Wizard Dad's Workshop, a solo gaming blog

Clarifications.

- a. "Removing The Ambiguity Of Ambiguous Events"
 - i. Mythic Magazine (MM) Vol. 1, pg. 4
- b. "Mythic & Crafter Flowcharts"
 - i. MM Vol. 4, pg. 14
- c. "Starting, And Ending, Scenes"
 - i. MM Vol. 10, pg. 4
- d. "More Flowcharts!"
 - i. MM Vol. 14, pg. 24
- e. "The Big Collection Of Big Examples"
 - i. MM Vol. 17, pg. 18
- f. "Rules Guide"
 - i. MM Vol. 27, pg. 16
- g. "Detailed Flowcharts For MGME2e"
 - i. MM Vol. 39, pg. 22

2. Rules Variations

- a. "Behavior Checks Simplified"
 - i. MM Vol. 1, pg. 8
- b. "Using Mythic With Published Adventures"
 - i. MM Vol. 3, pg. 4
- c. "Combining Mythic With The Adventure Crafter"
 - i. MM Vol. 5, pg. 4
- d. "Customizing A Solo Adventure Before You Begin"
 - i. MM Vol. 7, pg. 4
- e. "Generating Compelling Backstories"
 - i. MM Vol. 8, pg. 11
- f. "Control Your Adventure With Keyed Scenes"
 - i. MM Vol. 10, pg. 12
- g. "RPG Social Skills With Mythic's Behavior Check"
 - i. MM Vol. 12, pg. 13
- h. "Adapting Mythic's Ranks Rules"
 - i. MM Vol. 13, pg. 3
- i. "Mythic And Crafter House Rules"
 - i. MM Vol. 16, pg. 19
- j. "Creative List Tips & Tricks"
 - i. MM Vol. 17, pg. 3
- k. "Adapting The Event Focus Table To Your RPG"
 - i. MM Vol. 18, pg 3
- I. "Conclusive Adventure Conclusions"

- i. MM Vol. 20, pg. 3
- m. "Creating Complicated Campaigns"
 - i. MM Vol. 23, pg. 3
- n. "Generating Adventure Puzzles"
 - i. MM Vol. 23, pg. 18
- o. "When Characters Distrust Each Other"
 - i. MM Vol. 24, pg. 24
- p. "Fluid Scene Structure"
 - i. MM Vol. 34, pg. 10
- q. "Mythic Stress & Fear Rules"
 - MM Vol. 36, pg. 16
- r. "NPC Evolving Motivation Rules"
 - i. MM Vol. 39, pg. 3
- s. "Rules & Tools For Science Fiction Adventures"
 - i. MM Vol. 40, pg. 16
- t. "Mythic as a Player Emulator"
 - i. MM Vol. 41, pg. 18
- u. "3-Act Structure For Mythic Adventures"
 - i. MM Vol.42, pg. 12
- v. "Creating Game Loops In Solo Play"
 - i. MM Vol. 43, pg. 3
- 3. NPC Options
 - a. "Behavior Checks Simplified"
 - i. MM Vol. 1, pg. 8
 - b. "Generating Compelling Backstories"
 - i. MM Vol. 8, pg. 11
 - c. "Generating NPC Behavior With Fate Questions"
 - i. MM Vol. 9, pg. 11
 - d. "RPG Social Skills With Mythic's Behavior Check"
 - i. MM Vol. 12, pg. 13
 - e. "Creature Crafter Simplified"
 - i. MM Vol. 13, pg. 14
 - f. "The Big Collection Of Big Examples"
 - i. MM Vol. 17, pg. 28
 - g. "When Characters Distrust Each Other"
 - i. MM Vol. 24, pg. 24
 - h. "One-Page Creature Crafter"
 - i. MM Vol. 34, pg. 3
 - i. "Troupe Style Solo Adventures"
 - i. MM Vol. 37, pg. 3
 - j. "NPC Evolving Motivation Rules"
 - i. MM Vol. 39, pg. 3
 - k. "The Villain Crafter"
 - i. MM Vol. 41, pg. 3

- I. "Mythic as a Player Emulator"
 - i. MM Vol. 41, pg. 18
- m. "One-Page Character Crafter"
 - i. MM Vol. 45, pg. 3
- 4. Alterations, Interupts, and Other Scenes Expanded
 - a. "Removing The Ambiguity Of Ambiguous Events"
 - i. MM Vol. 1, pg. 4
 - b. "Making The Most Of Altered Scenes"
 - i. MM Vol. 2, pg. 4
 - c. "Control Your Adventure With Keyed Scenes"
 - i. MM Vol. 10, pg. 12
 - d. "The Big Collection Of Big Examples"
 - i. MM Vol. 17, pg. 18
 - e. "Adapting The Event Focus Table To Your RPG"
 - i. MM Vol. 18, pg 3
 - f. "Conclusive Adventure Conclusions"
 - i. MM Vol. 20, pg. 3
 - g. "Handling Long Journeys In Solo Play"
 - i. MM Vol. 25, pg. 10
 - h. "Scene Treatments"
 - i. MM Vol. 26, pg. 23
 - i. "Fluid Scene Structure"
 - i. MM Vol. 34, pg. 10
- 5. The Location Crafter Expanded
 - a. "Randomized Location Crafting"
 - i. MM Vol. 2, pg. 8
 - b. "Random Dungeon Crawl Generation"
 - i. MM Vol. 3, pg. 12
 - c. "Generating Dark Woods And Wild Places"
 - i. MM Vol. 5, pg. 12
 - d. "Randomized Starship Generation"
 - i. MM Vol. 7, pg. 13
 - e. "Randomized Worlds Generation"
 - i. MM Vol. 15, pg. 3
 - f. "Location Crafting Random Cities"
 - i. MM Vol. 16, pg. 3
 - g. "The Event Crafter"
 - i. MM Vol. 24, pg. 3
- 6. Mythic and Modules
 - a. "Using Mythic With Published Adventures"
 - i. MM Vol. 3, pg. 4
 - b. "Solo Adventure Modules"
 - i. MM Vol. 11, pg. 12
 - c. "The Secret Of Tockley Manor"

- i. MM Vol. 11, pg. 19
- d. "Solo RPG Mythic Starter: Scrubber's Error"
 - i. MM Vol. 12, pg. 13
- e. "Journey To The Isle Of Kitra"
 - i. MM Vol. 22, pg. 11
- f. "Swords & Towers"
 - i. MM Vol. 29, pg. 12
- g. "Solo Roleplay In Video Games"
 - i. MM Vol. 37, pg. 16
- h. "Mythic as a Player Emulator"
 - i. MM Vol. 41, pg. 18
- i. "The Crypts of Krozen Crest"
 - i. MM Vol. 44, pg. 3
- 7. Solo Gaming Preperation and Philosophy
 - a. "Getting Prepared For A Solo Adventure"
 - i. MM Vol. 4, pg. 4
 - b. "Use Mythic To Learn A New RPG"
 - i. MM Vol. 6, pg. 28
 - c. "Customizing A Solo Adventure Before You Begin"
 - i. MM Vol. 7, pg. 4
 - d. "Resolving Character vs. Player Knowledge"
 - i. MM Vol. 8, pg. 4
 - e. "Matching An RPG To Your Style Of Solo Play"
 - i. MM Vol. 9, pg. 4
 - f. "Solo Play Strategy: Focusing In"
 - i. MM Vol. 11, pg. 4
 - g. "Getting The Most Out Of Sourcebooks"
 - i. MM Vol. 12, pg. 3
 - h. "Virtual Tabletops In Solo Role-Play"
 - i. MM Vol. 15, pg. 16
 - i. "Tips For Threads List Management"
 - i. MM Vol. 19, pg. 3
 - j. "Turn Any Show, Movie, Or Book Into A Solo Adventure"
 - i. MM Vol. 20, pg. 17
 - k. "A Chat With Trevor Devall"
 - MM Vol. 21, pg. 3
 - "Never-Ending Adventures"
 - i. MM Vol. 28, pg. 3
 - m. "Open World, Sandbox Solo Play"
 - i. MM Vol. 33, pg. 3
 - n. "Fluid Scene Structure"
 - i. MM Vol. 34, pg. 10
 - o. "RPGs As Inspiration For Mythic Adventures"
 - i. MM Vol. 35, pg. 3

- p. "Ideas For Cooperative Mythic Games"
 - i. MM Vol. 35, pg. 12
- q. "Troupe Style Solo Adventures"
 - i. MM Vol. 37, pg. 3
- r. "Solo Roleplay In Video Games"
 - i. MM Vol. 37, pg. 16
- s. "Solo Setting & World Creation System"
 - i. MM Vol. 38, pg. 3
- t. "Make Your Own Elements Meaning Tables"
 - i. MM, Vol. 38, pg. 26
- u. "Meaning Table Collections"
 - i. MM, Vol. 40, pg. 3
- v. "Rules & Tools For Science Fiction Adventures"
 - i. MM Vol. 40, pg. 16
- w. "The Villain Crafter"
 - i. MM Vol. 41, pg. 3
- x. "Mythic as a Player Emulator"
 - i. MM Vol. 41, pg. 18
- y. "Dealing With Solo Play Fatigue"
 - i. MM Vol. 42, pg. 3
- z. "Writing Fiction With Mythic"
 - i. MM Vol. 43, pg. 19
- 8. Flow Charts, Meaning Lists, and Other Tools
 - a. "Mythic & Crafter Flowcharts"
 - i. MM Vol. 4, pg. 14
 - b. "More Flowcharts!"
 - i. MM Vol. 14, pg. 24
 - c. "Specialized Meaning Tables"
 - i. MM Vol. 18, pg. 10
 - d. "Tips For Threads List Management"
 - i. MM Vol. 19, pg. 3
 - e. "MORE Specialized Meaning Tables!"
 - i. MM Vol. 22, pg. 3
 - f. "Rules Guide"
 - i. MM Vol. 27, pg. 16
 - g. "Make Your Own Elements Meaning Tables"
 - i. MM, Vol. 38, pg. 26
 - h. "Detailed Flowcharts For MGME2e"
 - i. MM Vol. 39, pg. 22
 - i. "Meaning Table Collections"
 - i. MM, Vol. 40, pg. 3
 - j. "Rules & Tools For Science Fiction Adventures"
 - i. MM Vol. 40, pg. 16
- 9. The Adventure Crafter Expanded

- a. "Combining Mythic With The Adventure Crafter"
 - i. MM Vol. 5, pg. 4
- b. "Generating Compelling Backstories"
 - i. MM Vol. 8, pg. 11
- c. "Solo Play Strategy: Focusing In"
 - i. MM Vol. 11, pg. 4
- d. "The Big Collection Of Big Examples"
 - i. MM Vol. 17, pg. 23
- 10. Themed Adventures and Theming Adventures
 - a. "Creating Mystery Adventures"
 - i. MM Vol. 6, pg. 4
 - b. "Using Mythic With Published Adventures"
 - i. MM Vol. 3, pg. 4
 - c. "Control Your Adventure With Keyed Scenes"
 - i. MM Vol. 10, pg. 12
 - d. "Emotional Quest Adventures"
 - i. MM Vol. 14, pg. 3
 - e. "Crafting Solo Horror Adventures"
 - i. MM Vol. 19. pg. 20
 - f. "Conclusive Adventure Conclusions"
 - i. MM Vol. 20, pg. 3
 - g. "Turn Any Show, Movie, Or Book Into A Solo Adventure"
 - i. MM Vol. 20, pg 17
 - h. "Generating Adventure Puzzles"
 - i. MM Vol. 24, pg. 18
 - i. "Running Solo Procedural Dramas"
 - i. MM Vol. 26, pg. 3
 - j. "Giving Mythic A Personality"
 - i. MM Vol. 27, pg. 3
 - k. "Never-Ending Adventures"
 - i. MM Vol. 28, pg. 3
 - I. ""Gather A Crew" Mythic Adventures"
 - i. MM Vol. 32, pg. 3
 - m. "Open World, Sandbox Solo Play"
 - i. MM Vol. 33, pg. 3
 - n. "Mythic Mass Combat System"
 - i. MM Vol. 33, pg. 12
 - o. "RPGs As Inspiration For Mythic Adventures"
 - i. MM Vol. 35, pg. 3
 - p. "Location Based Adventures"
 - i. MM Vol. 36, pg 3
 - g. "Mythic Stress & Fear Rules"
 - i. MM Vol. 36, pg. 16
 - r. "Solo Roleplay In Video Games"

- i. MM Vol. 37, pg. 16
- s. "Solo Setting & World Creation System"
 - i. MM Vol. 38, pg. 3
- t. "Make Your Own Elements Meaning Tables"
 - i. MM, Vol. 38, pg. 26
- u. "Meaning Table Collections"
 - i. MM, Vol. 40, pg. 3
- v. "Rules & Tools For Science Fiction Adventures"
 - i. MM Vol. 40, pg. 16
- w. "The Villain Crafter"
 - i. MM Vol. 41, pg. 3
- x. "Mythic as a Player Emulator"
 - i. MM Vol. 41, pg. 18
- y. "3-Act Structure For Mythic Adventures"
 - i. MM Vol.43, pg. 12
- z. "Creating Game Loops In Solo Play"
 - i. MM Vol. 43, pg. 3
- aa. "Running Solo Slice Of Life Adventures"
 - i. MM Vol. 44, pg. 39
- 11. The Creature Crafter Expanded
 - a. "Creature Crafter Simplified"
 - i. MM Vol. 13, pg. 14
 - b. "One-Page Creature Crafter"
 - i. MM Vol. 34, pg. 3
- 12. Mythic GM Emulator as Core RPG
 - a. "The Mythic Magic System"
 - i. MM Vol. 21, pg. 9
 - b. "Giving Mythic A Personality"
 - i. MM Vol. 27, pg. 3
 - c. "Mythic RPG Narrative Combat"
 - i. MM Vol. 28, pg. 10
 - d. "Mythic As A Solo Journaling Game"
 - i. MM Vol. 30, pg. 10
 - e. "Mythic GME As A Rules-Light RPG"
 - i. MM Vol. 31, pg. 12
 - f. "Mythic Mass Combat System"
 - . MM Vol. 33, pg. 12
 - g. "RPGs As Inspiration For Mythic Adventures"
 - i. MM Vol. 35, pg. 3
 - h. "Mythic Stress & Fear Rules"
 - i. MM Vol. 36, pg. 16
 - i. "Rules & Tools For Science Fiction Adventures"
 - i. MM Vol. 41, pg. 16
 - j. "Writing Fiction With Mythic"

- i. MM Vol. 43, pg. 20
- k. "Magical Tradition Generator"
 - i. MM Vol. 45, pg. 18
- 13. Adventure Elements And Management
 - a. "Generating Adventure Puzzles"
 - i. MM Vol. 23, pg. 18
 - b. "Control Your Adventure With Keyed Scenes"
 - i. MM Vol. 10, pg. 12
 - c. "Resolving Character vs. Player Knowledge"
 - i. MM Vol. 8, pg. 4
 - d. "Behavior Checks Simplified"
 - i. MM Vol. 1, pg. 8
 - e. "Generating Compelling Backstories"
 - i. MM Vol. 8, pg. 11
 - f. "Generating NPC Behavior With Fate Questions"
 - i. MM Vol. 9, pg. 11
 - g. "RPG Social Skills With Mythic's Behavior Check"
 - i. MM Vol. 12, pg. 13
 - h. "Giving Mythic A Personality"
 - i. MM Vol. 27, pg. 3
 - i. "Dealing With Solo Adventure Pacing"
 - i. MM Vol. 30, pg. 3
 - j. "Dealing With Time Pressure"
 - i. MM Vol. 32, pg. 18
 - k. "Mythic Mass Combat System"
 - i. MM Vol. 33, pg. 12
 - I. "Fluid Scene Structure"
 - i. MM Vol. 34, pg. 10
 - m. "Ideas For Cooperative Mythic Games"
 - i. MM Vol. 35, pg. 12
 - n. "News Feeds"
 - i. MM Vol. 35, pg22
 - o. "Mythic Stress & Fear Rules"
 - i. MM Vol. 36, pg. 16
 - p. "Troupe Style Solo Adventures"
 - i. MM Vol. 37, pg. 3
 - q. "Make Your Own Elements Meaning Tables"
 - i. MM, Vol. 38, pg. 26
 - r. "Meaning Table Collections"
 - i. MM, Vol. 40, pg. 3
 - s. "The Villain Crafter"
 - i. MM Vol. 41, pg. 3
 - t. "Mythic as a Player Emulator"
 - i. MM Vol. 41, pg. 18

- u. "Dealing With Solo Play Fatigue"
 - i. MM Vol. 42, pg. 3
- v. "Creating Game Loops In Solo Play"
 - i. MM Vol. 43, pg. 3
- w. "One-Page Character Crafter"
 - i. MM Vol. 45, pg. 3
- x. "Magical Tradition Generator"
 - i. MM Vol. 45, pg. 18

14. One Page Variations

- a. "One-Page Mythic"
 - i. MM Vol. 25, pg. 3
- b. "One-Page Adventure Crafter"
 - i. MM Vol. 29, pg. 3
- c. "One-Page Location Crafter"
 - i. MM Vol. 31, pg. 3
- d. "One-Page Creature Crafter"
 - i. MM Vol. 34, pg. 3
- e. "One-Page Character Crafter"
 - i. MM Vol. 45, pg. 3

15. Adventure Structure

- a. "Conclusive Adventure Conclusions"
 - i. MM Vol. 20, pg. 3
- b. "Control Your Adventure With Keyed Scenes"
 - i. MM Vol. 10, pg. 12
- c. "Creating Complicated Campaigns"
 - i. MM Vol. 23, pg. 3
- d. "Never-Ending Adventures"
 - i. MM Vol. 28, pg. 3
- e. "Dealing With Solo Adventure Pacing"
 - i. MM Vol. 30, pg. 3
- f. "Open World, Sandbox Solo Play"
 - i. MM Vol. 33, pg. 3
- g. "Fluid Scene Structure"
 - i. MM Vol. 34, pg. 10
- h. "Location Based Adventures"
 - i. MM Vol. 36, pg 3
- i. "Solo Setting & World Creation System"
 - i. MM Vol. 38, pg. 3
- j. "3-Act Structure For Mythic Adventures"
 - i. MM Vol.43, pg. 12
- k. "Creating Game Loops In Solo Play"
 - i. MM Vol. 43, pg. 3