 'ONE-PAGE' STUFF??

The One-Page rulesets are Mythic and Crafter mechanics boiled down to a single sheet of paper. The first one, "One-Page Mythic", was a challenge to myself to see if it could be done. The outcome: Yes, it could be done, and it works out quite well!

All the rules you need are on one side of a single sheet of paper.





## Character Crafter

The One-Page Character Crafter are rules for creating Characters based on Descriptors and Keywords. It's designed to generate enough flavor so you know who a Character is and what they're about. This can be translated into statistics for use in your chosen RPG or used as Context to determine more about the Character when needed.

## CHARACTER CREATION WITH DESCRIPTORS

You can find the One-Page Character Crafter on the next page (on the page after that is another, printer friendlier version with no background).

The system works by using Descriptors to define a Character, Keywords to create the Descriptors, a simple table for determining Character statistics, and some additional rules to determine behavior and other details.

And yes, that all fits on one page!

## Descriptors

Characters are defined by up to four Descriptors, covering their Identity, Mind, Body, and Talent. Roll one to three Keywords from the Character Descriptors table for each Descriptor category. Interpret the words you roll into a one sentence description.

*In a game set in a weird west with strange mutations caused by dark magic, a Player is coming up with a random NPC their Player Character runs across.*

*This is taking place in a dusty, remote town the PC rode into. The place appears to be deserted,*



## ROLL 'EM AS YOU NEED 'EM

To keep your solo adventure moving swiftly, you can generate Descriptors for an NPC one at a time, as you need them.

For instance, in the example on this page, the Player started with the Body Descriptor to get an idea of what the NPC looks like. They could just as easily have gone with the Identity Descriptor for the same reason, but they didn't, saving that for later. Maybe they roll Identity when the PC stops to chat with them and asks who they are.

Further interaction may call for defining the Mind Descriptor to get an idea of their personality.

Maybe the NPC joins the PC to help with an objective. The Player may decide to generate the Talent Descriptor to see what this NPC can do.

There's no need to generate all of the Descriptors at one time. It's possible you won't even need some of the Descriptors, especially if the NPC turns out to be minimally involved in the adventure.

*except for this figure.*

*To get an idea of what they look like, the Player generates the Body Descriptor first.*

*Rolling on the Character Descriptors table gets "Finesse". The Player needs more so they roll for a second word, getting "Common".*

*The Player interprets this to mean that the NPC is a well dressed man, although he looks like a common sort. There are no guns hanging off a belt, no sheriff's badge, nothing that would indicate he is something other than a banker or businessman.*

*The Player records a Body Descriptor of "A common looking man with a sense of style and perhaps wealth."*



The super simple character creator

# ONE-PAGE CHARACTER CRAFTER

## WHO IS THIS?

Characters are generated using Descriptors. Establish each Descriptor category below by rolling Keywords from the Character Descriptors table. Interpret the words within the Context of the Descriptor (for instance, to establish Identity or Talents) for a one sentence Descriptor, such as, “Commander of an Imperial frigate”.

Start by rolling one word for each Descriptor. If that’s enough to make an interpretation, then you’re done. If you wish, roll a second or a third word. Record all words in addition to the Descriptor sentence, the words may be used again.

**IDENTITY DESCRIPTOR:** Describe this Character’s primary role, such as a palace guard or occult investigator.

**MIND DESCRIPTOR:** Describe the most notable aspects of their mind, such as they are highly intelligent or they have a quirky personality. This may include areas of knowledge or skills.

**BODY DESCRIPTOR:** Describe the most notable aspects of their physical prowess or appearance, such as they aren’t very strong or they are always well dressed. This may include physical abilities or skills.

**TALENT DESCRIPTOR:** Describe skills, abilities, or powers, such as they are an expert with a sword or they are telepathic.

## STAT THEM UP

If you need statistical values for attributes or abilities for translating the Character into your chosen RPG, guess what you think the value should be based on the Descriptors you established. Then, roll on the NPC Statistics table for a rough idea how to change the value.

## BEHAVIOR CONTEXT

| 1D100 | ADDITIONAL BEHAVIOR CONTEXT          | 1D100  | ADDITIONAL BEHAVIOR CONTEXT    |
|-------|--------------------------------------|--------|--------------------------------|
| 1-10  | Based on Identity Keywords           | 61-65  | Opposes PC                     |
| 11-20 | Based on Mind Keywords               | 66-70  | Seeks something                |
| 21-30 | Based on Body Keywords               | 71-75  | Protects something             |
| 31-40 | Based on Talent Keywords             | 76-80  | Expresses an emotion           |
| 41-45 | Helps himself                        | 81-85  | Is confused or undecided       |
| 46-50 | Is helpful                           | 86-90  | Acts strangely or unexpectedly |
| 51-55 | Causes harm                          | 91-95  | Tries to take something        |
| 56-60 | Gives something, item or information | 96-100 | Tries to end the encounter     |

## NPC STATISTICS

| 1D10 | CHANGE EXPECTED STAT          |
|------|-------------------------------|
| 1    | Weaken the value a lot        |
| 2-3  | Weaken the value a little     |
| 4-7  | Use the value you expect      |
| 8-9  | Strengthen the value a little |
| 10   | Strengthen the value a lot    |

## CHARACTER DESCRIPTORS

| 1D100 | DESCRIPTOR    | 1D100 | DESCRIPTOR     |
|-------|---------------|-------|----------------|
| 1     | Academic      | 51    | Harm           |
| 2     | Aggressive    | 52    | Heal           |
| 3     | Agile         | 53    | Helpful        |
| 4     | Artistic      | 54    | Heritage       |
| 5     | Athletic      | 55    | Heroic         |
| 6     | Authority     | 56    | Information    |
| 7     | Awareness     | 57    | Insight        |
| 8     | Bizarre       | 58    | Intimidating   |
| 9     | Block         | 59    | Knowledge      |
| 10    | Body          | 60    | Lethal         |
| 11    | Brave         | 61    | Limitation     |
| 12    | Charm         | 62    | Locate         |
| 13    | Cheat         | 63    | Medical        |
| 14    | Collector     | 64    | Melee          |
| 15    | Combat        | 65    | Military       |
| 16    | Common        | 66    | Mind           |
| 17    | Communication | 67    | Move           |
| 18    | Community     | 68    | Mundane        |
| 19    | Comprehension | 69    | Mysterious     |
| 20    | Conflict      | 70    | Nature         |
| 21    | Connection    | 71    | Object         |
| 22    | Control       | 72    | Obstacle       |
| 23    | Create        | 73    | Offense        |
| 24    | Crude         | 74    | Official       |
| 25    | Dangerous     | 75    | Old            |
| 26    | Dark          | 76    | Outsider       |
| 27    | Deceptive     | 77    | Perception     |
| 28    | Defense       | 78    | Performance    |
| 29    | Detect        | 79    | Power          |
| 30    | Domestic      | 80    | Practical      |
| 31    | Education     | 81    | Principles     |
| 32    | Elements      | 82    | Professional   |
| 33    | Elite         | 83    | Ranged         |
| 34    | Emotion       | 84    | Rare           |
| 35    | Endurance     | 85    | Reflexes       |
| 36    | Enemy         | 86    | Religion       |
| 37    | Energy        | 87    | Repair         |
| 38    | Enhanced      | 88    | Resistant      |
| 39    | Entertain     | 89    | Resource       |
| 40    | Environment   | 90    | Responsibility |
| 41    | Equipment     | 91    | Rogue          |
| 42    | Exceptional   | 92    | Science        |
| 43    | Executive     | 93    | Senses         |
| 44    | Experienced   | 94    | Social         |
| 45    | Fast          | 95    | Strange        |
| 46    | Find          | 96    | Strong         |
| 47    | Finesse       | 97    | Take           |
| 48    | Force         | 98    | Technology     |
| 49    | Guard         | 99    | Travel         |
| 50    | Guide         | 100   | Weapon         |

## MORE DETAILS & BEHAVIOR

To know more about the Character, such as background or other details, choose among the Keywords you already rolled and use them to make an interpretation

This includes determining their behavior, actions and reactions, motivations and goals, and what they say.

Choose any Keyword or combination of Keywords from any Descriptor Category.

For additional inspiration for actions, roll on the Behavior Context table.



The super simple character creator

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| 30    | Domestic      | 80    | Practical      |
| 31    | Education     | 81    | Principles     |
| 32    | Elements      | 82    | Professional   |
| 33    | Elite         | 83    | Ranged         |
| 34    | Emotion       | 84    | Rare           |
| 35    | Endurance     | 85    | Reflexes       |
| 36    | Enemy         | 86    | Religion       |
| 37    | Energy        | 87    | Repair         |
| 38    | Enhanced      | 88    | Resistant      |
| 39    | Entertain     | 89    | Resource       |
| 40    | Environment   | 90    | Responsibility |
| 41    | Equipment     | 91    | Rogue          |
| 42    | Exceptional   | 92    | Science        |
| 43    | Executive     | 93    | Senses         |
| 44    | Experienced   | 94    | Social         |
| 45    | Fast          | 95    | Strange        |
| 46    | Find          | 96    | Strong         |
| 47    | Finesse       | 97    | Take           |
| 48    | Force         | 98    | Technology     |
| 49    | Guard         | 99    | Travel         |
| 50    | Guide         | 100   | Weapon         |

### MORE DETAILS & BEHAVIOR

To know more about the Character, such as background or other details, choose among the Keywords you already rolled and use them to make an interpretation

This includes determining their behavior, actions and reactions, motivations and goals, and what they say.

Choose any Keyword or combination of Keywords from any Descriptor Category.

For additional inspiration for actions, roll on the Behavior Context table.





## ONE-PAGE CHARACTER SHEETS

On the next two pages you'll find Character Sheets you can use to record Descriptors and other details. There's space to write the one sentence description, and room beneath to write Keywords.

Statistics can be recorded as needed, and there's space for additional notes, such as extra details generated for the Character.

The first sheet is a full page for detailed Characters, and the second page has half-page versions for less detailed NPCs where you can record descriptions and statistics in the same box.

## INTERPRETATION

Run with any interpretation that clicks for you and engages your imagination. You don't have to stick literally to what the Keywords say, but follow more what it makes you think of.

For instance, in the example the Player rolled "Finesse". In this Context it made the Player think of someone well dressed, especially for this dusty, deserted, out of the way place. They pictured someone with social finesse.

Boiling the Descriptor down to one sentence distills your interpretation into a concise and meaningful form. This makes it easier to refer to later and apply to different situations. The Player in the example went with, "A common looking man with a sense of style and perhaps wealth."

## RECORDING KEYWORDS

In addition to recording the Descriptor, also record the Keywords. These can come into play again later (see "More Details" on page 11). The Player in the example would write "Finesse, Common".

### TALENT DESCRIPTOR

A common looking man with a sense of style and perhaps wealth.

### KEYWORDS

Finesse Common

## ABILITIES & STATISTICS

Knowing about a Character establishes who they are, but you'll likely also need statistics tied to your chosen RPG.

As stat values are needed, come up with a relevant statistic that you think this Character





# ONE-PAGE CHARACTER SHEET

**NAME**

**IDENTITY DESCRIPTOR**

**KEYWORDS**

**TALENT DESCRIPTOR**

**KEYWORDS**

**BODY DESCRIPTOR**

**KEYWORDS**

**MIND DESCRIPTOR**

**KEYWORDS**

**STATISTICS**

|  |  |  |
|--|--|--|
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |

**NOTES**





# ONE-PAGE CHARACTER SHEET

NAME

## IDENTITY DESCRIPTOR & STATISTICS

KEYWORDS

## TALENT DESCRIPTOR & STATISTICS

KEYWORDS

## BODY DESCRIPTOR & STATISTICS

KEYWORDS

## MIND DESCRIPTOR & STATISTICS

KEYWORDS



# ONE-PAGE CHARACTER SHEET

NAME

## IDENTITY DESCRIPTOR & STATISTICS

KEYWORDS

## TALENT DESCRIPTOR & STATISTICS

KEYWORDS

## BODY DESCRIPTOR & STATISTICS

KEYWORDS

## MIND DESCRIPTOR & STATISTICS

KEYWORDS



would have. Base your expectation on the Descriptors you know and the adventure Context.

*In a post-civilization wastelands game your PC encounters an NPC while crossing a bridge. You determine that the NPC is a guardian blocking your way, and a fight begins. You need to know the guardian's initiative value, which is a modifier to a d20 roll in your chosen RPG. Your PC is a warrior with an Initiative of +4, and you figure the guardian's is likely the same, so that's the value you start with.*

Once you have a value in mind, roll a d10 on the NPC Statistics table to see if the expected value is adjusted. The table states whether to strengthen or weaken the value you came up with. How much you change it is up to you based on what you think is most appropriate.

*The Player rolls a d10 to modify the expected initiative of the guardian and gets 10, "Strengthen the value a lot".*

*So the guardian's initiative is high. The Player figures this boosts it to +8, which would be an exceptionally high initiative in this RPG for Characters of the PC's caliber. The Player figures this is the highest initiative value their PC would likely face.*

*A roll of "Strengthen the value a little" may have bumped it up to +5, "Weaken the value a little" may have dropped it to +3, and "Weaken the value a lot" maybe brings it down to +1 or zero.*

Generate statistics as you need them. For instance, in the example of the bridge guardian, the Player started with the NPC's initiative since that's the first thing to roll for in combat. As the PC attacks, the Player generates the NPC's armor value. They also establish their Talent Descriptor to determine if the NPC has abilities that come into play. Next, maybe establish the guardian's hit points then their combat skill value and damage.

## Determining Abilities

Everything about an NPC is inferred from the Descriptors and Keywords associated with them. Use this information to answer questions about them, including what they can do.





For instance, a PC in a fantasy RPG has been hired by a noble to embark on a quest, but must take one of his people with them, a cleric named Darapor. The Player uses One-Page Character Crafter to build the cleric.

| ONE-PAGE CHARACTER SHEET                                                                                                          |                                                                                                                                                                  |
|-----------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| NAME: Darapor                                                                                                                     |                                                                                                                                                                  |
| <b>IDENTITY DESCRIPTOR &amp; STATISTICS</b><br>A cleric and soldier, member of the mounted infantry.                              | <b>TALENT DESCRIPTOR &amp; STATISTICS</b><br>He has keen perception of his surroundings and of others, including an ability to read people and their intentions. |
| Fast Religion                                                                                                                     | Mind Heroic Perception                                                                                                                                           |
| <b>BODY DESCRIPTOR &amp; STATISTICS</b><br>He is always well equipped, with a mace hanging at his side and a backpack with tools. | <b>MIND DESCRIPTOR &amp; STATISTICS</b><br>He is very well educated and knows several languages.                                                                 |
| Locate Weapon Object                                                                                                              | Education                                                                                                                                                        |

Using Darapor's Descriptors, it would be reasonable for the Player to assume the following skills and abilities:

- ❶ Darapor is a cleric, so has all the powers and abilities from that class.
- ❷ He's a soldier from the mounted infantry, so he has skills with riding horses, especially in combat.
- ❸ He is very perceptive and is tough to surprise. He's also good at telling when someone is lying.
- ❹ He's likely to have what he needs in his bag, including holy objects necessary to casting spells.
- ❺ He knows the common language and maybe three other useful languages.

All of those talents and powers make sense given the Descriptors, so there's no need to generate them randomly. If a Descriptor implies abilities and powers, then the Character has those abilities and powers.

Darapor's sheet might look something like this:

| ONE-PAGE CHARACTER SHEET                                                                                                        |                                                                                                                                                 |
|---------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------|
| NAME: Darapor                                                                                                                   |                                                                                                                                                 |
| <b>IDENTITY DESCRIPTOR</b><br>A cleric and soldier, member of the mounted infantry.                                             | <b>TALENT DESCRIPTOR</b><br>He has keen perception of his surroundings and of others, including an ability to read people and their intentions. |
| Fast Religion                                                                                                                   | Mind Heroic Perception                                                                                                                          |
| <b>BODY DESCRIPTOR</b><br>He is always well equipped, with a mace hanging at his side and a backpack with tools.                | <b>MIND DESCRIPTOR</b><br>He is very well educated and knows several languages.                                                                 |
| Locate Weapon Object                                                                                                            | Education                                                                                                                                       |
| <b>STATISTICS</b>                                                                                                               |                                                                                                                                                 |
| Cleric - level 3                                                                                                                | Common language +4                                                                                                                              |
| Melee +4                                                                                                                        | Elvish language +2                                                                                                                              |
| Horsemanship +6                                                                                                                 | Orc language +2                                                                                                                                 |
| Perception +6                                                                                                                   | Infernal language +1                                                                                                                            |
| Initiative +4                                                                                                                   | Intelligence +3                                                                                                                                 |
| Persuasion +5                                                                                                                   |                                                                                                                                                 |
| <b>NOTES</b>                                                                                                                    |                                                                                                                                                 |
| Uses a mace and chain mail armor. Carries bag of tools, including holy symbol for casting divine spells. Agent of the nobleman. |                                                                                                                                                 |

## MORE DETAILS & BEHAVIOR

The One-Page Character Sheet, and especially the established Keywords, are a blueprint for everything you need to know about the Character. Other details, including their background, what they do or say in a given situation, how they fight, etc. is interpreted from those Keywords.

It's like rolling on a Meaning Table for words to interpret, except this time we choose from a fixed group of words.

*Darapor is the Player Character's questing companion, and together they set off on horseback for the peaks of the Kozen Mountains.*

*As a travel companion, the Player determines that Darapor asks a lot of questions and is curious*

*about the PC (perception, education, mind).*

*He's good at finding campsites to rest for the night (locate) and always sleeps with his weapon in his hand (weapon, object).*

*As they travel, they encounter a caravan being attacked by brigands. Without a second thought, Darapor rides forward to help (heroic, fast).*

*After the PC and Darapor defeat the bandits, they question the leader. First, Darapor searches him for objects (object). Then he asks the man what god he follows, and proceeds to berate him for not following the path of Neckenza Of The Sun (religion).*

*Darapor does not wish to slay a prisoner and wants to let the man go (heroic). The PC isn't so sure about this, worried the man may follow them for vengeance. Darapor isn't concerned since there's no way he could catch up to them anyway (fast).*

In this example, without making any rolls and just using the Keywords, the Player is able to determine how Darapor acts during the lonely hours of a long travel, he's the one who finds the campsites for rest at night, he sleeps armed and

ready, how he reacts to seeing people in trouble, how he handles the captured brigand leader, and what he says in response to the Player Character's misgivings about letting the man go.

It doesn't matter which Descriptor a Keyword comes from. When there's a question about the NPC, or something they say or do, glance over their Keywords, choose one to three that fit the situation, and make an interpretation just like you would had you rolled these on a Meaning Table when Discovering Meaning.

## Behavioral Assistance

Using Keywords to determine behavior is useful for one-time checks of an action. For instance, we could use Darapor's Keywords to determine that he rode at the brigands right away, or what he said in response to the PC's misgivings about freeing their captive.

In a more detailed exchange you may want more variation in the Character's responses. For instance, if the PC and Darapor were having a conversation you may want to determine everything that Darapor says. This would require an interpretation for every line of dialogue.



## STRETCHING KEYWORDS TO FIT

With only a handful of fixed words to choose from, sometimes the meanings of Keywords need to be stretched to make an interpretation for a Character when more details are needed.

Darapor has 9 Keywords. If the PC learned of his background, the Player would have to come up with a history based on something in those 9 words.

Maybe they would choose "religion" and "education", and say, "Darapor grew up in a wealthy household to noble parents. He had the finest education, and devotion to Neckenza Of The Sun was instilled in him at an early age."

## BEHAVIOR CONTEXT TABLE

You can still pick and choose from among the Keywords, but you can also use the Behavior Context Table to provide additional direction.

Roll on Behavior Context first, then choose Keywords to interpret, considering the rolled Context with it.

For instance, let's take a situation where the PC and Darapor are on the top floor of a mansion engulfed in flames. The entire building is ablaze, with rafters falling and the whole building crumbling apart. They need to get out fast, it's dangerous and chaotic.

Given the large number of decisions to be made



quickly, the Player decides to use the Behavior Context table to determine what Darapor does.

*With fire and smoke surrounding them, and the mansion creaking as it starts to fall apart, the Player wonders what Darapor will do.*

*The PC is yelling for them to both get out by heading for the stairs. However, there are probably others still in the mansion, will Darapor try to rescue them because of “heroic”?*

*A roll on the Behavior Context table gets “Acts strangely or unexpectedly”.*

*This makes the Player think of Darapor’s powers as a cleric. The Player combines this result with the “Religion” Keyword and makes this interpretation:*

*Darapor calmly sits on the floor and closes his eyes, chanting. The PC stares in disbelief, Darapor is casting a spell. He begins to glow with a protective aura, debris bouncing off of him as it falls.*

*“Come on!” the PC yells, grabbing Darapor by the arm and yanking him up. They run for the stairs.*

*The Player still wants to know if Darapor will flee with the PC. They roll again, and get “Based on Mind Keywords”. This limits the Player to the only Mind Descriptor Keyword they have, “Education”.*

*The Player interprets this to mean that Darapor knows of another way out.*

*“Wait! There’s another stairwell across the way, it may not be as bad as this!”*

*They run across a hall. The Player asks a Fate Question to see if this exit is less hazardous, and Mythic says yes.*

*They begin to run down the stairs. The Player wonders if Darapor will do anything unexpected on the way out.*



## HERE WE GO AGAIN!

NPC behavior rules. We cover this ground a lot in *Mythic Magazine*, and by now there are a number of rulesets to choose from based on your preferences.

While One-Page Character Crafter is more about generating random Characters than random behavior, there’s still a behavior table to help sort out their actions.

Here are some suggestions for where to find some of the other NPC behavior rules:

- 📖 *Mythic Game Master Emulator Second Edition* discusses using Fate Questions and Meaning Tables to generate NPC behavior on page 106.
- 📖 *Mythic Magazine #44* has a conversation Focus Table in the “Running Solo Slice Of Life Adventures” article.
- 📖 *Mythic Magazine #39’s* “NPC Evolving Motivation Rules” uses a similar Keyword approach to NPC behavior and could be combined with One-Page Character Crafter.
- 📖 *Mythic Magazine #34* has “One-Page Creature Crafter” which features its own behavior rules that are more oriented toward animal behavior. That system is also Descriptor based and similar to this system, so the two can be combined.
- 📖 *Mythic Magazine #1* revised the Behavior Check from *Mythic Variations 2* with “Behavior Checks Simplified”.





*Rolling on the Behavior Context table gets “Opposes PC”.*

*The Player recalls their original idea of going with “heroic” and Darapor wanting to help people. They make this interpretation:*

*Darapor suddenly stops midway on the second floor.*

*“I have to go back! There might be someone trapped up there!” he yells over the din of the fire.*

*The Player considers it, then the PC says: “Okay, you search that floor, I’ll search the next floor! Make it quick!”*

## THE BIG EXAMPLE: SHANE IN THE CURSED WEST

For the Big Example, let’s head back to the weird west adventure mentioned on page 4.

The Player Character is bounty hunter Shane Dalton. He’s been tracking a fugitive across the sun baked west, which is how he came to be in the dusty and nearly deserted town of Cactus Bleeds.

The finely dressed, yet suspicious, fellow Shane first met upon riding into this one street town turns out to be “Fancy” Dan McReynolds, a professional poker player who seems to be a bit down on his luck right now, and not just with cards. According to Dan, everyone in town is dead except for him.

Shane and Dan are in an empty saloon, sharing a bottle of whiskey, as the gambler explains what happened.

The Player uses Fate Questions to determine what Dan says, but uses the NPC’s Keywords to determine how he says it.

The Player interprets from Mythic’s answers that a horde of red-eyed beasts ran through town,

| ONE-PAGE CHARACTER SHEET                                                                                                 |  | NAME                                                                                                                     |
|--------------------------------------------------------------------------------------------------------------------------|--|--------------------------------------------------------------------------------------------------------------------------|
| <b>IDENTITY DESCRIPTOR &amp; STATISTICS</b><br>Professional gambler, makes his living playing poker. And yes, he cheats. |  | “Fancy” Dan McReynolds                                                                                                   |
| <b>TALENT DESCRIPTOR &amp; STATISTICS</b><br>Really good at starting a campfire with nothing but a pair of sticks.       |  |                                                                                                                          |
| <b>KEYWORDS</b><br>Cheat Performance Rogue                                                                               |  | <b>KEYWORDS</b><br>Fast Elements                                                                                         |
| <b>BODY DESCRIPTOR &amp; STATISTICS</b><br>A common looking man with a sense of style and perhaps wealth.                |  | <b>MIND DESCRIPTOR &amp; STATISTICS</b><br>He’s charming and makes friends fast. He seems to know someone in every town. |
| <b>KEYWORDS</b><br>Finesse Common                                                                                        |  | <b>KEYWORDS</b><br>Connection                                                                                            |

This is what Dan’s Character Sheet looks like after the Player is finished with it.

killing and driving everyone off. Shane has seen these creatures before, they seem to travel in packs in this magically cursed area.

The Player wants to give this recitation of events some style, however. Using Dan’s Keywords of “performance” and “connection”, the Player decides that Dan will deliver his information in the most dramatic way possible, while trying to befriend Shane in the process.

The Player makes this interpretation:

*The gambler takes a big swig from the bottle, setting it down hard.*

*“What happened here? Let me tell you, friend.”*

*Dan claps a hand onto Shane’s shoulder, staring him close in the eyes. “I can call you friend, right?”*

*Before Shane can respond, Dan continues. “Late last night, hollerin’ and screechin’ like damned souls loosed from Hell, a pack of the vilest and toothiest critters I ever seen rampaged through Cactus Bleeds. I can’t tell you what happened, because it’s just too horrible, but by the time it was over everyone was gone. I mean, everyone. Except for me, by grace, because I, uh ... well, sort of skittered ‘neath the floorboards of this tavern. Was nothing I could do anyway. Horrible.”*







Over the next few days, Shane and Dan barricade the tavern and turn it into a defensible fortress, in case the Hellhounds come back.

Shane discovers a bigger problem, however. The fugitive he's been hunting, the notorious outlaw Clay Stonehouse, is near and he's gone through some changes. The cursed energies that warped the hounds also got him, and he's now something other than human.

The Player had started a Character Sheet for Stonehouse at the beginning of the adventure. Right now, it only has the Identity Descriptor filled out. The Player figured they'd fill the other Descriptors when Shane has a face to face encounter with the fugitive.

| ONE-PAGE CHARACTER SHEET                                                                                                         |  | NAME                                                                                                                       |
|----------------------------------------------------------------------------------------------------------------------------------|--|----------------------------------------------------------------------------------------------------------------------------|
| <b>IDENTITY DESCRIPTOR &amp; STATISTICS</b><br>Notorious outlaw and killer, known for aggressive attacks. Wanted in most states. |  | <b>TALENT DESCRIPTOR &amp; STATISTICS</b><br><br>                                                                          |
| KEYWORDS<br>Strong Outsider Aggressive                                                                                           |  |                                                                                                                            |
| <b>BODY DESCRIPTOR &amp; STATISTICS</b><br><br>                                                                                  |  | <b>MIND DESCRIPTOR &amp; STATISTICS</b><br>Known for finding clever ways to break into places that are hard to break into. |
| KEYWORDS<br><br>                                                                                                                 |  |                                                                                                                            |
| KEYWORDS<br><br>                                                                                                                 |  | KEYWORDS<br>Perception Obstacle                                                                                            |

In a later Scene the Player determines that Clay is coming for Shane, ready for a showdown with the bounty hunter.

The Player decides to generate the Mind Descriptor to help determine how Clay may make his approach. The Player rolls Keywords of "Perception" and "Obstacle". The Player makes this interpretation for a Mind Descriptor: "Known for finding clever ways to break into places that are hard to break into."

Using Fate Questions, and keeping in mind Clay's reputation for clever entrances, the Player determines that Stonehouse gets past the defenses Shane and Dan made by climbing the wall and

| ONE-PAGE CHARACTER SHEET                                                                                                         |  | NAME                                                                                                                       |
|----------------------------------------------------------------------------------------------------------------------------------|--|----------------------------------------------------------------------------------------------------------------------------|
| <b>IDENTITY DESCRIPTOR &amp; STATISTICS</b><br>Notorious outlaw and killer, known for aggressive attacks. Wanted in most states. |  | <b>TALENT DESCRIPTOR &amp; STATISTICS</b><br><br>                                                                          |
| KEYWORDS<br>Strong Outsider Aggressive                                                                                           |  |                                                                                                                            |
| <b>BODY DESCRIPTOR &amp; STATISTICS</b><br><br>                                                                                  |  | <b>MIND DESCRIPTOR &amp; STATISTICS</b><br>Known for finding clever ways to break into places that are hard to break into. |
| KEYWORDS<br><br>                                                                                                                 |  |                                                                                                                            |
| KEYWORDS<br><br>                                                                                                                 |  | KEYWORDS<br>Perception Obstacle                                                                                            |

entering through a hole in the roof of the top floor.

Clay gets the drop on Shane in a hallway, and the Player decides this is a good time to generate the remainder of Clay's Descriptors.

For the Body Descriptor, the Player rolls Keywords of "Heritage" and "Science". The Player decides that "heritage" refers to people Clay has robbed, cheated, and killed. He keeps trinkets from his victims hanging from his coat, small keepsakes like pocket watches, handkerchiefs, bullets, and such.

The Player decides that "science" refers to the strange physics going on in this area. Clay's eyes glow red, like the Hellhounds' eyes.

The Descriptor reads like this: "Adorned with baubles from his victims, his eyes glow an unnatural red."

For Talent, the Player rolls Keywords of "Responsibility", "Elite", and "Ranged".

The Player knows that the outlaw has been changed by the magic in this area, so likely he has acquired an ability of some kind. This seems like good Context to apply to this Descriptor.

The Player interprets the Keywords to mean that Clay acquired his current cursed status by making a bargain with the infernal entity haunting this region. In exchange, he received the power to place a hex on one bullet at a time.

A hexed bullet cannot miss when fired. However, if he fails to kill his target within an hour of firing the bullet, Clay himself will perish.



So, better make that shot count!

The Player writes the Descriptor as, “Can take a moment to hex a bullet, which will not miss when fired. If target isn’t dead within the hour, Clay is claimed by The Dweller Beneath.”

| ONE-PAGE CHARACTER SHEET                                                                                                                                                                      |                                                | NAME            |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------|-----------------|
| <b>IDENTITY DESCRIPTOR &amp; STATISTICS</b><br>Notorious outlaw and killer, known for aggressive attacks. Wanted in most states.                                                              |                                                | Clay Stonehouse |
| <b>TALENT DESCRIPTOR &amp; STATISTICS</b><br>Can take a moment to hex a bullet, which will not miss when fired. If target isn't dead within the hour, Clay is claimed by The Dweller Beneath. |                                                |                 |
| <b>KEYWORDS</b><br>Strong Outsider Aggressive                                                                                                                                                 | <b>KEYWORDS</b><br>Responsibility Elite Ranged |                 |
| <b>BODY DESCRIPTOR &amp; STATISTICS</b><br>Adorned with baubles from his victims, his eyes glow an unnatural red.                                                                             |                                                |                 |
| <b>MIND DESCRIPTOR &amp; STATISTICS</b><br>Known for finding clever ways to break into places that are hard to break into.                                                                    |                                                |                 |
| <b>KEYWORDS</b><br>Heritage Science                                                                                                                                                           | <b>KEYWORDS</b><br>Perception Obstacle         |                 |

Clay and Shane fight in the upstairs of the tavern. To determine how Clay attacks, the Player uses the Keywords of “strong” and “aggressive” to mean that Clay bursts through a door and charges Shane, tackling him to the ground.

Because of the Keyword “strong” the Player decides this means Clay attacks with brute strength and his fists, not using a weapon.

The Player comes up with stats for Clay that apply to the RPG they’ve chosen for this adventure, modified by the NPC Statistics table.

The brawl is vicious, but Shane is able to break away and flee down the hall. He turns and shoots, wounding Clay, before running down the stairs.

The Player decides how Clay Stonehouse responds to getting shot. Since the Player is a little unsure, they start with the Behavior Context table and get “Is confused or undecided”. The Player combines this with the Keywords of “aggressive” and “strong” to mean that Clay has a moment of hesitation about whether to pursue Shane and risk getting killed. However, he’s confident in his strength, and his aggression doesn’t allow him to back down, so he yells angrily and charges downstairs after Shane.

The Player decides that Clay’s anger would also lead him to use his bullet hexing power. He’s ready to put the hurt on Shane! Before stepping out of the tavern, he holds his hand over his gun, glowing red for a moment, powering up a bullet.

Stepping outside, Shane faces Clay on the dusty street. The bounty hunter’s stance makes it clear he’s offering a quickdraw shootout.

To determine Clay’s response, the Player uses the Keywords of “ranged” (he’ll accept the offer of a gunfight) and “heritage” (a gun duel is a time-honored way to settle things between adversaries) to mean that he accepts.

The two square off, facing each other, about 40 yards apart. Their fingers twitch as hands are poised over their holstered guns.

The Player figures Clay will shout something snarky, because that’s just the kind of guy he is. To help randomize it, they roll on the Behavior Context table and get “Helps himself”. The Player combines this with the Keywords of “science” and “ranged” to mean that Clay is going to amuse himself by gloating about the absolute certainty his bullet will hit.

*Clay snickers with a sneer. “It’s no good, Shane! I got a mighty powerful friend on my side, and he made sure I can’t miss! It’s like a law of nature.”*

Using the combat rules of their chosen RPG, the Player rolls to see how the exchange goes. Shane gets his shot off first, hitting Clay, who’s shot goes off a split second later and automatically hits. Shane is wounded in the shoulder, while Clay lays dead in the street.

This is a good place for a nice, quippy one-liner, so the Player finishes the encounter with:

*Clutching his wounded shoulder, Shane walks toward the prone and motionless figure. He stares down at the body and says, “I don’t need the devil to hit you, Clay.”* 🎲



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## TOOL BOX

*Something for you to consider or use*

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# Magical Tradition Generator

*Under the cryptic barrows of the Forbidden King lurk the stygian Order of the Yellow Ring. These necromancers weave pools most foul into scrying mirrors, showing worlds undreamt and inspiring shivers. There the dead speak terrible secrets of magic, and every end is sad and tragic.*



*In shadowy corners of Queens, New York, hedge witches ply their trade by crafting sacred satchels for those in need. Their origins began from the efforts of an 18th century mystic to translate a curious tome of lore. That chance discovery led to a heritage spanning centuries, of aiding the desperate and battling the legions of darkness.*



*The Cavaliers of Ebon Spire take their morning devotions in silence, where they commune with their one-eyed god. Their ways pass from generation to generation, serving many kings, but their true purpose has never changed nor ever been revealed to the public.*



### THAT OLD BLACK MAGIC

While this article is about the trappings and history of magical traditions, Mythic Magazine #21 covers the mechanics of magic with “The Mythic Magic System”. This presents a method for creating magic systems using Mythic Roleplaying rules.

The two articles can be combined to generate a magical tradition, then assemble mechanical rules to define it.





## HELLO MAGIC, MY OLD FRIEND

At some point, all roleplayers get our hands on magic. It's everywhere, in games spanning multiple genres, and can be found in many forms. While magic systems are often discussed, their mechanical merits weighed and compared, the traditions that underpin those systems are just as important.

### A Breath Of Magical Life

Magical traditions, like the three described at the start of this article, breathe life into magic systems by giving them purpose, meaning, and character. And, let's face it, hearing a magical tradition described is just plain cool. If I start reading, "The necromancers of the South traveled ...", you had me at "necromancers".

As solo roleplayers, we may pick up magic systems and their traditions from a chosen RPG we're using with our solo tools. If we're generating a brand new magical tradition, we might take inspiration from Meaning Tables and build it from there.

In this article, I present a fuller, richer system for creating magical traditions. These can be created all in one shot, by rolling up the full story of a magical tradition. Or, you can create details of the tradition one at a time, as they are discovered.



## THE ORIGINS OF MAGIC

Randomly generating a magical tradition gives it a unique identity it might otherwise not have. Perhaps your chosen RPG is a general fantasy game with minimal worldbuilding built in. It has a magic system, but the setting is loosely defined. Or, it could be a game of modern, contemporary magic, with richly defined traditions, but you'd like to insert a new, formerly unknown school of magic into your adventure.

### Magical Backgrounds

You could keep the magic system of your game exactly as it is, and generate a magical background to go with it. This could explain the origin of magic in your game world, or provide other juicy details.

Or, you could generate traditions for specific schools of magic or individual Characters. Doing this, you could have two Characters using the same mechanical magic system of your chosen RPG, but each Character has a different magical tradition background. This would influence their history, how they learned magic, what's expected of them, the spells they choose, and even how they cast them.

### Character Creation

Developing a magical tradition could be coupled with Character creation for a mystic Character. Not only does this give the Character's magic a story and extra substance, it's also intertwined with the Character's own story.

### As An Unfolding Adventure

I love movies and shows about magic. Often, a hapless protagonist who lives in the regular world stumbles upon magic. Real magic. They take a trip down an unusual rabbit hole as they discover more about magic and how it works.

You can use this magical tradition generator to create adventures where your Character is that hapless (well, they can be powerful and effective people as well) person following an occult crumb trail as they learn about magic stage by stage.

In an adventure like this, details of the magical tradition can be generated one at a time. Those rolls are earned by the Player Character making progress through the adventure.

## HOW TO USE THIS GENERATOR

This magical tradition generator works by breaking magic traditions down into seven component parts that each must be described. These include:

- ❶ **Circumstances Of Its Founding:** How did this tradition come to be?
- ❷ **Its Goals & Ambitions:** What purpose does the tradition serve that has made it an enduring legacy?
- ❸ **Source Of Its Power:** Where does the power

come from that adherents of the tradition weave into spells?

- ❹ **Signature Spells:** What magical effects and characteristic spells is the tradition known for?
- ❺ **Tools & Trappings:** What tools, devices, ornaments, totems, and materials does the magical tradition use?
- ❻ **Mark On History:** What historical events did this magic tradition play a role in?
- ❼ **Magical Tradition Spells:** A table to randomly create spells that fit within the magical tradition.

## ASPECTS OF A MAGICAL TRADITION

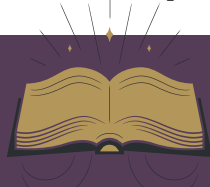
Each Aspect of a magical tradition is a question to be answered. How was it founded? What are its goals? What is its source of power?

These questions are answered by rolling on a Focus Table for Context, then rolling for at least one word from a Meaning Table. Some Aspects will require two or three words.

Consider all of the rolled results and make an interpretation from them to answer the Aspect's question. Feel free to elaborate as much as you like, and to use previously generated Aspect descriptions as additional Context.



### TRACKING YOUR MAGICAL JOURNEY



Each Aspect of the magical tradition generator uses a similar process: randomly roll a focus and Keywords for that Aspect, and interpret.

The words you roll are interpreted through the focus generated, and any other details you've already created for the tradition. As more is known, it becomes Context for interpreting later results.

Record the individual Keywords in addition to the interpretation you make for each Aspect. These words will be used again in the last stage to help create spells.

To keep it all straight you can use the Magical Traditions Sheet on the next page.

### Circumstances Of Its Founding

The circumstances of a magical tradition's founding is about the history of the tradition and how it came to be. This can be well known or it could be a story shrouded in mystery.

Roll on the Circumstances Focus Table for initial Context. Then, roll a Keyword from the Magical Background table and another word from the History table. If you need more inspiration, roll for a third word from either table.





# MAGICAL TRADITION SHEET

TRADITION NAME



## Circumstances Of Its Founding

DESCRIPTION

KEYWORDS

Prophecy



## Goals & Ambitions

DESCRIPTION

KEYWORDS

Prophecy



## Magical Tradition Spells

|    |  |    |  |
|----|--|----|--|
| 1  |  | 11 |  |
| 2  |  | 12 |  |
| 3  |  | 13 |  |
| 4  |  | 14 |  |
| 5  |  | 15 |  |
| 6  |  | 16 |  |
| 7  |  | 17 |  |
| 8  |  | 18 |  |
| 9  |  | 19 |  |
| 10 |  | 20 |  |

## Mark On History

DESCRIPTION

KEYWORDS

Prophecy



## Source Of Its Power

DESCRIPTION

KEYWORDS

Prophecy

## Tools & Trappings

DESCRIPTION

KEYWORDS

## Signature Spells

DESCRIPTION

KEYWORDS

Combine the rolled results, considering any additional Context you've already generated about this tradition, and answer the question, "How was the magical tradition founded?"

*A Player is making an arcane Character, Sabrina, for a fantasy RPG. The system has a good, but setting generic, magic system so they use the Magical Tradition system to create a background.*

*The Player starts with the Circumstances of its Founding, to answer the question, "How was the magical tradition founded?"*

*Rolling on the Circumstances Focus Table gives "The origin of this tradition is unknown, except for rumors."*



## CIRCUMSTANCES OF ITS FOUNDING

### QUESTION TO ANSWER

How was the magical tradition founded?

### TABLES TO ROLL ON

Circumstances Focus Table  
At least 1 word from Magical Background  
At least 1 word from History  
Roll an additional word from Magical Background or History if you need more inspiration

### CONTEXT TO CONSIDER

The answer should include relevant details about its founding, such as who founded it, why, or under what conditions. However, you can also keep this vague or even unknown. Or, the answer could be a legend and its truth uncertain.

## CIRCUMSTANCES FOCUS TABLE

| D100   | RESULT                                                                                                           |
|--------|------------------------------------------------------------------------------------------------------------------|
| 1-4    | A great hero founded it                                                                                          |
| 5-16   | Tradition passed on from a forgotten age                                                                         |
| 17-24  | A scholar uncovered the knowledge after a lifetime of seeking                                                    |
| 25-28  | A primal force taught the originator the secrets                                                                 |
| 29-39  | There is no origin, the tradition stems from natural forces that anyone can tap                                  |
| 40-43  | The founder made a deal with an entity in exchange for power                                                     |
| 44-47  | The founder discovered the secrets accidentally                                                                  |
| 48-55  | A god or benevolent entity instructed the originators in the secrets                                             |
| 56-63  | The power is inherent in some people, who find each other                                                        |
| 64-67  | The founder died and returned to the mortal world with secret knowledge                                          |
| 68-74  | Pieced together from disparate other traditions                                                                  |
| 75-85  | The origin of this tradition is unknown except for rumors                                                        |
| 86-89  | The origin is secret, held by a very few and not known to anyone else                                            |
| 91-100 | Roll on Mythic's Action Meaning Tables and include them with the other words rolled to make your interpretation. |



### MAGICAL BACKGROUND

|                |                   |
|----------------|-------------------|
| 1 Accident     | 51 Injury         |
| 2 Adventure    | 52 Innate         |
| 3 Alchemy      | 53 Legend         |
| 4 Ambition     | 54 Library        |
| 5 Apprentice   | 55 Limited        |
| 6 Banishment   | 56 Mentor         |
| 7 Battle       | 57 Military       |
| 8 Betrayal     | 58 Mind           |
| 9 Blood        | 59 Nature         |
| 10 Body        | 60 Necromancy     |
| 11 Casual      | 61 Object         |
| 12 Chosen      | 62 Obligation     |
| 13 Commitment  | 63 Occult         |
| 14 Community   | 64 Official       |
| 15 Conjuring   | 65 Pact           |
| 16 Cult        | 66 Perception     |
| 17 Curse       | 67 Potions        |
| 18 Dangerous   | 68 Powerful       |
| 19 Dark        | 69 Professional   |
| 20 Death       | 70 Punishment     |
| 21 Defensive   | 71 Quest          |
| 22 Demonic     | 72 Ritual         |
| 23 Desperate   | 73 Rules          |
| 24 Difficult   | 74 Runes          |
| 25 Dimensions  | 75 Sacrifice      |
| 26 Discovered  | 76 Schooling      |
| 27 Divination  | 77 Science        |
| 28 Divine      | 78 Scrolls        |
| 29 Driven      | 79 Scrying        |
| 30 Druidic     | 80 Secret         |
| 31 Elements    | 81 Solitude       |
| 32 Enchantment | 82 Specialist     |
| 33 Entity      | 83 Spirits        |
| 34 Exclusive   | 84 Strange        |
| 35 Experience  | 85 Study          |
| 36 Fabrication | 86 Summoning      |
| 37 Fairy       | 87 Taught         |
| 38 Familiar    | 88 Tragic         |
| 39 Family      | 89 Trained        |
| 40 Frightening | 90 Transformation |
| 41 Gift        | 91 Travel         |
| 42 Goal        | 92 Undead         |
| 43 Gods        | 93 Unpleasant     |
| 44 Golems      | 94 Violent        |
| 45 Hardship    | 95 Visions        |
| 46 Healing     | 96 Vow            |
| 47 Hedge       | 97 War            |
| 48 Herbal      | 98 Wealth         |
| 49 Heritage    | 99 Witchcraft     |
| 50 Inherited   | 100 Wizardry      |

### HISTORY

|                 |                  |
|-----------------|------------------|
| 1 Accident      | 51 Object        |
| 2 Adversity     | 52 Oppose        |
| 3 Allies        | 53 Oppress       |
| 4 Attack        | 54 Overcome      |
| 5 Balance       | 55 Overthrow     |
| 6 Betray        | 56 Peace         |
| 7 Block         | 57 People        |
| 8 Business      | 58 Person        |
| 9 Catastrophe   | 59 Plan          |
| 10 Change       | 60 Power         |
| 11 City         | 61 Prepare       |
| 12 Civilization | 62 Problem       |
| 13 Conclude     | 63 Protect       |
| 14 Conflict     | 64 Pursue        |
| 15 Consequence  | 65 Recruit       |
| 16 Control      | 66 Release       |
| 17 Cooperation  | 67 Resource      |
| 18 Create       | 68 Reversal      |
| 19 Crisis       | 69 Riches        |
| 20 Damage       | 70 Ruin          |
| 21 Danger       | 71 Safety        |
| 22 Decrease     | 72 Science       |
| 23 Defend       | 73 Social        |
| 24 Depletion    | 74 Solution      |
| 25 Destroy      | 75 Start         |
| 26 Discover     | 76 Stop          |
| 27 Enemy        | 77 Strange       |
| 28 Environment  | 78 Strength      |
| 29 Escape       | 79 Struggle      |
| 30 Evil         | 80 Success       |
| 31 Freedom      | 81 Suffering     |
| 32 Goal         | 82 Support       |
| 33 Group        | 83 Suppress      |
| 34 Help         | 84 Tactic        |
| 35 Hero         | 85 Take          |
| 36 Hindrance    | 86 Technology    |
| 37 Hope         | 87 Tension       |
| 38 Illness      | 88 Threaten      |
| 39 Increase     | 89 Time          |
| 40 Injustice    | 90 Transform     |
| 41 Leader       | 91 Triumph       |
| 42 Location     | 92 Truce         |
| 43 Loss         | 93 Unlikely      |
| 44 Luck         | 94 Urgent        |
| 45 Military     | 95 Usurp         |
| 46 Misfortune   | 96 Vengeance     |
| 47 Mysterious   | 97 Victory       |
| 48 Nature       | 98 Villain       |
| 49 Necessary    | 99 Vulnerability |
| 50 Needs        | 100 War          |



*Rolling on Magical Background results in "Ambition" and rolling on History gives "Take".*

*The Player wants more inspiration so rolls for one more word from Magical Background, getting "Heritage".*

*The Player makes this interpretation: The history of Sabrina's magical tradition is shrouded in mystery, although legend has it that the tradition originated from an ancient line of sorcerer royals who destroyed each other in a bitter feud over power. The tradition of today is what remains of their broken knowledge.*

## Its Goals And Ambitions

Once the magical tradition got started, what kept it going? What goals and ambitions inspired the early practitioners to fashion it into a tradition?

Roll on the Goals Focus Table, and Meaning words from Magical Background and from Motivations. As with the other tables, roll an additional word if you need it. Interpret your results into an answer for, “What are the magical tradition’s goals?”

*Sabrina’s Player continues with developing the magical tradition, rolling on the Goals Focus Table. The result is “The acquisition of power”.*

*Rolling for Meaning words, Magical Background gives “Accident” and Motivations gives “Free”.*

*The Player makes this interpretation: Sabrina’s*



## ITS GOALS & AMBITIONS

### QUESTION TO ANSWER

What are the magical tradition’s goals?

### TABLES TO ROLL ON

Goals Focus Table  
At least 1 word from Magical Background  
At least 1 word from Motivations  
Roll an additional word from  
Magical Background or Motivations  
if you need more inspiration

### CONTEXT TO CONSIDER

The answer should establish a primary goal for the tradition, and that goal should be something that would take centuries to fulfill, if it’s possible to fulfill it at all.

## GOALS FOCUS TABLE

| D100   | RESULT                                                                                                               |
|--------|----------------------------------------------------------------------------------------------------------------------|
| 1-9    | The acquisition of power                                                                                             |
| 10-18  | The acquisition of knowledge                                                                                         |
| 19-22  | To change the world                                                                                                  |
| 23-31  | To balance something in the world                                                                                    |
| 32-35  | To right a wrong                                                                                                     |
| 36-39  | To find “The Chosen One”                                                                                             |
| 40-52  | To foster mastery of magic                                                                                           |
| 53-56  | To spread its tradition to others                                                                                    |
| 57-60  | To control something                                                                                                 |
| 61-64  | To protect something                                                                                                 |
| 65-73  | To serve someone or something                                                                                        |
| 74-87  | There is no goal beyond the study and practice of magic. Don’t roll on the Meaning Tables or make an interpretation. |
| 88-91  | The true goals of the tradition are secret.                                                                          |
| 92-100 | Roll on Mythic’s Action Meaning Tables and include them with the other words rolled to make your interpretation.     |

*magical tradition disdains the randomness and vagaries of life and fate. It seeks to free its acolytes from accidents and misfortune by acquiring so much power that there is no more randomness, all is controlled.*



## MOTIVATIONS

|    |             |     |             |
|----|-------------|-----|-------------|
| 1  | Adventure   | 51  | Intolerance |
| 2  | Adversity   | 52  | Investment  |
| 3  | Ambition    | 53  | Jealousy    |
| 4  | Anger       | 54  | Joy         |
| 5  | Approval    | 55  | Justice     |
| 6  | Art         | 56  | Leader      |
| 7  | Attain      | 57  | Legal       |
| 8  | Business    | 58  | Loss        |
| 9  | Change      | 59  | Love        |
| 10 | Character   | 60  | Loyalty     |
| 11 | Conflict    | 61  | Malice      |
| 12 | Control     | 62  | Misfortune  |
| 13 | Create      | 63  | Mistrust    |
| 14 | Danger      | 64  | Mundane     |
| 15 | Death       | 65  | Mysterious  |
| 16 | Deceive     | 66  | Nature      |
| 17 | Destroy     | 67  | Object      |
| 18 | Diminish    | 68  | Obligation  |
| 19 | Disrupt     | 69  | Official    |
| 20 | Emotion     | 70  | Oppose      |
| 21 | Enemy       | 71  | Pain        |
| 22 | Environment | 72  | Passion     |
| 23 | Escape      | 73  | Path        |
| 24 | Failure     | 74  | Peace       |
| 25 | Fame        | 75  | Physical    |
| 26 | Family      | 76  | Place       |
| 27 | Fear        | 77  | Plan        |
| 28 | Fight       | 78  | Pleasure    |
| 29 | Find        | 79  | Power       |
| 30 | Free        | 80  | Pride       |
| 31 | Friend      | 81  | Protect     |
| 32 | Goal        | 82  | Pursue      |
| 33 | Gratify     | 83  | Rare        |
| 34 | Group       | 84  | Recover     |
| 35 | Guide       | 85  | Reveal      |
| 36 | Guilt       | 86  | Revenge     |
| 37 | Hate        | 87  | Riches      |
| 38 | Heal        | 88  | Safety      |
| 39 | Help        | 89  | Search      |
| 40 | Hide        | 90  | Serve       |
| 41 | Home        | 91  | Start       |
| 42 | Hope        | 92  | Stop        |
| 43 | Idea        | 93  | Strange     |
| 44 | Illness     | 94  | Struggle    |
| 45 | Important   | 95  | Success     |
| 46 | Imprison    | 96  | Suffering   |
| 47 | Increase    | 97  | Support     |
| 48 | Information | 98  | Take        |
| 49 | Innocent    | 99  | Transform   |
| 50 | Intellect   | 100 | Travel      |

## Source Of Its Power

Does the magical background draw its power from a source, and if so what is it? Not all magical traditions have a defined source, but for those that do it can be very important. For instance, drawing power from an infernal being to cast spells is going to be a very different magical tradition than one that pulls power from nature.

Roll on the Source Focus Table, and then a word from the Magical Background table, interpreting your results to answer the question, "Where does this tradition gets its power?" If you need more inspiration, roll another word or two from Magical Background.

*Rolling on the Source Focus Table to answer the question, "Where does the tradition get its power?", Sabrina's Player rolls "The power is drawn from a specific cosmic entity or group of entities."*

*A first roll on Magical Background gives "Wizardry".*

*The Player makes this interpretation: It's believed the tradition's magic is drawn from ancient wizards in the past who ascended to a state of*



## SOURCE OF ITS POWER

### QUESTION TO ANSWER

Where does the tradition gets its power?

### TABLES TO ROLL ON

Source Focus Table

At least 1 word from Magical Background

Roll 1 or 2 additional words from Magical Background if you need more inspiration

### CONTEXT TO CONSIDER

The source of power can be specific, like a powerful relic or a cosmic entity. It could also be general, such as nature or even something hinted at and mysterious like "the will of all sentient beings".

It's also fair to say that this tradition has no specific source, magic is everywhere and it just exists. If that is rolled on the Focus Table, then don't roll any Meaning words. The source of power is "None".

## SOURCE FOCUS TABLE

| D100   | RESULT                                                                                                                                  |
|--------|-----------------------------------------------------------------------------------------------------------------------------------------|
| 1-6    | The power is drawn from a specific cosmic entity or group of entities.                                                                  |
| 7-15   | The source is reality, and in some places in creation spells are more powerful because there is a greater concentration of magic there. |
| 16-18  | The power comes from within the magical practitioner themselves.                                                                        |
| 19-24  | The power is drawn from another dimension.                                                                                              |
| 25-33  | The source is nature and the natural world.                                                                                             |
| 34-36  | The power comes from a single magical object.                                                                                           |
| 37-39  | The power comes from a single magical location.                                                                                         |
| 40-45  | The power is pulled from objects, like minerals, powders, and other substances.                                                         |
| 46-54  | The power is drawn from the energy of life and death itself.                                                                            |
| 55-63  | The power is sourced from the hidden crevices and subtle cracks in the universe, exploiting them to change reality.                     |
| 64-66  | Magic is a type of science, sourced from nature, explainable and manipulated through understanding and experimentation.                 |
| 67-83  | There is no source, magic exists as a force of the universe. Don't roll on the Meaning Tables or make an interpretation.                |
| 84-92  | Magic has a source, but it is unknown.                                                                                                  |
| 93-100 | Roll on Mythic's Action Meaning Tables and include them with the other words rolled to make your interpretation.                        |

*being similar to godhood. It's possible these wizards were from the original sorcerer royals who destroyed each other, but that is only legend.*

## Signature Spells

While most magical traditions are capable of a wide range of spells and effects, they usually have a signature spell or two that is common to the tradition. These signature spells help identify the kind of magic this tradition produces.

For instance, a necromantic tradition's signature spell may be a zombie raising ritual. That makes it likely that there are more spells about raising or controlling the dead.

Roll on the Signature Spells Focus Table. For Keywords, choose one from a previously rolled Aspect. For instance, a Keyword from Goals & Ambitions. For a second Keyword, roll on the Spell Effects table. If you need more inspiration, roll one more time on Spell Effects.

Interpret your results into a specific, signature spell or collection of spells that answers the question, "What are this tradition's signature spell or spells?" These spells are closely associated with the magical tradition. Perhaps every member knows these spells, or they could be spells acolytes aspire to learn.

*Sabrina's magical tradition is taking shape. We know its origins are mysterious, although legends say it was developed by wizard kings who*



## SIGNATURE SPELLS

### QUESTION TO ANSWER

What are this tradition's signature spell or spells?

### TABLES TO ROLL ON

Signature Spells Focus Table

Choose a Keyword from another Aspect of this tradition that has already been generated

1 word from Spell Effects

Roll an additional word from Spell Effects if you need more inspiration

### CONTEXT TO CONSIDER

Signature spells help create Context for the typical magical effects generated from a tradition. This doesn't mean that's all the tradition can do, but it's the spell most aligned with how this tradition functions.

## SIGNATURE SPELLS FOCUS TABLE

| D100   | RESULT                                                                                                                              |
|--------|-------------------------------------------------------------------------------------------------------------------------------------|
| 1-43   | The signature spell or spells are determined through the Keywords, there is no additional Focus Table Context.                      |
| 44-86  | There are no signature spells. This tradition doesn't have a characteristic spell. Don't record Keywords or make an interpretation. |
| 87-100 | Roll on Mythic's Action Meaning tables and include them with the other words rolled to make your interpretation.                    |

## 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      |

*destroyed each other. It's believed some ascended to a higher, magical state, and this is where the power comes from today.*

*The tradition has a philosophy of trying to acquire power through control in an effort to reduce the randomness of fate and misfortune.*

*Now it's time to generate the tradition's signature spells.*

*The Player looks over the previously rolled Keywords to find one that fits well as a signature spell. The Player considers "take" from Circumstances Of Its Founding because taking things sounds like control, which this tradition has an emphasis on. However, "free" from Its Goals & Ambitions also makes sense, since they are trying to free themselves from fate.*

*The Player decides that "take" makes the most sense.*

*Rolling on Spell Effects for the second Keyword, the Player gets "helpful". Those two Keywords don't inspire any clear ideas, so the Player rolls an additional word from Spell Effects and gets "Dominate".*

*The Player makes this interpretation to answer the question, "What are this tradition's signature spell or spells?"*

*This tradition's most well known, and feared, spell is called Compelled Assistance. When cast on someone, it takes over their will and they want to help you with one thing you ask for. This effect lasts until the task is complete or the target overcomes the control.*

## Tools & Trappings

Knowing the spells a tradition casts tells us the effects they produce, but not the nuts and bolts of how they do it. All magical traditions will have



## SPELL CREATION

The Magical Traditions Generator creates some specific spells. How you define these spells may depend on how you're using this system.

If you're playing with a chosen RPG that has a magic system, complete with spells, and you're using these rules to create unique traditions, you could draw from the spells in that RPG. For instance, when creating signature spells, you could generate one using the rules here, and then find a spell in your RPG that most closely matches.

In the Sabrina example, the Player might find a mind control or suggestion spell in their chosen RPG that fits the Keywords.

Or, you could create new spells based on the descriptions provided here. These rules don't get into specifics or statistics about spells, but you could create them using existing examples in your chosen RPG as a guide. You could also use the magic rules from *Mythic Magazine* #21.

tools of the trade, common items they use, and other accoutrements that are both necessary for spell casting but also part of the heritage of the magical tradition.

For a hedge witch, tools and trappings might be small satchels filled with ingredients that are burnt for casting, or perhaps a focus like a wand or talisman is required.

To figure out a magical tradition's Tools & Trappings, answer the question, "What tools and trappings are associated with this tradition?"

Roll on the Tools & Trappings Focus Table, which will give you Context and direct you to a Meaning Table to roll Keywords for. Roll one Keyword. If you need more inspiration, roll a second or a third Keyword.

Interpret the results into tools that are either necessary for casting or often help. You can also interpret these results to be symbolic items





## STARTER IDEAS

The descriptions of a tradition's Signature Spells and Tools & Trappings will probably be specific. For instance, Sabrina's tradition has a signature spell that controls people, and commonly uses brewed tea as a spell casting medium.

However, these are just starter ideas for the tradition. Don't feel locked into the concept that every spell, and every method of casting, must follow these guidelines. Think of them more as commonly used, or representative of what to expect from this tradition.

For instance, in Sabrina's magical tradition there are likely spells for all kinds of things besides mind control. The Player might come up with spells that seem like they would go along with Compelled Assistance, such as other effects that impact the mind like putting someone to sleep or reading their thoughts.

Sabrina's tradition may also have spells that have nothing to do with mental effects, such as teleportation or remote viewing.

The same philosophy applies to Tools & Trappings. Maybe Compelled Assistance is cast after brewing and sipping a special tea. The Player may decide that other spells require different tea flavors, or consuming other things like berries or water. Some spells may have no requirements at all, or ingredients that have nothing to do with tea or food, such as a sea shell.

Use the descriptions you generate for Signature Spells and Tools & Trappings as a start point for describing the powers and tools of a magical tradition, letting your expectations and interpretations take it from there.

associated with your magical tradition, such as a mode of dress or places they commonly meet, but don't have any material effect on spell working.

The Tools & Trappings Focus Table may



## TOOLS & TRAPPINGS

### QUESTION TO ANSWER

What tools and trappings are associated with this tradition?

### TABLES TO ROLL ON

Tools & Trappings Focus Table

The Focus Table will direct you to a Meaning Table to roll a Keyword from. Roll an additional word or two if you need more inspiration

### CONTEXT TO CONSIDER

This is all about what it looks like when members of this magical tradition work their magic. When interpreting, results can range from things that are absolutely necessary, to things that are sometimes necessary, to things that are helpful, and finally things that are purely ornamental.

call for generating two results. Go through the Focus Table and Keyword process twice for two separate interpreted results that usually go together in this tradition.

For instance, maybe the first time you determine that mages in this tradition commonly use a staff to focus their power. A second run is interpreted as they prefer to cast at night under a visible moon.

If you generate more than one Tools & Trappings, only record the first three Keywords generated. For instance, in the example above maybe the Player rolled two Keywords for the first Tools & Trappings. The second time through, they generated three Keywords, but they only record the first one since now they've hit the three Keyword maximum.

## TOOLS & TRAPPINGS FOCUS TABLE

| D100   | RESULT                                                                                                                                                                                                                                                    | MEANING TABLE     |
|--------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------|
| 1-15   | Spells are cast mostly with words and hand motions. The Keywords help describe characteristic motions or phrases.                                                                                                                                         | Character Actions |
| 16-30  | A small amount of physical ingredients are required, usually common or easy to get. They may be destroyed in the process of casting. Keywords help describe some of the most common items needed.                                                         | Objects           |
| 31-40  | An important object is needed to cast, such as a book to read from or a holy symbol. The item can be reused.                                                                                                                                              | Objects           |
| 41-45  | There is a place, or type of place, where casting can only be performed, or casting is strengthened. This can be a general location like being in a forest or near water, or a specific location like the Cathedral Of King Rothchore.                    | Locations         |
| 46-55  | There is clothing or adornment that is traditionally worn, although not necessary for casting. This could be something like a robe, or a non-clothing item like face paint.                                                                               | Descriptions      |
| 56-60  | Spells are usually performed in a prepared casting space, such as a room with symbols painted on the floor or specially scented candles arranged. Keywords help describe what the space looks like.                                                       | Descriptions      |
| 61-65  | An action is commonly performed with most spell castings from this tradition. For instance, a sacrifice must be made or an apparatus must be built.                                                                                                       | Character Actions |
| 66-80  | Roll for two sets of Tools & Trappings. Ignore this result if you get it again and re-roll.                                                                                                                                                               |                   |
| 81-90  | There are no special tools or trappings associated with this magical tradition. Don't generate Keywords for it or make an interpretation. (If this is a second roll when rolling for two sets of Tools & Trappings, then ignore this result and re-roll). |                   |
| 91-100 | There is no additional Context for Tools & Trappings. Roll on Mythic's Descriptions Meaning Tables and interpret the results into a tool or trapping that seems appropriate.                                                                              |                   |

*For the Tools & Trappings of Sabrina's tradition, the Player rolls a Focus of "A small amount of physical ingredients are required, usually common or easy to get. They may be destroyed in the process of casting. Keywords help describe some of the most common items needed."*

*A roll on the Objects Table gets "Delightful". The Player is going to need more than this, so rolls a second word of "Fragrant".*

*Delightful and fragrant is making the Player think of a soothing cup of tea.*



### CHARACTER ACTIONS

|                |                |
|----------------|----------------|
| 1 Abandon      | 51 Imprison    |
| 2 Aggressive   | 52 Increase    |
| 3 Amusing      | 53 Inspect     |
| 4 Anger        | 54 Intense     |
| 5 Antagonize   | 55 Juvenile    |
| 6 Anxious      | 56 Kind        |
| 7 Assist       | 57 Lazy        |
| 8 Bestow       | 58 Leadership  |
| 9 Betray       | 59 Lethal      |
| 10 Bizarre     | 60 Loud        |
| 11 Block       | 61 Loyal       |
| 12 Bold        | 62 Mature      |
| 13 Break       | 63 Meaningful  |
| 14 Calm        | 64 Messy       |
| 15 Care        | 65 Move        |
| 16 Careful     | 66 Mundane     |
| 17 Careless    | 67 Mysterious  |
| 18 Celebrate   | 68 Nice        |
| 19 Change      | 69 Normal      |
| 20 Combative   | 70 Odd         |
| 21 Communicate | 71 Official    |
| 22 Control     | 72 Open        |
| 23 Crazy       | 73 Oppose      |
| 24 Creepy      | 74 Passion     |
| 25 Dangerous   | 75 Peace       |
| 26 Deceive     | 76 Playful     |
| 27 Decrease    | 77 Pleasures   |
| 28 Defiant     | 78 Possessions |
| 29 Delay       | 79 Punish      |
| 30 Disrupt     | 80 Pursue      |
| 31 Dominate    | 81 Release     |
| 32 Efficient   | 82 Return      |
| 33 Energetic   | 83 Simple      |
| 34 Excited     | 84 Slow        |
| 35 Expose      | 85 Start       |
| 36 Fearful     | 86 Stop        |
| 37 Feeble      | 87 Strange     |
| 38 Fierce      | 88 Struggle    |
| 39 Fight       | 89 Swift       |
| 40 Foolish     | 90 Tactics     |
| 41 Frantic     | 91 Take        |
| 42 Frightening | 92 Technology  |
| 43 Generous    | 93 Threatening |
| 44 Gentle      | 94 Trust       |
| 45 Harm        | 95 Violent     |
| 46 Harsh       | 96 Waste       |
| 47 Hasty       | 97 Weapons     |
| 48 Helpful     | 98 Wild        |
| 49 Imitate     | 99 Work        |
| 50 Important   | 100 Yield      |

### 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  |

### 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       |

*The Player makes the interpretation that spells in this tradition are often associated with brewing a special tea then drinking it while casting.*

## Mark On History

Magical traditions don't exist in a vacuum. They are part of the world they inhabit, sometimes a big part and sometimes a secret part.

Traditions often become traditions because they made a significant mark on history that has cemented their legacy and encouraged the tradition to flourish.

Create an historical event associated with this tradition that changed the world in some way. It probably happened some time in the far past. The event can be part of the tradition's founding, or it happened some time later.

For instance, maybe practitioners of the tradition helped a fabled king win a decisive battle. This is well known and celebrated even to this day.

Or, maybe the tradition has quietly nudged important people throughout history to make certain decisions that impact the future. These actions by the tradition are unknown to most, but those who are aware know that they secretly manipulate world events.

Answer the question of "How has this tradition had an impact on history?" by rolling on the Mark On History Focus Table. Choose a Keyword from a previously generated Aspect, and a second Keyword by rolling on the History Table. If you need more inspiration, roll on the History table again.



## MARK ON HISTORY

### QUESTION TO ANSWER

How has this tradition had an impact on history?

### TABLES TO ROLL ON

Mark On History Focus Table

Choose a Keyword from another Aspect of this tradition that has already been generated

1 word from History

Roll an additional word from History if you need more inspiration

### CONTEXT TO CONSIDER

This reflects the tradition's impact on the world, whether that's the world at large or a small section of it. A mark on history can be something huge and sweeping, like deciding the fate of a nation, or it can be small and secret, like they invented the zipper by discovering it in another dimension. Follow your interpretation for the size and scope of the mark on history.

*For Sabrina's tradition's Mark on History, the Player rolls "The tradition has a good reputation for something. This reputation may be true or false, but people believe it" from the Mark On History Focus Table.*

*The first Keyword is chosen from a previously generated Aspect. "Helpful" is one of the Keywords for Signature Spells, and since the Focus Table says this is a good reputation, "helpful" sounds appropriate.*

*Rolling on the History table, the Player gets "Hope".*

*The Player makes this interpretation: While*



## MARK ON HISTORY FOCUS TABLE

| D100   | RESULT                                                                                                                                                                                                                     |
|--------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1-13   | The tradition was involved in a major historical event, such as helping to win a war or save/destroy a nation.                                                                                                             |
| 14-25  | The tradition has a long history of involvement with powerful people and institutions.                                                                                                                                     |
| 26-38  | A hero from the tradition did something amazing in the past that is still remembered.                                                                                                                                      |
| 39-44  | A villain from the tradition did something awful in the past that is still remembered.                                                                                                                                     |
| 45-56  | The tradition was involved in a major event in the past that almost no one knows about, like secretly repairing a catastrophic rift in time.                                                                               |
| 57-62  | The tradition has been a guardian of something important, whether publicly known or secretly. This can be an object, like securing the Tree of Life, or a duty, like safeguarding the world from extradimensional threats. |
| 63-68  | The tradition has a bad reputation for something. This reputation may be true or false, but people believe it.                                                                                                             |
| 69-74  | The tradition has a good reputation for something. This reputation may be true or false, but people believe it.                                                                                                            |
| 75-94  | The tradition has made no notable mark on history. Don't roll on the Meaning Table or make an interpretation.                                                                                                              |
| 95-100 | Roll on Mythic's Action Meaning Tables and include them with the other words rolled to make your interpretation.                                                                                                           |

*the tradition's goals of control over fate sound like it would lead to selfish aims, the tradition enjoys a surprisingly positive reputation for helping others. Mages of the tradition cannot abide chaos, whether in their own lives or others, so when they see an opportunity to help someone straighten out a mess they often leap in to offer aid.*

## PUTTING IT ALL TOGETHER INTO A PROPER MAGICAL TRADITION

By now your Magical Tradition Sheet is mostly filled in. You've got Descriptions and Keywords for all six of the tradition's Aspects. Take a moment to look them over and make any adjustments that seem fitting.

For instance, details generated later in the process, such as when coming up with Mark On History, could have some bearing on the Circumstances Of Its Founding, so you might make changes to the descriptions with this in mind.

*Sabrina's Player likes the idea that the tradition might be descended from doomed sorcerer-kings in ancient times.*

*The Player wants to tie this idea into the brewing of teas, so they add a detail to Tools & Trappings that the teas must originate from plants with ancient origins. The Player figures the teas brewed today are likely the same ones the ancients who devised this tradition also drank.*

The Player also likes that the tradition has a reputation for helping people. They add a detail to Goals & Ambitions that tradition members are trying to control fate not just in their own lives, but in the lives of others as well.

The next page shows Sabrina's Magical Tradition Sheet so far with the edits made.

## Tradition Name

Don't forget to name your magical tradition. By now, you may already be inspired with a name based on the aspect Descriptors.

If you'd like ideas, or to randomize the name, take a look at the Magical Tradition Name table on page 36. Glance over it for inspiration, or roll 1d100. Rolling two or three times and combining the results can end up in strange and impressive sounding names.

Consider the Aspect Descriptors when forming a name, there's bound to be lots of good inspiration, especially in Goals & Ambitions and Source Of Its Power.

It's also fun to run with your creativity, especially if an inspired idea pops into your head. Simple and clear, or long and esoteric, there's really no wrong way to name a magical tradition.

*Sabrina's Player is ready to name the magical tradition. They roll on the Magical Tradition Name Table for inspiration and get "Activity Or Goal."*

*Since controlling fate is the tradition's primary goal, the word "control" may work. Or, maybe something similar but more flavorful like "bind".*

*The Player rolls again for more inspiration, getting "Nature". This could be a lot of things. There's nothing about this tradition that links to nature, so the Player chooses a neutral natural object that just sounds good: "rose".*

*Putting these results together, considering the*



## A NOTE ABOUT THE TABLES

There are Meaning Tables spread throughout this article. Some of them are new, and some are from *Mythic Game Master Emulator Second Edition*. Those have been copied here to make them easy to find.

*details of the Aspects, and using artistic license, the Player comes up with "The Collective Of The Binding Rose".*

## TRADITION SPELL GENERATOR

You know of at least one spell in your tradition, the Signature Spell or Spells. What else can the tradition do?

You may have no need to come up with a comprehensive spell list if you're applying this tradition to a chosen RPG's magic system. But, if you'd like to create spells for your tradition, here is a simple way to do it.

## Magical Tradition Spellbook

We're going to make a mini Meaning Table with the purpose of randomly generating spells, but only using a small, select pool of words.

In the middle of the Magical Tradition Sheet there's the Magical Traditions Spell box, containing 20 entries. This is where we will list our Keywords.

## INITIAL KEYWORDS

First, go through the Keywords for each Aspect of the tradition and write them into the spaces





# MAGICAL TRADITION SHEET

TRADITION NAME

The Collective Of The Binding Rose



## Circumstances Of Its Founding

DESCRIPTION

Shrouded in mystery, although legend states its secrets come from a family of sorcerer-kings who destroyed each other in a feud.

KEYWORDS

Ambition Take Heritage

Prophecy

## Goals & Ambitions



DESCRIPTION

Fate must be controlled to eliminate the misfortunes of random accident in the caster's own life and the lives of others. Acquisition of power means control over fate.

KEYWORDS

Accident Free

Prophecy



## Magical Tradition Spells

|    |  |    |  |
|----|--|----|--|
| 1  |  | 11 |  |
| 2  |  | 12 |  |
| 3  |  | 13 |  |
| 4  |  | 14 |  |
| 5  |  | 15 |  |
| 6  |  | 16 |  |
| 7  |  | 17 |  |
| 8  |  | 18 |  |
| 9  |  | 19 |  |
| 10 |  | 20 |  |

## Mark On History



DESCRIPTION

Has a positive reputation for helping people resolve chaos in their lives. Tradition is well known as helpers, leaping in to straighten out someone's mess.

KEYWORDS

Helpful Hope

Prophecy



## Source Of Its Power

DESCRIPTION

It's believed power is drawn from ancient wizards who ascended to a higher state of being.

KEYWORDS

Wizardry

Prophecy

## Tools & Trappings



DESCRIPTION

Spells often cast by brewing and sipping special teas. The ingredients must come from plants that also existed thousands of years ago.

KEYWORDS

Delightful Fragrant



## Signature Spells

DESCRIPTION

Compelled Assistance: Takes over the will of a subject, they will help you with one task. Spell lasts until task is done or subject's will breaks the control.

KEYWORDS

Take Helpful Dominate



## MAGICAL TRADITION NAME TABLE

| D100   | NAME                                                                                                                                                                                                                                                   | EXAMPLE                                   |
|--------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------|
| 1-15   | <b>THE SOMETHING:</b> The name starts with “The ...”, followed by a word or phrase.                                                                                                                                                                    | The Illuminated                           |
| 16-20  | <b>PERSONAL NAME:</b> The tradition name includes the proper name of a person or entity. Maybe this is the founder, or a cosmic being, or a hero.                                                                                                      | Followers of Ivyninia                     |
| 21-30  | <b>FORMAL ORGANIZATION:</b> The name contains a word or phrase making it sound like a formal organization. For instance, words like order, fraternity, knights, sisterhood, society, etc.                                                              | The Order Of The Hand                     |
| 31-35  | <b>GRANDIOSE:</b> Traditions can have grandiose and pompous names to illustrate their power and importance. Whether they actually are this important isn’t relevant. This could mean words and phrases like illustrious, grand, mighty, luminous, etc. | Enlightened Acolytes Of Mighty Teknothuna |
| 36-40  | <b>IMPRESS WITH LATIN:</b> The name includes words in another language, like Latin, or at least words that sound like they may be from another language.                                                                                               | Knights Of Fortuna                        |
| 41-45  | <b>NATURE:</b> The name includes a word associated with the natural world, like tree or light.                                                                                                                                                         | Light Bearers                             |
| 46-50  | <b>CELESTIAL BODIES:</b> The name refers to a celestial body, such as moon, sun, star, Jupiter, Mars, etc.                                                                                                                                             | Ravens Of The Moon                        |
| 51-55  | <b>ELEMENTS OR WEATHER:</b> The name includes a word about a raw element or weather, such as fire, water, earth, storm, etc.                                                                                                                           | Radiant Tempest                           |
| 56-60  | <b>COLOR:</b> The name includes a color, like golden, red, blue, etc.                                                                                                                                                                                  | The Silver Guard                          |
| 61-65  | <b>TIME:</b> There is a reference to time or a phase of time, such as dawn, midnight, solstice, winter, etc.                                                                                                                                           | Midnight Dreamers                         |
| 66-70  | <b>NUMBER:</b> The name includes a number.                                                                                                                                                                                                             | The Circle Of Six                         |
| 71-80  | <b>ACTIVITY OR GOAL:</b> The name includes an activity or goal, such as builders, seekers, teacher, etc.                                                                                                                                               | Keepers Of The Flame                      |
| 81-85  | <b>CREATURE:</b> The name includes a creature, animal, or beast. For instance, lions, dragon, dove, unicorn, etc.                                                                                                                                      | Pegasi Luxor                              |
| 86-100 | <b>MEANING TABLE:</b> Choose a Mythic Meaning Table and roll a word from it. Incorporate that word, or something similar, into the name.                                                                                                               | Truce Forgers                             |



of the Magical Tradition Spells table. Some Keywords will repeat between more than one Aspect, when that's the case don't duplicate it in the table: one entry per word is enough.

*Sabrina's Player is putting together the random spellbook for The Collective Of The Binding Rose.*

*They go through all of the Keywords from the various tradition Aspects, ignoring duplicates. That gives us the following list:*

|                 |                 |                   |
|-----------------|-----------------|-------------------|
| <i>Ambition</i> | <i>Take</i>     | <i>Heritage</i>   |
| <i>Accident</i> | <i>Free</i>     | <i>Wizardry</i>   |
| <i>Helpful</i>  | <i>Dominate</i> | <i>Delightful</i> |
| <i>Fragrant</i> | <i>Hope</i>     |                   |

Sabrina's tradition spellbook now has 11 Keywords in it. We need 9 more Keywords to fill the 20 slots.

## RANDOM KEYWORDS

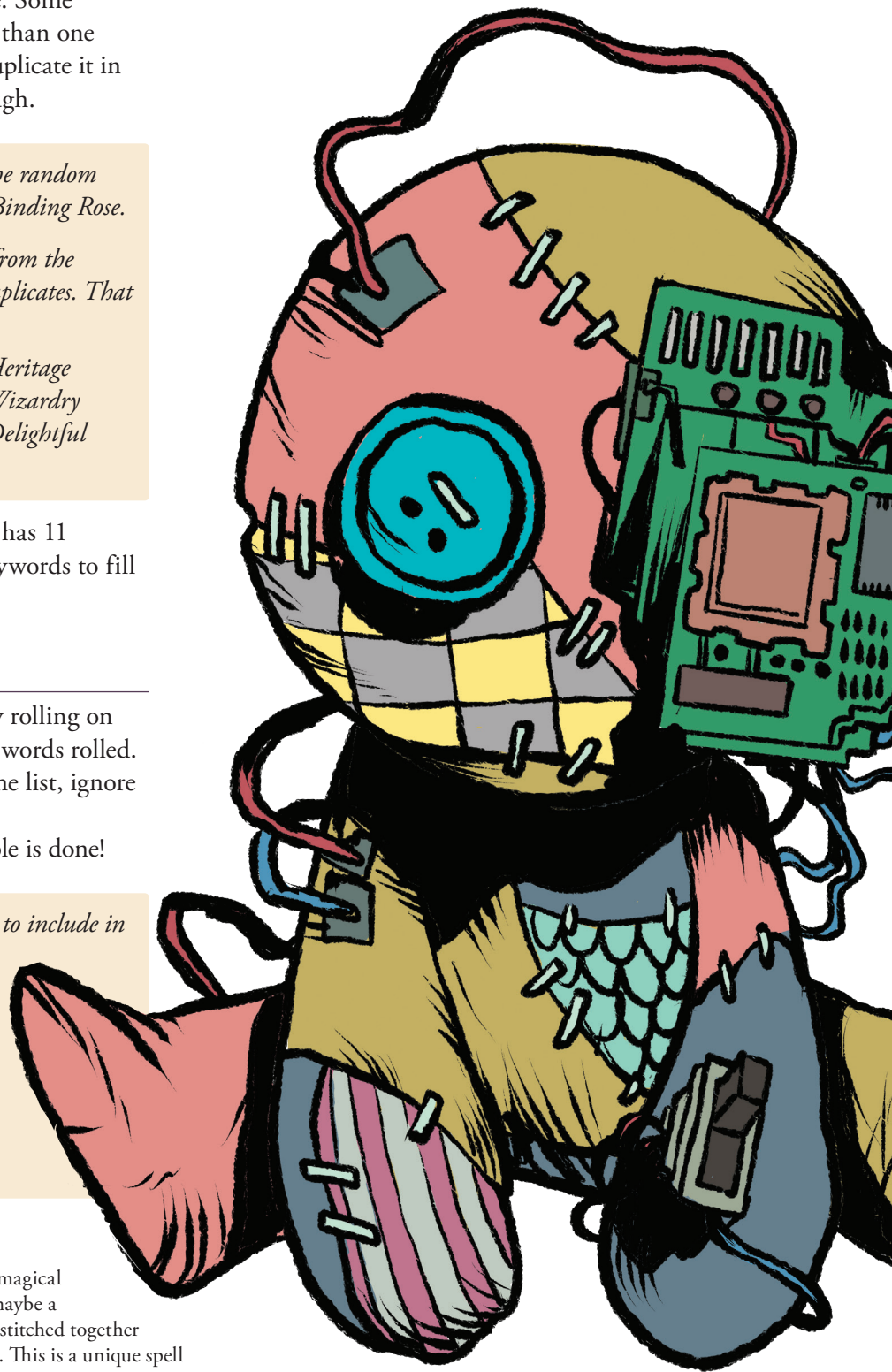
Remaining spaces can be filled by rolling on the Spell Effects table and using the words rolled. If you roll a word that's already on the list, ignore it and roll again.

Once all 20 slots are filled the table is done!

*Sabrina's Player has 9 more Keywords to include in the spellbook table. Rolling on Spell Effects, they get:*

|                |                   |
|----------------|-------------------|
| <i>Summon</i>  | <i>Liquid</i>     |
| <i>Senses</i>  | <i>Earth</i>      |
| <i>Deceive</i> | <i>Nature</i>     |
| <i>Cloud</i>   | <i>Limitation</i> |
| <i>Poison</i>  |                   |

Tools & Trappings is a good Aspect to give a magical tradition lots of unique flavor. For instance, maybe a tradition is known for weaving its magic into stitched together dolls with seemingly random parts connected. This is a unique spell activation technique particular to this tradition.



Sabrina's Magical Tradition Spells Table looks like this now:

| Magical Tradition Spells |            |    |            |
|--------------------------|------------|----|------------|
| 1                        | Ambition   | 11 | Hope       |
| 2                        | Take       | 12 | Summon     |
| 3                        | Heritage   | 13 | Liquid     |
| 4                        | Accident   | 14 | Senses     |
| 5                        | Free       | 15 | Earth      |
| 6                        | Wizardry   | 16 | Deceive    |
| 7                        | Helpful    | 17 | Nature     |
| 8                        | Dominate   | 18 | Cloud      |
| 9                        | Delightful | 19 | Limitation |
| 10                       | Fragrant   | 20 | Poison     |

## Presto Chango! Creating Spells

Let's put this spellbook to use and make some magic!

To generate a random spell for a magical tradition, first consider relevant Context. This may include what you need the spell to do. For instance, maybe your mage's house is under attack by werewolves and you need a protection spell.

Other Context includes the tradition Aspects of Goals & Ambitions and Signature Spells for figuring out what the spell does, and Source Of Its Power and Tools & Trappings for how the spell is cast.

Then, roll a d20 on the Magical Tradition Spells table and get a word. If that one Keyword is enough to make an interpretation for a spell, then let your creativity run with it. If you need more inspiration roll up to two more words to work with.

## WHEN TO MAKE SPELLS

The Magical Tradition Spells table is there to use whenever you want help generating a random spell for your tradition. You could use it to create an entire spell catalog, taking the time to generate every notable spell in the tradition.

Or, if you're using the magic system of a chosen RPG, you could use this generator as inspiration for which spells in the RPG your mage knows. This helps direct you to spells that match your tradition, but with a random element thrown in.

The table is also a good tool to use when you need a new spell from the tradition but you don't already have a source to draw from. For instance, your PC may face an NPC villain from a magical tradition. To see what she throws at you, you could roll on the Magical Tradition Spells Table.

*Sabrina is a seasoned member of The Collective, so the Player figures she knows a variety of spells. To get started, however, the Player wants to generate only a handful of Sabrina's go to spells.*

*The first one is the Signature Spell that was already generated, Compelled Assistance.*

*The next three will be created randomly. A d20 roll on the Magical Tradition Spells Table results in "Deceive".*

*That one word, coupled with Context from the tradition's Aspects, gives the Player an idea. The spell is called Fruitful Lie. When cast, the mage can make a target believe one spoken lie. If the target fails to resist, they will believe the lie until they encounter material proof that it isn't true, then the spell is broken. The spell is cast by burning incense and the target must breathe in the scent.*

*This spell lines up nicely with Compelled Assistance as another mind control power. It's method of casting is similar since it involves herbs, but instead of brewing tea the caster burns incense.*



*For the third spell, the Player rolls “Deceive” again. The Player needs more inspiration this time, so a second roll gets “Hope”.*

*The Player decides that the spells so far in this tradition are kind of nefarious, with lots of mind control. They want this to be something more positive, even if it’s still a form of control.*

*The Player comes up with Hope Springs Eternal. The mage casts it by chewing an herb, then speaking to the target encouraging them toward a legitimate goal of theirs. The spell gives them hope and enthusiasm, believing the goal is achievable. The target gets a bonus on all actions toward accomplishing that goal. The spell ends when the goal is achieved, or after 24 hours have passed.*

*For the final spell, the Player rolls and gets “Take”. They need another word, and get “Liquid”. This is sounding interesting and strange. Maybe we’re venturing outside of mind control.*

*The Player still needs more help, so rolls a third and final word, getting “Earth”.*

*The Player makes this interpretation: The spell is called Fortunate Spring. It is cast by rubbing herbs together in your palms and sprinkling them onto the ground. Within minutes, water will begin to trickle up from beneath the earth.*

*This can be used as an emergency source of water, which can be found pretty much anywhere with this spell. The Player decides that the spell’s origin was that of a utility spell for the tradition. Since many spells are cast by brewing teas, they need water to make tea. With this spell, the mage always has a source of water close at hand.*

*Water will continue to burble up for about five minutes, providing enough to fill a kettle. After that time, the spring will end and the ground will be undamaged, as if it had never happened.*



## DUPLICATE SPELL KEYWORD ROLLS

With only 20 entries on the Magical Tradition Spells table, it’s very possible you will roll the same Keyword multiple times. This is good, as it helps keep tradition spells sort of similar as you devise new interpretations of the same word.

However, what do you do when you roll the same word twice for one spell? For instance, what if Sabrina’s Player was coming up with a spell and rolled “Deceive” and “Deceive”?

Treat multiple iterations of a rolled Keyword as doubling down on its meaning (tripling down if you roll it three times). Doubling down means taking your interpretation to the next level, doubling it, embellishing on it, or otherwise making it something more.

With Sabrina’s first spell, the Player rolled “Deceive”. They went with this one word and came up with the

spell Fruitful Lie. What if they had rolled a second Keyword, and got “Deceive” again? That could result in a more powerful version of the same spell. Maybe the caster can tell two lies, or the spell effects more than one person at a time.

When coming up with the spell Hope Springs Eternal, maybe the Player chose to roll three words and got “Hope” twice. This could result in making the spell more hopeful. Instead of just imparting a bonus to the target, it also imparts a bonus to anyone or anything else near the target who is helping to achieve the goal. This more powerful version of the spell bends fate toward the goal, which is in line with the tradition’s Goals & Ambitions.

Rolling duplicate Keywords is an opportunity to take an idea and advance it a step further, which can result in an interesting evolution to an already good spell idea.

## PROPHECY

Your magical tradition is almost fully baked and ready to come out of the mystic oven. There is one more step, if you like, to add an additional touch to the tradition: prophecy.

Prophecies and magical traditions seem to sometimes go hand in hand. By “prophecy”, I mean a prediction about the future that the tradition considers deeply important. The prophecy likely ties into the founding of the tradition and its goals. The prophecy itself may even be their main goal, preparing for it to come true or trying to prevent it from happening.

Not all prophecies have to be about the end of the world, however. Prophecies can be more like legends, or so cryptic no one knows what it really means. They can be apocryphal, where they are likely not true but may still contain a grain of truth.

Adding prophecies to your magical tradition is a way to build story hooks into adventures based on the tradition, or to just give it a little more mystery.

### Generating A Prophecy

Prophecies are created much like the Aspects of the tradition, using Meaning Tables. Prophecies use three Keywords: roll on Mythic’s Action Meaning Tables, plus one more word from Visions & Dreams.

When generating the prophecy, consider the Context of the tradition and its Aspects, especially Circumstances Of Its Founding and Goals & Ambitions. Source Of Its Power and Mark On History may also inspire you.

Tying the prophecy into an Aspect helps to frame it and root it in the tradition, as the Player in the following example tries to do.

*Since Sabrina’s Player wants magic and the magical tradition to be the center of an adventure, they figure making a prophecy is a good way to*



### PROPHE-SEED?

When coming up with magical tradition prophecies, encourage yourself to have fun with it. They can sound like just about anything and predict just about anything. They can be weird and full of riddles, they can be clear and verifiable. Maybe it means something, maybe it means nothing.

When the three Keywords you roll are applied to the Context of one of the Aspects of your tradition, a meaning will likely take shape for you. The example on this page of Sabrina’s Player shows the thought process of considering multiple Aspects compared to the Keywords.

Where do prophecies come from? Maybe it’s from the founder of the tradition, or an ancient mystic, or a scroll handed down from a higher power. Whatever their origin the tradition takes the prophecy seriously and considers it important.

A prophecy can help spur adventure ideas. They can be considered adventure seeds specific to your magical tradition which can launch you into a full adventure as your PC pursues the predictions of the prophecy.

If nothing else, they provide another colorful detail for your tradition.

*generate a plot hook.*

*Rolling on the Action Tables, we get “Bargain” and “Poverty”. Rolling on Visions & Dreams gets “Messy”.*

*The Player considers these Keywords, comparing them to different Aspects of the tradition to see what inspiration strikes.*

*Applied to Circumstances Of Its Founding, it makes the Player think there could be a prophecy stating that one of the original sorcerer-kings made a magical bargain with his family, a bargain that destroyed them all. However, the prophecy*



## VISIONS &amp; DREAMS

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

*predicts that the bargain is not yet complete. The mage who struck the bargain will some day return, taking back all the magical secrets of the tradition and leaving them with nothing and in disarray.*

*Applied to Goals & Ambitions or Mark On History, those Keywords could mean the following prophecy: One among us will strike a bargain with Fate herself, sacrificing everything to acquire ultimate control, ultimate order, able to set right anything that is wrong.*

*Applied to Source Of Its Power, we might get a variation on the first prophecy, except the mage doesn't return from the past or some kind of stasis, but descends from whatever ascended state they are currently in.*

*The Player considers and decides to go with the first prophecy. The idea of one of the originators of the tradition returning to effectively destroy the tradition, and the PC must stop them, sounds like the seed of an entire campaign of adventures.*

The magical tradition sheet provides space to write four prophecies.

## RUNNING A MAGICAL TRADITION INVESTIGATION

Magical traditions are full of mystery and wonder. They are also full of danger, intrigue, and forbidden secrets. This makes them excellent as the subject for an investigative style of adventure where discovering the magical tradition is key.

Weird magics at work, and their gradual unraveling, is a genre of movies, television, and books. Sometimes it's framed as a horror story, sometimes as suspense, but the magical tradition always looms as a force that needs to be understood and dealt with.

## Turning Tradition Generation Into An Adventure

The magical tradition generation rules in this article can be turned into an adventure by determining Aspects of the tradition one at a time, as the Player Character discovers them.

One way to run a magical tradition mystery is to set a few Context ground rules before you play. Such as:

- ❶ Whatever else this adventure is about, it is also about the discovery of a magical tradition, one Aspect at a time.
- ❷ Discovering an Aspect requires effort on the part of the Player Character. When you think another Aspect has been uncovered, you can turn it into a Fate Question: “Do I learn about an Aspect?” The table on this page explains the Question results.

With those two ground rules in place, you can turn any adventure into a magical tradition discovery adventure.

### THE FIRST SCENE: STARTING A PATH TO MYSTERY

The first Scene of a magical tradition mystery will set much of the tone. For instance, you may want your PC to know up front that investigating magic is the point of this adventure.

#### YOU RECEIVE YOUR MISSION

A first Scene like that may be: Your PC is summoned by the local lord, who has received rumors that a new cult of mages is growing in the Blissraven Woods. He wants you to go find out what they’re about, and if necessary, stop them.

#### MAGIC LURKS

Or, you could make it more mysterious and start off with any adventure you like. While your PC doesn’t know it yet, somewhere in this adventure a

magical tradition will be encountered. This can put a mystical or occult atmosphere into any adventure, offering an intriguing twist and mashup.

You could be a private investigator sent to New Orleans to track down a missing person, only to get involved in a web of black magic and ancient traditions.

#### EVERYTHING WAS FINE UNTIL ...

Another idea is to make your Player Character either a regular person, or a PC in your chosen RPG but blissfully unaware of the magical tradition and not currently on any quests. It’s just another day in the life. In this scenario, your PC stumbles upon the tradition in some way, and that forms the basis of everything else that happens.

### “DO I LEARN ABOUT AN ASPECT?”

| ANSWER          | INTERPRETATION                                                                                                                                      |
|-----------------|-----------------------------------------------------------------------------------------------------------------------------------------------------|
| YES             | Roll 1d6 and choose an Aspect of the tradition. Generate that Aspect, working its details as much as possible into the current moment of the Scene. |
| EXCEPTIONAL YES | Same as Yes, except generate two Aspects that are worked into the Scene.                                                                            |
| NO              | No new Aspect is learned right now.                                                                                                                 |
| EXCEPTIONAL NO  | Same as No, except you can’t ask this Fate Question again during this Scene or the next Scene.                                                      |
| RANDOM EVENT    | Generate the Event and incorporate it as part of the explanation for how the Aspect is discovered.                                                  |





# MAGICAL TRADITION SHEET

TRADITION NAME

The Collective Of The Binding Rose



## Circumstances Of Its Founding

DESCRIPTION

Shrouded in mystery, although legend states its secrets come from a family of sorcerer-kings who destroyed each other in a feud.

KEYWORDS

Ambition Take Heritage

Prophecy

One of the ascended will fulfill a mystic bargain and return to take back their secrets and leave the Collective in ruin.

## Goals & Ambitions



DESCRIPTION

Fate must be controlled to eliminate the misfortunes of random accident in the caster's own life and the lives of others. Acquisition of power means control over fate.

KEYWORDS

Accident Free

Prophecy



## Magical Tradition Spells

|    |            |    |            |
|----|------------|----|------------|
| 1  | Ambition   | 11 | Hope       |
| 2  | Take       | 12 | Summon     |
| 3  | Heritage   | 13 | Liquid     |
| 4  | Accident   | 14 | Senses     |
| 5  | Free       | 15 | Earth      |
| 6  | Wizardry   | 16 | Deceive    |
| 7  | Helpful    | 17 | Nature     |
| 8  | Dominate   | 18 | Cloud      |
| 9  | Delightful | 19 | Limitation |
| 10 | Fragrant   | 20 | Poison     |

## Mark On History



DESCRIPTION

Has a positive reputation for helping people resolve chaos in their lives. Tradition is well known as helpers, leaping in to straighten out someone's mess.

KEYWORDS

Helpful Hope

Prophecy



## Source Of Its Power

DESCRIPTION

It's believed power is drawn from ancient wizards who ascended to a higher state of being.

KEYWORDS

Wizardry

Prophecy

## Tools & Trappings



DESCRIPTION

Spells often cast by brewing and sipping special teas. The ingredients must come from plants that also existed thousands of years ago.

KEYWORDS

Delightful Fragrant



## Signature Spells

DESCRIPTION

Compelled Assistance: Takes over the will of a subject, they will help you with one task. Spell lasts until task is done or subject's will breaks the control.

KEYWORDS

Take Helpful Dominate

Sabrina's Magical Tradition Sheet completed.



That last idea is the foundation for a number of horror movies. Think of college students who get away to a remote cabin in the woods, only to discover there is a weird cult living out there in the darkness. Or, think of someone with a perfectly mundane life, only to discover they are being followed and watched by people who believe they are “the One foretold to arrive”.

The possibilities are endless, but one mystery remains the same: you have no idea what the magical tradition is going to be until you discover it, piece by piece.

## WHERE TO GO FROM THERE

However you start your adventure, there will always be Context in place that there is a magical tradition at work. Maybe it's central to other events in the narrative, maybe it's merely in the background. You won't know until you dive in.

## PUTTING IN THE WORK

The second assumption, about requiring effort to unravel the tradition, is where much of the adventure will take place. It doesn't have to mean your PC is specifically looking to discover the tradition, they just have to do something.

For instance, the private investigator looking for a missing person may go through a few Scenes following leads. This takes them to a nightclub.

Your PC has put in the work, now you've earned the right to ask the Fate Question, “Do I learn about an Aspect of the tradition?” The Odds you assign this Question may depend on how much work your PC has done, how successful that work has been, and the current situation.

Ask the Question when it makes sense. For instance, maybe the private investigator is walking through the nightclub. It's dark, crowded, loud, and hot. People are dancing and drinking everywhere. You'd been told that your missing person sometimes comes here, so your PC is



## WHAT YOU KNOW, WHAT THEY KNOW

Discovering a magical tradition organically through Mythic play will require you to sometimes know things that your Player Character does not know. Even if an Aspect of a tradition is discovered and your PC learns of it, they probably still won't know as much as you do.

This style of adventure requires a degree of going with it, playing your Character as if they don't know some things when you do. Since we're discovering the tradition one Aspect at a time, there's not going to be too much more that you know. When an Aspect is found, you can try to work as much of it into the Scene as makes sense.

In the example later in this chapter, a PC discovers the Circumstances Of Its Founding for a magical tradition. The Player works the knowledge gained into the odd utterances of a stranger who approaches, and pungent incense placed before them. By the end of the encounter, the PC has learned something of the tradition, even if they don't really know it yet.

scanning the crowd for their face.

If you decided to ask the Fate Question there, and Mythic says Yes, now you can generate an Aspect of the tradition and weave it into the current Context.

## CHOOSING THE ASPECT

To make it random, roll a d6 and go clockwise around the magical tradition sheet, starting at Circumstances Of Its Founding. Whatever Aspect you land on, that's the one you discover.

If you land on an Aspect that's already been discovered, then keep going until you get to an Aspect that is still open.

Getting back to the private investigator at the night club, it could pan out like this:



*Susan scanned the crowd, looking for Derek Townsend. There were lots of faces, lots of dancing, and the bodies all seemed to blur together.*

*[The Player rolls a d6 and gets 1, Circumstances Of Its Founding. Focus Table result: The power is inherent in some people, who find each other. Magical Background table result: Unpleasant. History table result: War]*

*[Player asks Fate Question, "Does a strange person approach me?" Mythic answer: Yes]*

*"You're seeking," a woman's voice says close to Susan's ear.*

*She turns in surprise to see one of the dancers having come to a standstill beside her, eyes bright with curiosity.*

*"Yes. I'm looking for someone. Derek Townsend. Do you know him?"*

*The woman doesn't answer at first, then slips into a nearby booth. Susan follows. The tabletop is sticky with spilt beer.*

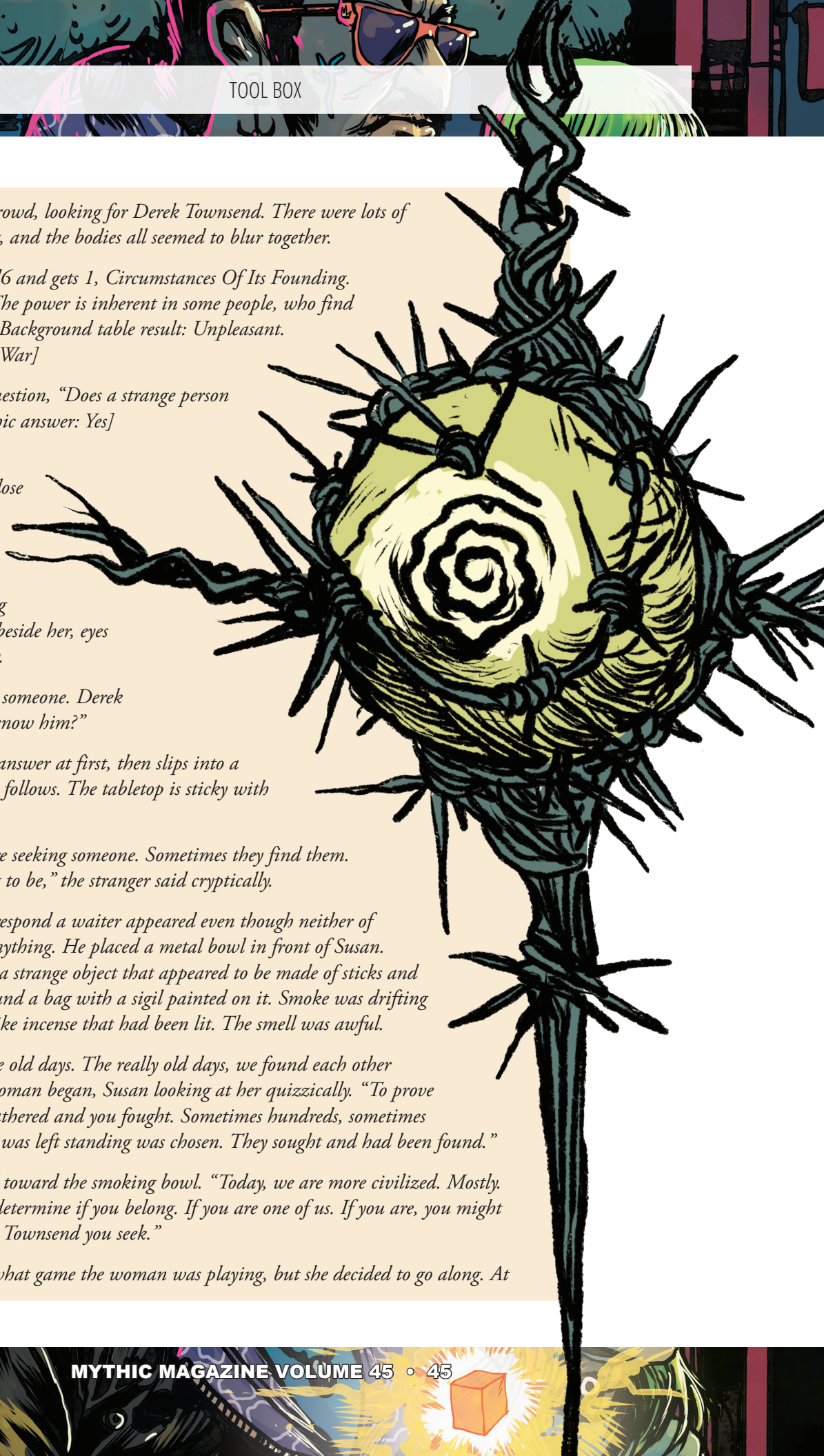
*"Most people here are seeking someone. Sometimes they find them. At least, if it's meant to be," the stranger said cryptically.*

*Before Susan could respond a waiter appeared even though neither of them had ordered anything. He placed a metal bowl in front of Susan. Inside the bowl was a strange object that appeared to be made of sticks and thorns wrapped around a bag with a sigil painted on it. Smoke was drifting up from the thing, like incense that had been lit. The smell was awful.*

*"Back in the day, the old days. The really old days, we found each other through war," the woman began, Susan looking at her quizzically. "To prove you belonged, you gathered and you fought. Sometimes hundreds, sometimes thousands. Whoever was left standing was chosen. They sought and had been found."*

*The woman nodded toward the smoking bowl. "Today, we are more civilized. Mostly. Breathing that can determine if you belong. If you are one of us. If you are, you might even find this Derek Townsend you seek."*

*Susan didn't know what game the woman was playing, but she decided to go along. At*



*least for now. Maybe a whiff of smoke would earn her more information.*

*She leaned forward and took a sniff. It was acrid and pungent and very unpleasant.*

*"Oh, my ... that smells terrible," Susan said, sitting back and waving her hand in front of her face.*

*[Fate Question: Does anything happen because of the sniff? Mythic answer: No]*

*The woman watches Susan a moment longer, then sighs.*

*"Looks like what I sought, at least, I didn't find," she said.*

In this example, the Player took the results of the Circumstances Of Its Founding and worked it into the present moment of the Scene. While the PC isn't fully aware of it, the Player knows that members of the tradition have the power naturally, and instinctively seek each other out. To verify they have the magical aptitude, the tradition tests possible new initiates through breathing a special smoke. In earlier, more brutal times, they made this determination through mass combat.



## A MAGICAL LOOP

If you're familiar with "Creating Game Loops In Solo Play" from *Mythic Magazine* #43, you can find a game loop on the next page for discovering a magical tradition. The Loop Expected Scenes of "Discover an Aspect" take the place of asking the Fate Question "Do I learn about an Aspect?" Instead, that Scene will automatically be about discovering an Aspect. Roll 1d6 to randomly choose which Aspect the Scene is about.

Other Expected Scenes involve learning more about an already discovered Aspect and experiencing danger from what you know.

The Player decided to see if their own PC would pass the test, and they apparently did not.

The Player figures that this club is a meeting place for potential candidates. Those with the gift are drawn to it, and members of the magical tradition try to single them out and test them.

The Player records the Keywords on the Magical Tradition Sheet under the Circumstances Of Its Founding Aspect, and includes a description of, "Members instinctively find each other, sensing magical talent. Worthiness was once tested through warfare, but is today determined through breathing a special smoke."

## THE PLOT THICKENS

Making your way through your adventure, you will learn Aspect after Aspect until you know all about the magical tradition. What impact the revelation of each Aspect has on your adventure is up to you, Mythic, the Scenes it happens in, and the Context you're building.

Susan the private detective has her first encounter with the tradition at a nightclub. Maybe she leaves after the failed test, but waits outside to follow the mysterious woman.

This could lead to the discovery of another location. Susan may suspect that the woman is part of a kidnapping ring, and perhaps Townsend is being held in the building. In the next Scene, Susan breaks into the building, which may lead to discovering the next Aspect.

All of this could lead to the discovery of a tradition that is abducting people. Or, maybe Townsend didn't disappear, he joined the magical family.

Maybe Townsend was involved in something else completely unrelated to the tradition, but whoever he was dealing with is part of the organization. 🕵️





# MYTHIC GAME LOOP SHEET

LOOP NAME

Discover a magical tradition

Loop  
Phase 1

PHASE THEME

Initial contact

## EXPECTED SCENES

- RANDOM? ☐
- 1-2 ☐ Discover an Aspect
- 3-4 ☐ \_\_\_\_\_
- 5-6 ☐ \_\_\_\_\_
- 7-8 ☐ \_\_\_\_\_
- 9-10 ☐ \_\_\_\_\_

PHASE THEME

Finding more

## EXPECTED SCENES

- RANDOM? ☒
- 1-2 ☐ Discover an Aspect
- 3-4 ☐ Experience more about an already discovered Aspect
- 5-6 ☐ Discover an Aspect
- 7-8 ☐ \_\_\_\_\_
- 9-10 ☐ \_\_\_\_\_

Loop  
Phase 2

Loop  
Phase 3

PHASE THEME

Getting dangerous

## EXPECTED SCENES

- RANDOM? ☒
- 1-2 ☐ Discover an Aspect
- 3-4 ☐ What you know puts you in danger
- 5-6 ☐ Discover an Aspect
- 7-8 ☐ Experience more about an already discovered Aspect
- 9-10 ☐ \_\_\_\_\_

## ALTERATION

| D10  | RESULT                              |
|------|-------------------------------------|
| 1-2  | Different Expected Scene, If Random |
| 3-7  | Change a detail                     |
| 8-10 | Add a detail                        |

PHASE THEME

All is revealed

## EXPECTED SCENES

- RANDOM? ☒
- 1-2 ☐ Discover an Aspect
- 3-4 ☐ What you know puts you in danger
- 5-6 ☐ Experience more about an already discovered Aspect
- 7-8 ☐ \_\_\_\_\_
- 9-10 ☐ \_\_\_\_\_

Loop  
Phase 4

Loop  
Phase 5

PHASE THEME

## EXPECTED SCENES

- RANDOM? ☐
- 1-2 ☐ \_\_\_\_\_
- 3-4 ☐ \_\_\_\_\_
- 5-6 ☐ \_\_\_\_\_
- 7-8 ☐ \_\_\_\_\_
- 9-10 ☐ \_\_\_\_\_

PHASE THEME

## EXPECTED SCENES

- RANDOM? ☐
- 1-2 ☐ \_\_\_\_\_
- 3-4 ☐ \_\_\_\_\_
- 5-6 ☐ \_\_\_\_\_
- 7-8 ☐ \_\_\_\_\_
- 9-10 ☐ \_\_\_\_\_

Loop  
Phase 6

# ONE-PAGE CHARACTER CRAFTER

## WHO IS THIS?

Characters are generated using Descriptors. Establish each Descriptor category below by rolling Keywords from the Character Descriptors table. Interpret the words within the Context of the Descriptor (for instance, to establish Identity or Talents) for a one sentence Descriptor, such as, “Commander of an Imperial frigate”.

Start by rolling one word for each Descriptor. If that’s enough to make an interpretation, then you’re done. If you wish, roll a second or a third word. Record all words in addition to the Descriptor sentence, the words may be used again.

**IDENTITY DESCRIPTOR:** Describe this Character’s primary role, such as a palace guard or occult investigator.

**MIND DESCRIPTOR:** Describe the most notable aspects of their mind, such as they are highly intelligent or they have a quirky personality. This may include areas of knowledge or skills.

**BODY DESCRIPTOR:** Describe the most notable aspects of their physical prowess or appearance, such as they aren’t very strong or they are always well dressed. This may include physical abilities or skills.

**TALENT DESCRIPTOR:** Describe skills, abilities, or powers, such as they are an expert with a sword or they are telepathic.

## STAT THEM UP

If you need statistical values for attributes or abilities for translating the Character into your chosen RPG, guess what you think the value should be based on the Descriptors you established. Then, roll on the NPC Statistics table for a rough idea how to change the value.

### BEHAVIOR CONTEXT

| 1D100 | ADDITIONAL BEHAVIOR CONTEXT          | 1D100  | ADDITIONAL BEHAVIOR CONTEXT    |
|-------|--------------------------------------|--------|--------------------------------|
| 1-10  | Based on Identity Keywords           | 61-65  | Opposes PC                     |
| 11-20 | Based on Mind Keywords               | 66-70  | Seeks something                |
| 21-30 | Based on Body Keywords               | 71-75  | Protects something             |
| 31-40 | Based on Talent Keywords             | 76-80  | Expresses an emotion           |
| 41-45 | Helps himself                        | 81-85  | Is confused or undecided       |
| 46-50 | Is helpful                           | 86-90  | Acts strangely or unexpectedly |
| 51-55 | Causes harm                          | 91-95  | Tries to take something        |
| 56-60 | Gives something, item or information | 96-100 | Tries to end the encounter     |

### NPC STATISTICS

| 1D10 | CHANGE EXPECTED STAT          |
|------|-------------------------------|
| 1    | Weaken the value a lot        |
| 2-3  | Weaken the value a little     |
| 4-7  | Use the value you expect      |
| 8-9  | Strengthen the value a little |
| 10   | Strengthen the value a lot    |

### CHARACTER DESCRIPTORS

| 1D100 | DESCRIPTOR    | 1D100 | DESCRIPTOR     |
|-------|---------------|-------|----------------|
| 1     | Academic      | 51    | Harm           |
| 2     | Aggressive    | 52    | Heal           |
| 3     | Agile         | 53    | Helpful        |
| 4     | Artistic      | 54    | Heritage       |
| 5     | Athletic      | 55    | Heroic         |
| 6     | Authority     | 56    | Information    |
| 7     | Awareness     | 57    | Insight        |
| 8     | Bizarre       | 58    | Intimidating   |
| 9     | Block         | 59    | Knowledge      |
| 10    | Body          | 60    | Lethal         |
| 11    | Brave         | 61    | Limitation     |
| 12    | Charm         | 62    | Locate         |
| 13    | Cheat         | 63    | Medical        |
| 14    | Collector     | 64    | Melee          |
| 15    | Combat        | 65    | Military       |
| 16    | Common        | 66    | Mind           |
| 17    | Communication | 67    | Move           |
| 18    | Community     | 68    | Mundane        |
| 19    | Comprehension | 69    | Mysterious     |
| 20    | Conflict      | 70    | Nature         |
| 21    | Connection    | 71    | Object         |
| 22    | Control       | 72    | Obstacle       |
| 23    | Create        | 73    | Offense        |
| 24    | Crude         | 74    | Official       |
| 25    | Dangerous     | 75    | Old            |
| 26    | Dark          | 76    | Outsider       |
| 27    | Deceptive     | 77    | Perception     |
| 28    | Defense       | 78    | Performance    |
| 29    | Detect        | 79    | Power          |
| 30    | Domestic      | 80    | Practical      |
| 31    | Education     | 81    | Principles     |
| 32    | Elements      | 82    | Professional   |
| 33    | Elite         | 83    | Ranged         |
| 34    | Emotion       | 84    | Rare           |
| 35    | Endurance     | 85    | Reflexes       |
| 36    | Enemy         | 86    | Religion       |
| 37    | Energy        | 87    | Repair         |
| 38    | Enhanced      | 88    | Resistant      |
| 39    | Entertain     | 89    | Resource       |
| 40    | Environment   | 90    | Responsibility |
| 41    | Equipment     | 91    | Rogue          |
| 42    | Exceptional   | 92    | Science        |
| 43    | Executive     | 93    | Senses         |
| 44    | Experienced   | 94    | Social         |
| 45    | Fast          | 95    | Strange        |
| 46    | Find          | 96    | Strong         |
| 47    | Finesse       | 97    | Take           |
| 48    | Force         | 98    | Technology     |
| 49    | Guard         | 99    | Travel         |
| 50    | Guide         | 100   | Weapon         |

### MORE DETAILS & BEHAVIOR

To know more about the Character, such as background or other details, choose among the Keywords you already rolled and use them to make an interpretation

This includes determining their behavior, actions and reactions, motivations and goals, and what they say.

Choose any Keyword or combination of Keywords from any Descriptor Category.

For additional inspiration for actions, roll on the Behavior Context table.





# ONE-PAGE CHARACTER SHEET

**NAME**

**IDENTITY DESCRIPTOR**

**TALENT DESCRIPTOR**

**KEYWORDS**

**KEYWORDS**

**BODY DESCRIPTOR**

**MIND DESCRIPTOR**

**KEYWORDS**

**KEYWORDS**

**STATISTICS**

**NOTES**



# ONE-PAGE CHARACTER SHEET

NAME

## IDENTITY DESCRIPTOR & STATISTICS

KEYWORDS

## TALENT DESCRIPTOR & STATISTICS

KEYWORDS

## BODY DESCRIPTOR & STATISTICS

KEYWORDS

## MIND DESCRIPTOR & STATISTICS

KEYWORDS



# ONE-PAGE CHARACTER SHEET

NAME

## IDENTITY DESCRIPTOR & STATISTICS

KEYWORDS

## TALENT DESCRIPTOR & STATISTICS

KEYWORDS

## BODY DESCRIPTOR & STATISTICS

KEYWORDS

## MIND DESCRIPTOR & STATISTICS

KEYWORDS





# MAGICAL TRADITION SHEET

TRADITION NAME



## Circumstances Of Its Founding

DESCRIPTION

KEYWORDS

Prophecy



## Goals & Ambitions

DESCRIPTION

KEYWORDS

Prophecy



## Magical Tradition Spells

|    |  |    |  |
|----|--|----|--|
| 1  |  | 11 |  |
| 2  |  | 12 |  |
| 3  |  | 13 |  |
| 4  |  | 14 |  |
| 5  |  | 15 |  |
| 6  |  | 16 |  |
| 7  |  | 17 |  |
| 8  |  | 18 |  |
| 9  |  | 19 |  |
| 10 |  | 20 |  |

## Mark On History

DESCRIPTION

KEYWORDS

Prophecy



## Source Of Its Power

DESCRIPTION

KEYWORDS

Prophecy

## Tools & Trappings

DESCRIPTION


KEYWORDS



## Signature Spells

DESCRIPTION

KEYWORDS

|  <b>CIRCUMSTANCES OF ITS FOUNDING</b>                                                                                                                 |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| QUESTION TO ANSWER                                                                                                                                                                                                                     |
| How was the magical tradition founded?                                                                                                                                                                                                 |
| TABLES TO ROLL ON                                                                                                                                                                                                                      |
| Circumstances Focus Table<br>At least 1 word from Magical Background<br>At least 1 word from History<br>Roll an additional word from Magical Background or History if you need more inspiration                                        |
| CONTEXT TO CONSIDER                                                                                                                                                                                                                    |
| The answer should include relevant details about its founding, such as who founded it, why, or under what conditions. However, you can also keep this vague or even unknown. Or, the answer could be a legend and its truth uncertain. |

| CIRCUMSTANCES FOCUS TABLE |                                                                                                                  |
|---------------------------|------------------------------------------------------------------------------------------------------------------|
| D100                      | RESULT                                                                                                           |
| <b>1-4</b>                | A great hero founded it                                                                                          |
| <b>5-16</b>               | Tradition passed on from a forgotten age                                                                         |
| <b>17-24</b>              | A scholar uncovered the knowledge after a lifetime of seeking                                                    |
| <b>25-28</b>              | A primal force taught the originator the secrets                                                                 |
| <b>29-39</b>              | There is no origin, the tradition stems from natural forces that anyone can tap                                  |
| <b>40-43</b>              | The founder made a deal with an entity in exchange for power                                                     |
| <b>44-47</b>              | The founder discovered the secrets accidentally                                                                  |
| <b>48-55</b>              | A god or benevolent entity instructed the originators in the secrets                                             |
| <b>56-63</b>              | The power is inherent in some people, who find each other                                                        |
| <b>64-67</b>              | The founder died and returned to the mortal world with secret knowledge                                          |
| <b>68-74</b>              | Pieced together from disparate other traditions                                                                  |
| <b>75-85</b>              | The origin of this tradition is unknown except for rumors                                                        |
| <b>86-89</b>              | The origin is secret, held by a very few and not known to anyone else                                            |
| <b>91-100</b>             | Roll on Mythic's Action Meaning Tables and include them with the other words rolled to make your interpretation. |





## ITS GOALS & AMBITIONS

### QUESTION TO ANSWER

What are the magical tradition's goals?

### TABLES TO ROLL ON

Goals Focus Table  
At least 1 word from Magical Background  
At least 1 word from Motivations  
Roll an additional word from  
Magical Background or Motivations  
if you need more inspiration

### CONTEXT TO CONSIDER

The answer should establish a primary goal for the tradition, and that goal should be something that would take centuries to fulfill, if it's possible to fulfill it at all.

## GOALS FOCUS TABLE

| D100   | RESULT                                                                                                               |
|--------|----------------------------------------------------------------------------------------------------------------------|
| 1-9    | The acquisition of power                                                                                             |
| 10-18  | The acquisition of knowledge                                                                                         |
| 19-22  | To change the world                                                                                                  |
| 23-31  | To balance something in the world                                                                                    |
| 32-35  | To right an ancient wrong                                                                                            |
| 36-39  | To find "The Chosen One"                                                                                             |
| 40-52  | To foster mastery of magic                                                                                           |
| 53-56  | To spread its tradition to others                                                                                    |
| 57-60  | To control something                                                                                                 |
| 61-64  | To protect something                                                                                                 |
| 65-73  | To serve someone or something                                                                                        |
| 74-87  | There is no goal beyond the study and practice of magic. Don't roll on the Meaning Tables or make an interpretation. |
| 88-91  | The true goals of the tradition are secret.                                                                          |
| 92-100 | Roll on Mythic's Action Meaning Tables and include them with the other words rolled to make your interpretation.     |



## SOURCE OF ITS POWER

### QUESTION TO ANSWER

Where does the tradition gets its power?

### TABLES TO ROLL ON

Source Focus Table

At least 1 word from Magical Background

Roll 1 or 2 additional words from Magical Background if you need more inspiration

### CONTEXT TO CONSIDER

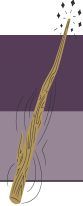
The source of power can be specific, like a powerful relic or a cosmic entity. It could also be general, such as nature or even something hinted at and mysterious like “the will of all sentient beings”.

It’s also fair to say that this tradition has no specific source, magic is everywhere and it just exists. If that is rolled on the Focus Table, then don’t roll any Meaning words. The source of power is “None”.

## SOURCE FOCUS TABLE

| D100   | RESULT                                                                                                                                  |
|--------|-----------------------------------------------------------------------------------------------------------------------------------------|
| 1-6    | The power is drawn from a specific cosmic entity or group of entities.                                                                  |
| 7-15   | The source is reality, and in some places in creation spells are more powerful because there is a greater concentration of magic there. |
| 16-18  | The power comes from within the magical practitioner themselves.                                                                        |
| 19-24  | The power is drawn from another dimension.                                                                                              |
| 25-33  | The source is nature and the natural world.                                                                                             |
| 34-36  | The power comes from a single magical object.                                                                                           |
| 37-39  | The power comes from a single magical location.                                                                                         |
| 40-45  | The power is pulled from objects, like minerals, powders, and other substances.                                                         |
| 46-54  | The power is drawn from the energy of life and death itself.                                                                            |
| 55-63  | The power is sourced from the hidden crevices and subtle cracks in the universe, exploiting them to change reality.                     |
| 64-66  | Magic is a type of science, sourced from nature, explainable and manipulated through understanding and experimentation.                 |
| 67-83  | There is no source, magic exists as a force of the universe. Don’t roll on the Meaning Tables or make an interpretation.                |
| 84-92  | Magic has a source, but it is unknown.                                                                                                  |
| 93-100 | Roll on Mythic’s Action Meaning Tables and include them with the other words rolled to make your interpretation.                        |





| SIGNATURE SPELLS                                                                                                                                                                                                                                  |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| QUESTION TO ANSWER                                                                                                                                                                                                                                |
| What are this tradition's signature spell or spells?                                                                                                                                                                                              |
| TABLES TO ROLL ON                                                                                                                                                                                                                                 |
| <p>Signature Spells Focus Table</p> <p>Choose a Keyword from another aspect of this tradition that has already been generated</p> <p>1 word from Spell Effects</p> <p>Roll an additional word from Spell Effects if you need more inspiration</p> |
| CONTEXT TO CONSIDER                                                                                                                                                                                                                               |
| Signature spells help create Context for the typical magical effect generated from a tradition. This doesn't mean that's all the tradition can do, but it's the spell most aligned with how this tradition functions.                             |

| SIGNATURE SPELLS FOCUS TABLE |                                                                                                                              |
|------------------------------|------------------------------------------------------------------------------------------------------------------------------|
| D100                         | RESULT                                                                                                                       |
| 1-43                         | The signature spell or spells are determined through the Keywords, there is no additional Focus Table Context.               |
| 44-86                        | There are no signature spells. This tradition doesn't have a characteristic spell. Don't Keywords or make an interpretation. |
| 87-100                       | Roll on Mythic's Action Meaning Tables and include them with the other words rolled to make your interpretation.             |



## TOOLS & TRAPPINGS

### QUESTION TO ANSWER

What tools and trappings are associated with this tradition?

### TABLES TO ROLL ON

Tools & Trappings Focus Table  
The Focus Table will direct you to a Meaning Table to roll a Keyword from. Roll an additional word or two if you need more inspiration

### CONTEXT TO CONSIDER

This is all about what it looks like when members of this magical tradition work their magic. When interpreting, results can range from things that are absolutely necessary, to things that are sometimes necessary, to things that are helpful, and finally things that are purely ornamental.



## MARK ON HISTORY

### QUESTION TO ANSWER

How has this tradition had an impact on history?

### TABLES TO ROLL ON

Mark On History Focus Table  
Choose a Keyword from another aspect of this tradition that has already been generated  
1 word from History  
Roll an additional word from History if you need more inspiration

### CONTEXT TO CONSIDER

This reflects the traditions impact on the world, whether that's the world at large or just a small section of it. A mark on history can be something huge and sweeping, like deciding the fate of a nation, or it can be small and secret, like they invented the zipper by discovering it in another dimension. Follow your interpretation for the size and scope of the mark on history.

## MARK ON HISTORY FOCUS TABLE

### D100

### RESULT

**1-13**

The tradition was involved in a major historical event, such as helping to win a war or save/destroy a nation.

**14-25**

The tradition has a long history of involvement with powerful people and institutions.

**26-38**

A hero from the tradition did something amazing in the past that is still remembered.

**39-44**

A villain from the tradition did something awful in the past that is still remembered.

**45-56**

The tradition was involved in a major event in the past that almost no one knows about, like secretly repairing a catastrophic rift in time.

**57-62**

The tradition has been a guardian of something important, whether publicly known or secretly. This can be an object, like securing the Tree of Life, or a duty, like safeguarding the world from extradimensional threats.

**63-68**

The tradition has a bad reputation for something. This reputation may be true or false, but people believe it.

**69-74**

The tradition has a good reputation for something. This reputation may be true or false, but people believe it.

**75-94**

The tradition has made no notable mark on history. Don't roll on the Meaning Table or make an interpretation.

**95-100**

Roll on Mythic's Action Meaning Tables and include them with the other words rolled to make your interpretation.



## TOOLS & TRAPPINGS FOCUS TABLE

| D100   | RESULT                                                                                                                                                                                                                                                    | MEANING TABLE     |
|--------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------|
| 1-15   | Spells are cast mostly with words and hand motions. The Keywords help describe characteristic motions or phrases.                                                                                                                                         | Character Actions |
| 16-30  | A small amount of physical ingredients are required, usually common or easy to get. They may be destroyed in the process of casting. Keywords help describe some of the most common items needed.                                                         | Objects           |
| 31-40  | An important object is needed to cast, such as a book to read from or a holy symbol. The item can be reused.                                                                                                                                              | Objects           |
| 41-45  | There is a place, or type of place, where casting can only be performed, or casting is strengthened. This can be a general location like being in a forest or near water, or a specific location like the Cathedral Of King Rothchore.                    | Locations         |
| 46-55  | There is clothing or adornment that is traditionally worn, although not necessary for casting. This could be something like a robe, or a non-clothing item like face paint.                                                                               | Descriptions      |
| 56-60  | Spells are usually performed in a prepared casting space, such as a room with symbols painted on the floor or specially scented candles arranged. Keywords help describe what the space looks like.                                                       | Descriptions      |
| 61-65  | An action is commonly performed with most spell castings from this tradition. For instance, a sacrifice must be made or an apparatus must be built.                                                                                                       | Character Actions |
| 66-80  | Roll for two sets of Tools & Trappings. Ignore this result if you get it again and re-roll.                                                                                                                                                               |                   |
| 81-90  | There are no special tools or trappings associated with this magical tradition. Don't generate Keywords for it or make an interpretation. (If this is a second roll when rolling for two sets of Tools & Trappings, then ignore this result and re-roll). |                   |
| 91-100 | There is no additional Context for Tools & Trappings. Roll on Mythic's Descriptions Meaning Tables and interpret the results into a tool or trapping that seems appropriate.                                                                              |                   |

**MAGICAL BACKGROUND**

|                |                   |
|----------------|-------------------|
| 1 Accident     | 51 Injury         |
| 2 Adventure    | 52 Innate         |
| 3 Alchemy      | 53 Legend         |
| 4 Ambition     | 54 Library        |
| 5 Apprentice   | 55 Limited        |
| 6 Banishment   | 56 Mentor         |
| 7 Battle       | 57 Military       |
| 8 Betrayal     | 58 Mind           |
| 9 Blood        | 59 Nature         |
| 10 Body        | 60 Necromancy     |
| 11 Casual      | 61 Object         |
| 12 Chosen      | 62 Obligation     |
| 13 Commitment  | 63 Occult         |
| 14 Community   | 64 Official       |
| 15 Conjuring   | 65 Pact           |
| 16 Cult        | 66 Perception     |
| 17 Curse       | 67 Potions        |
| 18 Dangerous   | 68 Powerful       |
| 19 Dark        | 69 Professional   |
| 20 Death       | 70 Punishment     |
| 21 Defensive   | 71 Quest          |
| 22 Demonic     | 72 Ritual         |
| 23 Desperate   | 73 Rules          |
| 24 Difficult   | 74 Runes          |
| 25 Dimensions  | 75 Sacrifice      |
| 26 Discovered  | 76 Schooling      |
| 27 Divination  | 77 Science        |
| 28 Divine      | 78 Scrolls        |
| 29 Driven      | 79 Srying         |
| 30 Druidic     | 80 Secret         |
| 31 Elements    | 81 Solitude       |
| 32 Enchantment | 82 Specialist     |
| 33 Entity      | 83 Spirits        |
| 34 Exclusive   | 84 Strange        |
| 35 Experience  | 85 Study          |
| 36 Fabrication | 86 Summoning      |
| 37 Fairy       | 87 Taught         |
| 38 Familiar    | 88 Tragic         |
| 39 Family      | 89 Trained        |
| 40 Frightening | 90 Transformation |
| 41 Gift        | 91 Travel         |
| 42 Goal        | 92 Undead         |
| 43 Gods        | 93 Unpleasant     |
| 44 Golems      | 94 Violent        |
| 45 Hardship    | 95 Visions        |
| 46 Healing     | 96 Vow            |
| 47 Hedge       | 97 War            |
| 48 Herbal      | 98 Wealth         |
| 49 Heritage    | 99 Witchcraft     |
| 50 Inherited   | 100 Wizardry      |

**HISTORY**

|                 |                  |
|-----------------|------------------|
| 1 Accident      | 51 Object        |
| 2 Adversity     | 52 Oppose        |
| 3 Allies        | 53 Oppress       |
| 4 Attack        | 54 Overcome      |
| 5 Balance       | 55 Overthrow     |
| 6 Betray        | 56 Peace         |
| 7 Block         | 57 People        |
| 8 Business      | 58 Person        |
| 9 Catastrophe   | 59 Plan          |
| 10 Change       | 60 Power         |
| 11 City         | 61 Prepare       |
| 12 Civilization | 62 Problem       |
| 13 Conclude     | 63 Protect       |
| 14 Conflict     | 64 Pursue        |
| 15 Consequence  | 65 Recruit       |
| 16 Control      | 66 Release       |
| 17 Cooperation  | 67 Resource      |
| 18 Create       | 68 Reversal      |
| 19 Crisis       | 69 Riches        |
| 20 Damage       | 70 Ruin          |
| 21 Danger       | 71 Safety        |
| 22 Decrease     | 72 Science       |
| 23 Defend       | 73 Social        |
| 24 Depletion    | 74 Solution      |
| 25 Destroy      | 75 Start         |
| 26 Discover     | 76 Stop          |
| 27 Enemy        | 77 Strange       |
| 28 Environment  | 78 Strength      |
| 29 Escape       | 79 Struggle      |
| 30 Evil         | 80 Success       |
| 31 Freedom      | 81 Suffering     |
| 32 Goal         | 82 Support       |
| 33 Group        | 83 Suppress      |
| 34 Help         | 84 Tactic        |
| 35 Hero         | 85 Take          |
| 36 Hindrance    | 86 Technology    |
| 37 Hope         | 87 Tension       |
| 38 Illness      | 88 Threaten      |
| 39 Increase     | 89 Time          |
| 40 Injustice    | 90 Transform     |
| 41 Leader       | 91 Triumph       |
| 42 Location     | 92 Truce         |
| 43 Loss         | 93 Unlikely      |
| 44 Luck         | 94 Urgent        |
| 45 Military     | 95 Usurp         |
| 46 Misfortune   | 96 Vengeance     |
| 47 Mysterious   | 97 Victory       |
| 48 Nature       | 98 Villain       |
| 49 Necessary    | 99 Vulnerability |
| 50 Needs        | 100 War          |

**MOTIVATIONS**

|                |                |
|----------------|----------------|
| 1 Adventure    | 51 Intolerance |
| 2 Adversity    | 52 Investment  |
| 3 Ambition     | 53 Jealousy    |
| 4 Anger        | 54 Joy         |
| 5 Approval     | 55 Justice     |
| 6 Art          | 56 Leader      |
| 7 Attain       | 57 Legal       |
| 8 Business     | 58 Loss        |
| 9 Change       | 59 Love        |
| 10 Character   | 60 Loyalty     |
| 11 Conflict    | 61 Malice      |
| 12 Control     | 62 Misfortune  |
| 13 Create      | 63 Mistrust    |
| 14 Danger      | 64 Mundane     |
| 15 Death       | 65 Mysterious  |
| 16 Deceive     | 66 Nature      |
| 17 Destroy     | 67 Object      |
| 18 Diminish    | 68 Obligation  |
| 19 Disrupt     | 69 Official    |
| 20 Emotion     | 70 Oppose      |
| 21 Enemy       | 71 Pain        |
| 22 Environment | 72 Passion     |
| 23 Escape      | 73 Path        |
| 24 Failure     | 74 Peace       |
| 25 Fame        | 75 Physical    |
| 26 Family      | 76 Place       |
| 27 Fear        | 77 Plan        |
| 28 Fight       | 78 Pleasure    |
| 29 Find        | 79 Power       |
| 30 Free        | 80 Pride       |
| 31 Friend      | 81 Protect     |
| 32 Goal        | 82 Pursue      |
| 33 Gratify     | 83 Rare        |
| 34 Group       | 84 Recover     |
| 35 Guide       | 85 Reveal      |
| 36 Guilt       | 86 Revenge     |
| 37 Hate        | 87 Riches      |
| 38 Heal        | 88 Safety      |
| 39 Help        | 89 Search      |
| 40 Hide        | 90 Serve       |
| 41 Home        | 91 Start       |
| 42 Hope        | 92 Stop        |
| 43 Idea        | 93 Strange     |
| 44 Illness     | 94 Struggle    |
| 45 Important   | 95 Success     |
| 46 Imprison    | 96 Suffering   |
| 47 Increase    | 97 Support     |
| 48 Information | 98 Take        |
| 49 Innocent    | 99 Transform   |
| 50 Intellect   | 100 Travel     |



**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     |

**CHARACTER ACTIONS**

|                |                |
|----------------|----------------|
| 1 Abandon      | 51 Imprison    |
| 2 Aggressive   | 52 Increase    |
| 3 Amusing      | 53 Inspect     |
| 4 Anger        | 54 Intense     |
| 5 Antagonize   | 55 Juvenile    |
| 6 Anxious      | 56 Kind        |
| 7 Assist       | 57 Lazy        |
| 8 Bestow       | 58 Leadership  |
| 9 Betray       | 59 Lethal      |
| 10 Bizarre     | 60 Loud        |
| 11 Block       | 61 Loyal       |
| 12 Bold        | 62 Mature      |
| 13 Break       | 63 Meaningful  |
| 14 Calm        | 64 Messy       |
| 15 Care        | 65 Move        |
| 16 Careful     | 66 Mundane     |
| 17 Careless    | 67 Mysterious  |
| 18 Celebrate   | 68 Nice        |
| 19 Change      | 69 Normal      |
| 20 Combative   | 70 Odd         |
| 21 Communicate | 71 Official    |
| 22 Control     | 72 Open        |
| 23 Crazy       | 73 Oppose      |
| 24 Creepy      | 74 Passion     |
| 25 Dangerous   | 75 Peace       |
| 26 Deceive     | 76 Playful     |
| 27 Decrease    | 77 Pleasures   |
| 28 Defiant     | 78 Possessions |
| 29 Delay       | 79 Punish      |
| 30 Disrupt     | 80 Pursue      |
| 31 Dominate    | 81 Release     |
| 32 Efficient   | 82 Return      |
| 33 Energetic   | 83 Simple      |
| 34 Excited     | 84 Slow        |
| 35 Expose      | 85 Start       |
| 36 Fearful     | 86 Stop        |
| 37 Feeble      | 87 Strange     |
| 38 Fierce      | 88 Struggle    |
| 39 Fight       | 89 Swift       |
| 40 Foolish     | 90 Tactics     |
| 41 Frantic     | 91 Take        |
| 42 Frightening | 92 Technology  |
| 43 Generous    | 93 Threatening |
| 44 Gentle      | 94 Trust       |
| 45 Harm        | 95 Violent     |
| 46 Harsh       | 96 Waste       |
| 47 Hasty       | 97 Weapons     |
| 48 Helpful     | 98 Wild        |
| 49 Imitate     | 99 Work        |
| 50 Important   | 100 Yield      |

**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  |

**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       |

**HISTORY**

|                 |                  |
|-----------------|------------------|
| 1 Accident      | 51 Object        |
| 2 Adversity     | 52 Oppose        |
| 3 Allies        | 53 Oppress       |
| 4 Attack        | 54 Overcome      |
| 5 Balance       | 55 Overthrow     |
| 6 Betray        | 56 Peace         |
| 7 Block         | 57 People        |
| 8 Business      | 58 Person        |
| 9 Catastrophe   | 59 Plan          |
| 10 Change       | 60 Power         |
| 11 City         | 61 Prepare       |
| 12 Civilization | 62 Problem       |
| 13 Conclude     | 63 Protect       |
| 14 Conflict     | 64 Pursue        |
| 15 Consequence  | 65 Recruit       |
| 16 Control      | 66 Release       |
| 17 Cooperation  | 67 Resource      |
| 18 Create       | 68 Reversal      |
| 19 Crisis       | 69 Riches        |
| 20 Damage       | 70 Ruin          |
| 21 Danger       | 71 Safety        |
| 22 Decrease     | 72 Science       |
| 23 Defend       | 73 Social        |
| 24 Depletion    | 74 Solution      |
| 25 Destroy      | 75 Start         |
| 26 Discover     | 76 Stop          |
| 27 Enemy        | 77 Strange       |
| 28 Environment  | 78 Strength      |
| 29 Escape       | 79 Struggle      |
| 30 Evil         | 80 Success       |
| 31 Freedom      | 81 Suffering     |
| 32 Goal         | 82 Support       |
| 33 Group        | 83 Suppress      |
| 34 Help         | 84 Tactic        |
| 35 Hero         | 85 Take          |
| 36 Hindrance    | 86 Technology    |
| 37 Hope         | 87 Tension       |
| 38 Illness      | 88 Threaten      |
| 39 Increase     | 89 Time          |
| 40 Injustice    | 90 Transform     |
| 41 Leader       | 91 Triumph       |
| 42 Location     | 92 Truce         |
| 43 Loss         | 93 Unlikely      |
| 44 Luck         | 94 Urgent        |
| 45 Military     | 95 Usurp         |
| 46 Misfortune   | 96 Vengeance     |
| 47 Mysterious   | 97 Victory       |
| 48 Nature       | 98 Villain       |
| 49 Necessary    | 99 Vulnerability |
| 50 Needs        | 100 War          |

**VISIONS & DREAMS**

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



## MAGICAL TRADITION NAME TABLE

| D100   | NAME                                                                                                                                                                                                                                                   | EXAMPLE                                   |
|--------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------|
| 1-15   | <b>THE SOMETHING:</b> The name starts with "The ...", followed by a word or phrase.                                                                                                                                                                    | The Illuminated                           |
| 16-20  | <b>PERSONAL NAME:</b> The tradition name includes the proper name of a person or entity. Maybe this is the founder, or a cosmic being, or a hero.                                                                                                      | Followers of Ivyninia                     |
| 21-30  | <b>FORMAL ORGANIZATION:</b> The name contains a word or phrase making it sound like a formal organization. For instance, words like order, fraternity, knights, sisterhood, society, etc.                                                              | The Order Of The Hand                     |
| 31-35  | <b>GRANDIOSE:</b> Traditions can have grandiose and pompous names to illustrate their power and importance. Whether they actually are this important isn't relevant. This could mean words and phrases like illustrious, grand, mighty, luminous, etc. | Enlightened Acolytes Of Mighty Teknothuna |
| 36-40  | <b>IMPRESS WITH LATIN:</b> The name includes words in another language, like Latin, or at least words that sound like they may be from another language.                                                                                               | Knights Of Fortuna                        |
| 41-45  | <b>NATURE:</b> The name includes a word associated with the natural world, like tree or light.                                                                                                                                                         | Light Bearers                             |
| 46-50  | <b>CELESTIAL BODIES:</b> The name refers to a celestial body, such as moon, sun, star, Jupiter, Mars, etc.                                                                                                                                             | Ravens Of The Moon                        |
| 51-55  | <b>ELEMENTS OR WEATHER:</b> The name includes a word about a raw element or weather, such as fire, water, earth, storm, etc.                                                                                                                           | Radiant Tempest                           |
| 56-60  | <b>COLOR:</b> The name includes a color, like golden, red, blue, etc.                                                                                                                                                                                  | The Silver Guard                          |
| 61-65  | <b>TIME:</b> There is a reference to time or a phase of time, such as dawn, midnight, solstice, winter, etc.                                                                                                                                           | Midnight Dreamers                         |
| 66-70  | <b>NUMBER:</b> The name includes a number.                                                                                                                                                                                                             | The Circle Of Six                         |
| 71-80  | <b>ACTIVITY OR GOAL:</b> The name includes an activity or goal, such as builders, seekers, teacher, etc.                                                                                                                                               | Keepers Of The Flame                      |
| 81-85  | <b>CREATURE:</b> The name includes a creature, animal, or beast. For instance, lions, dragon, dove, unicorn, etc.                                                                                                                                      | Pegasi Luxor                              |
| 86-100 | <b>MEANING TABLE:</b> Choose a Mythic Meaning Table and roll a word from it. Incorporate that word, or something similar, into the name.                                                                                                               | Truce Forgers                             |

## **“DO I LEARN ABOUT AN ASPECT?”**

| <b>ANSWER</b>          | <b>INTERPRETATION</b>                                                                                                                               |
|------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>YES</b>             | Roll 1d6 and choose an Aspect of the tradition. Generate that Aspect, working its details as much as possible into the current moment of the Scene. |
| <b>EXCEPTIONAL YES</b> | Same as Yes, except generate two Aspects that are worked into the Scene.                                                                            |
| <b>NO</b>              | No new Aspect is learned right now.                                                                                                                 |
| <b>EXCEPTIONAL NO</b>  | Same as No, except you can't ask this Fate Question again during this Scene or the next Scene.                                                      |
| <b>RANDOM EVENT</b>    | Generate the Event and incorporate it as part of the explanation for how the Aspect is discovered.                                                  |





# MYTHIC GAME LOOP SHEET

LOOP NAME *Discover a magical tradition*

Loop  
Phase 1

PHASE THEME

*Initial contact*

## EXPECTED SCENES

RANDOM? ☐

- 1-2 ☐ *Discover an Aspect*
- 3-4 ☐ \_\_\_\_\_
- 5-6 ☐ \_\_\_\_\_
- 7-8 ☐ \_\_\_\_\_
- 9-10 ☐ \_\_\_\_\_

PHASE THEME

*Finding more*

## EXPECTED SCENES

RANDOM? ☒

- 1-2 ☐ *Discover an Aspect*
- 3-4 ☐ *Experience more about an already discovered Aspect*
- 5-6 ☐ *Discover an Aspect*
- 7-8 ☐ \_\_\_\_\_
- 9-10 ☐ \_\_\_\_\_

Loop  
Phase 2

Loop  
Phase 3

PHASE THEME

*Getting dangerous*

## EXPECTED SCENES

RANDOM? ☒

- 1-2 ☐ *Discover an Aspect*
- 3-4 ☐ *What you know puts you in danger*
- 5-6 ☐ *Discover an Aspect*
- 7-8 ☐ *Experience more about an already discovered Aspect*
- 9-10 ☐ \_\_\_\_\_

## ALTERATION

| D10  | RESULT                              |
|------|-------------------------------------|
| 1-2  | Different Expected Scene, If Random |
| 3-7  | Change a detail                     |
| 8-10 | Add a detail                        |

PHASE THEME

*All is revealed*

## EXPECTED SCENES

RANDOM? ☒

- 1-2 ☐ *Discover an Aspect*
- 3-4 ☐ *What you know puts you in danger*
- 5-6 ☐ *Experience more about an already discovered Aspect*
- 7-8 ☐ \_\_\_\_\_
- 9-10 ☐ \_\_\_\_\_

Loop  
Phase 4

Loop  
Phase 5

PHASE THEME

## EXPECTED SCENES

RANDOM? ☐

- 1-2 ☐ \_\_\_\_\_
- 3-4 ☐ \_\_\_\_\_
- 5-6 ☐ \_\_\_\_\_
- 7-8 ☐ \_\_\_\_\_
- 9-10 ☐ \_\_\_\_\_

PHASE THEME

## EXPECTED SCENES

RANDOM? ☐

- 1-2 ☐ \_\_\_\_\_
- 3-4 ☐ \_\_\_\_\_
- 5-6 ☐ \_\_\_\_\_
- 7-8 ☐ \_\_\_\_\_
- 9-10 ☐ \_\_\_\_\_

Loop  
Phase 6

# 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: Knowledgeable |
| 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       |









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