

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



MYTHIC MAGAZINE ISSUES 37-42



MYTHIC MAGAZINE

COMPILATION #7

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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New Worlds And New Styles

Welcome to the 7th Compilation of Mythic Magazine! This one covers issues #37 to #42 with a blend of alternative solo play styles and crunchy mechanical goodness!

Among the things I love about solo roleplaying (I should write a book called “What I Love About Solo Roleplaying”!) is how easy it is to play differently any time you want. I’m not just talking the RPG you play or setting you choose, but the style and how you play.

For instance, this Compilation contains “Troupe Style Solo Adventures”, which talks about where you don’t just play one Character, but a group of Characters.

Another way to flip Mythic’s script is to play as the Game Master and Mythic is the Player. “Mythic As A Player Emulator” gives suggestions on how to do this.

“Solo Roleplay In Video Games” discusses turning immersive video games into a sort of virtual tabletop. It’s an interesting and unusual way to play.

Mythic Magazine occasionally offers new ways to guide your adventures into thematic narrative avenues. “3-Act Structure For Mythic Adventures” presents a general, non-themed system for making Mythic adventures adhere to standard narrative rules. Shakespeare would be pleased!

There’s a fair share of crunchy new rules in this Compilation that bring fun new options to your gameplay. My favorite is the “Solo Setting & World Creation System”, a random method

to generate a world, right down to the genre, the tone, and history to get you started.

Adventures are often adventures because of the bad guys we square up against. “The Villain Crafter” presents a system to randomly generate Big Bads. BWAHAHAHAHA!

This Compilation also includes a method for evolving the views of an NPC. “NPC Evolving Motivation Rules” helps make NPCs more dynamic as they change in response to the adventure.

Meaning Tables are the other way to add detail to your Mythic games besides Fate Questions. “Make Your Own Elements Meaning Tables” discusses how you can create crunch by making your own Meaning tables specific to your adventure. “Meaning Table Collections” offers new Meaning Tables themed for Horror and Mystery.

“Rules & Tools For Science Fiction Adventures” presents ideas and guidelines for building your own sci-fi settings within Mythic.

Solo roleplaying isn’t all fun and games ... well, I mean, it should be all fun and games, but sometimes it isn’t, and “Dealing With Solo Play Fatigue” talks about when your personal mojo just lacks the energy to play. It happens to us all.

Visual representations of roleplaying rules helps make them more understandable. “Detailed Flowcharts For MGME2E” raises the flowcharts from the book to a new level.

Happy adventuring!

N. Lavoie



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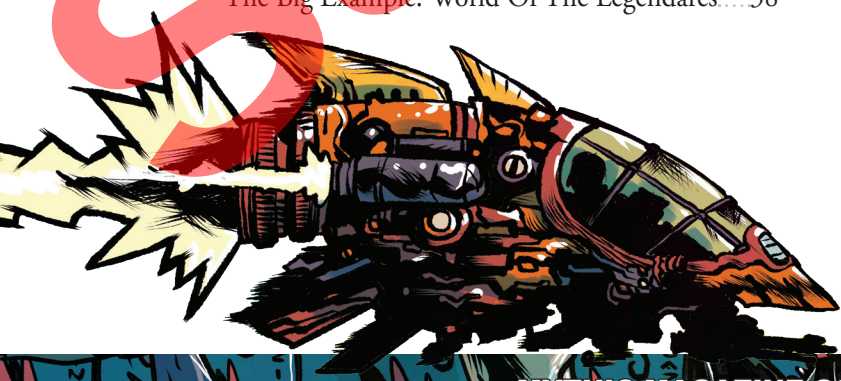




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Mythic Magazine #37

Expanding Horizons

I didn't plan it this way, but I realize there is a theme to the two articles in this issue. I'd call that theme "Expanding our horizons". Both articles deal with alternate ways to play solo adventures, perhaps ways you've never thought of before.

The first article tackles troupe style roleplay in solo adventures, where we control more than a single Player Character. There are ways to go about this that minimize the work required and maximize the roleplaying potential.

The second article deals with engaging in solo roleplay while playing a video game. Take the immersive reality of open world games and add your solo roleplaying abilities to them, and you can expand the experiences you have in those games without limit.

Both of these ideas are unusual, so I'd love to hear how you apply them. Please feel free to drop by one of the Mythic online forums and share your experiences with other players.

You can find links on the Word Mill Games website at www.wordmillgames.com.

Happy adventuring!

Mythic Magazine #38

Let's Build Some Worlds!

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

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

So now that you're in possession of a bright, shiny new world, you may feel a desire to fill it with custom and unique experiences. "Make Your Own Elements Meaning Tables" can help guide you to building custom tables you can use to Discover Meaning. I think there is an art, and maybe even a bit of a science, to creating an effective table of

100 words that inspire great

adventures. This

article presents

ideas for you to

consider when creating your own.

Happy worlds of adventuring!

