



# Mythmaker

A Tale of Mythic Antagonism

# Mythmaker

A Tale of Mythic Antagonism



<b>Introduction</b>	1
<b>Learning A Telling</b>	4
<b>A Creation Myth</b>	8
<i>The Warden</i>	9
<i>The Hoard</i>	10
<i>The Calamity</i>	11
<i>The Glutton</i>	12
<i>The Deception</i>	13
<b>The Telling</b>	17
<i>Act I: A Proper Beginning</i>	15
<i>Act II: A Steady March</i>	18
<i>Act III: An Eternal Rest</i>	21
<b>Tables As Told</b>	17
<i>Worthy: Gallant &amp; Good</i>	24
<i>Unworthy: Broken &amp; Beneath</i>	25
<i>Time Passing: Renewal &amp; Ruin</i>	26
<i>Time Passing: Decadence &amp; Downfall</i>	27
<b>Acknowledgements &amp; Credits</b>	29

# Introduction



Long and far has your challenger journeyed to seek this confrontation.

*Your dread tale pursues them like a hound harrowing their heels. You fester within their mind as strong and clear as the chronicle of their very own kin. Your myth may be more ancient and terrible than anything devised in mortal minds, but still they come to slay you with sharpened blade and vicious spell and keen mind.*

*You may deem them worthy of striking you down worthy long enough for them to leave triumphant. More likely, you may see in them nothing of value and cut them down yourself.*

*In their tales, you are a caricature, a looming and nefarious presence either brought low by their skill or too powerful to imagine felling. You are tooth and shadow and terror. With every telling and each new Challenger your infamy grows, sewn in every story. This is how it will happen again and again.*

*Tales of their fates, fair or ill, will soon overshadow your own.*

You are their Mythmaker.

## What is *Mythmaker*?

**MYTHMAKER** is an Arthurian-inspired roleplaying game (RPG) for one player. This makes it distinct from traditional tabletop roleplaying games in many ways, which involve multiple players and a facilitator. In this game, there is only one player who creates a character — the titular **Mythmaker**, functioning as the legendary antagonist in myths and legends — and their story over time, responding to characters, events and prompts detailed in the following pages.

The setting of this game is written towards epic fantasy with magic and ancient lore. This is an era of heroes and kingdoms, of inevitable prophecy and eventual decay. Your **Mythmaker** will be long-lived by nature, and will see eras pass them by. The world will change; those who challenge you will come and go. You, however, will persist, able to create change only through the stories about you, even as belief in such silly things dwindles away.

This game is based on the **Lost & Found SRD** (<https://lostandfound.games>) by Mousehole Press.

## Content Warning

Like most legends of the time, **MYTHMAKER** does involve the classic swords-and-sorcery of the time. However, through the topics it covers, it can touch on themes that some may find upsetting. Take care of yourself first and foremost.

This game prompts you to rest at certain times as a way to measure the passage of time. **MYTHMAKER** recommends a playlist of mild ambient music to make simply waiting in silence less difficult for some. This is optional but recommended.

Additionally, there may be times when it is appropriate to leave the tale behind and return later, especially at the end of an Act. It is encouraged to do so.

Take more breaks than listed if you need them.

**Themes Include:**  
*Violence & death*  
*Chronic pain & illness*  
*Loneliness/isolation*

If you want to use any part of this game to push racism, sexism, transphobia, homophobia, or anything weird or fascist, this game is not for you. If you have to ask if this applies to you, it probably does. Arthurian myth features many problems of its time, but there is no need to perpetuate it today.

# Learning A Telling

4

## Mythmakers

This game is about **Mythmakers**, the antagonists that make heroes in old medieval myths. Think of the Green Knight, Grendel, or a dragon. They are characterized partly by how their antagonism compels them, whether through combat, game, or otherwise. A **Mythmaker** is bound to their narrative purpose; importantly, their life revolves around their purpose and Challengers.

## Challengers

Inevitably, a **Challenger** arrives to try to slay, outsmart, or take from the **Mythmaker**. They will succeed and be deemed worthy of a legend — often by your own choice to stay your hand or look the other way — or they will fail and disappear into anonymity. How they heard about your **Mythmaker** is up to you. As you create each story, consider what drives the **Challenger** to do this, what they achieve or lose, how their encounter might change them, and how they might change the **Mythmaker**.

## Time & Rest

The **Mythmaker** is immortal. Even if a **Challenger** temporarily slays them and gains glory, the story rises again, inevitable. No **Challenger** will outlive the **Mythmaker**, even if their tales do. In between Challengers, the **Mythmaker** waits for the next, and

may at most follow their purpose.

## Traits

**Traits** are the words that describe a **Mythmaker**. These can be physical, such as scars, strange armor, hulking size or razor thin claws, or mental and emotional.

## Change

As you play, the **Mythmaker** changes with the pressure of time. The world around them changes and they may shift in the way it does or in ways unique to them. At certain moments you will be asked to change something about the **Mythmaker**. You can generally change one of the following options:

- ◇ *A Trait*
- ◇ *A detail about the world*
- ◇ *A response to one of your Mythmaker questions*

Changes can happen outside of these moments, whenever it feels appropriate. Once you've made changes, you should reflect them in your notes and drawing.

## Acts

The game takes place along three Acts, creating both the story of the **Mythmaker** as they slip into obscurity and the eventual ruin of the kingdom that they live in. Each Act has its own unique **Challengers** and its own themes.

## Moving Through Time

As you wait for the next **Challenger** to arrive, you'll Rest in darkness or with your eyes closed. As you pause, imagine your **Mythmaker** in whatever place they call home. Imagine the quiet and what sounds interrupt it. Imagine the things they do to pass time, and what comforts they have.

Your mind may wander. This is intended; the **Mythmaker's** would do the same. After some time, a **Challenger** will approach and a story will begin again.

After completing your Rest, especially if it was a longer length of time, you may be asked to choose one or several items from a few tables.

If you want to explore the **Mythmaker's** personal changes and thoughts, choose from **Renewal & Ruin**. If you want to explore the world and the kingdom decaying around you, choose from **Decadence & Downfall**.

## Breaks

Between Challengers, you might like to take a break. Especially if you end up writing a lot of detail for each Captain, consider splitting your story over a few shorter sessions, or at least taking breaks after each Act.

## Another Awaits

When you're ready you'll choose a new **Challenger**. Depending on how many **Challengers** you have already faced in this act, you will either choose another or move onto the next Act.

## Needed Supplies

To play this game, you will need:

- ◇ *Pen and paper*
- ◇ *A copy of the rules and content*
- ◇ *A quiet space*
- ◇ *Ambient music (optional)*

## Create Your Mythmaker

To create your **Mythmaker**, complete the Creation Myth section. Describe the purpose that drives you and add three **Traits** to express where they begin. Sketch the **Mythmaker**, or at least parts or pieces of them that are relevant, whether of them or their home.

You'll answer the **Mythmaker** Questions later as you tell your story.

## Take A Breath

From here you enter the perspective of the **Mythmaker** and their idea of the world, often through the lens of their purpose. When questions in the game refer to 'you' they mean the **Mythmaker**. The **Mythmaker** is your character for the rest of the game.

After preparing to play, empty your hands, close your eyes, and breathe.

## Your First Challenger

Open your eyes and choose the first person to approach you—the first **Challenger**. You'll begin by choosing **Challengers** from the first Act: A Proper Beginning.

## Your Final Challenger

Eventually you'll reach the end of the third & final Act. Having resolved your final **Challenger**, you will ask yourself two questions on endings.

## Epilogue

Regardless of how you conclude your story, it's worth taking some time to pause at the end of your game. Take one last final rest, the longest there is. Consider how your **Mythmaker** has changed — how **Challengers** changed them, and how they were changed in return. Imagine the arc of the world and how it grew worse or better.

Then, when the time is right, turn on the lights. Stretch. End the telling.

## Judging Them Worthy

After picking a **Challenger** from the list, follow these steps to tell their story and explore your **Mythmaker**. Write however much you want detailing your choices.

1. *Describe the **Challenger**. Provide their name and a few details. Why did they pursue the **Challenger**? What drove them to this point?*
2. *Consider how far they traveled and what they have with them.*
3. *Answer the first two prompts under the **Challenger's** section.*
4. *Then deem them worthy or unworthy. If they are worthy, choose from the **Gallant & Good** table. If they are unworthy, choose from the **Broken & Beneath** table.*
5. *You may choose to answer or change one of your **Mythmaker** questions, as they are changed by their experiences.*

# A Creation Myth

8

# The Warden

**A barrier. A partition. A guardian.**  
**Stand immovable for your eternal watch.**

When you came into being, it was with a **Purpose** — a drive that stays with you even as time and age wear everything down. *Describe what you will always guard, block, or prevent, and why a Challenger might desire to reach it.*

Choose 3 **Traits** describing your Mythmaker. Sketch them if you desire, even just in pieces that reflect these traits. Consider how they would be perceived, and what features are most notable.

## Questions

*Answer these during play. You don't need to answer them all.*

- ◇ They name you in the stories, even if you never had a true name. What do they call you? Describe how you feel about this name.
- ◇ Your Challengers are all unique, even if they come with the same purpose. How do you see them? Are they hopeful explorers or nefarious invaders?
- ◇ Bound as you are to this kingdom, your purpose, and this cycle, surely you dream of something beyond it. Describe this dream. What would you become, were you unshackled?
- ◇ Nothing is eternally alone. Once you had a companion by your side, only for a Challenger to intervene. What happened to them? How did your protection falter?
- ◇ As far as you know, you cannot die by mortal means. What would be a worthy end for you?

## Suggested Traits

Gnarled, Stone, Ragged, Armored, Broad, Corroded, Silent,  
Polite, Intimidating, Stoic, Gentle, Harsh, Sincere,  
Contemplative, Calculating, Perceptive, Stubborn, Intense

# The Hoard

**A collector. A keeper. A magpie.**  
**Amass that which compels and captures you.**

When you came into being, it was with a **Purpose** — a drive that stays with you even as time and age wear everything down. *Describe what you will always keep, count, and collect, and why a Challenger might desire to take it.*

Choose 3 **Traits** describing your Mythmaker. Sketch them if you desire, even just in pieces that reflect these traits. Consider how they would be perceived, and what features are most notable.

## Questions

*Answer these during play. You don't need to answer them all.*

- ◇ They name you in the stories, even if you never had a true name. What do they call you? Describe how you feel about this name.
- ◇ Your Challengers are all unique, even if they come with the same purpose. How do you see them? Are they fortune seekers or self-serving thieves?
- ◇ Bound as you are to this kingdom, your purpose, and this cycle, surely you dream of something beyond it. Describe this dream. What would you become, were you unshackled?
- ◇ Nothing is eternally yours. Once you had a thing which was more valuable than all the rest, only for a Challenger to take it. What was it? How did it change you?
- ◇ As far as you know, you cannot die by mortal means. What would be a worthy end for you?

## Suggested Traits

Glittering, Clawed, Hunched, Hulking, Nimble, Ostentatious,  
Cautious, Irritable, Organized, Energetic, Brash, Cordial,  
Paranoid, Adoring, Naive, Curious, Petty, Fearful

# The Calamity

**An avenger. A scourge. A destroyer.**  
**Take from them what they took from you.**

When you came into being, it was with a **Purpose** — a drive that stays with you even as time and age wear everything down. *Describe what you will always relive, punish, and ravage, and why a Challenger might desire to stop you.*

Choose 3 **Traits** describing your Mythmaker. Sketch them if you desire, even just in pieces that reflect these traits. Consider how they would be perceived, and what features are most notable.

## Questions

*Answer these during play. You don't need to answer them all.*

- ◇ They name you in the stories, even if you never had a true name. What do they call you? Describe how you feel about this name.
- ◇ Your Challengers are all unique, even if they come with the same purpose. How do you see them? Are they misguided fools or overrighteous paragons?
- ◇ Bound as you are to this kingdom, your purpose, and this cycle, surely you dream of something beyond it. Describe this dream. What would you become, were you unshackled?
- ◇ Nothing is eternally seething. Once you found a kind of lasting release from your purpose, only for a Challenger to shatter it. What solace did you find? How was it broken?
- ◇ As far as you know, you cannot die by mortal means. What would be a worthy end for you?

## Suggested Traits

*Bruised, Elegant, Tough, Scarred, Winged, Clean,  
Grim, Belligerent, Withdrawn, Brusque, Exhausted, Skittish,  
Furious, Regretful, Detached, Vulgar, Hopeless, Cunning*

# The Glutton

**A devourer. A leech. A longing.**  
**Gorge yourself to fill an inescapable ache**

When you came into being, it was with a **Purpose** — a drive that stays with you even as time and age wear everything down. *Describe what you will always seek, imbibe, and require, and why a Challenger might desire to do the same.*

Choose 3 **Traits** describing your Mythmaker. Sketch them if you desire, even just in pieces that reflect these traits. Consider how they would be perceived, and what features are most notable.

## Questions

*Answer these during play. You don't need to answer them all.*

- ◇ They name you in the stories, even if you never had a true name. What do they call you? Describe how you feel about this name.
- ◇ Your Challengers are all unique, even if they come with the same purpose. How do you see them? Are they ravenous peers or jealous competitors?
- ◇ Bound as you are to this kingdom, your purpose, and this cycle, surely you dream of something beyond it. Describe this dream. What would you become, were you unshackled?
- ◇ Nothing is eternally starving. Once you found something that sated you, only for a Challenger to reignite your hunger. What briefly ended your yearning? How was it brought back?
- ◇ As far as you know, you cannot die by mortal means. What would be a worthy end for you?

## Suggested Traits

*Trembling, Gaunt, Hollow, Swollen, Towering, Silent,  
Restrained, Wild, Prim, Bold, Defensive, Anxious,  
Sincere, Knowing, Calculating, Perceptive, Fervent, Mirthful*

# The Deception

***A jester. A trickster. An enchanter.  
Inflict your whims upon the unsuspecting.***

When you came into being, it was with a **Purpose** — a drive that stays with you even as time and age wear everything down. *Describe what you will always revel, conspire, and indulge in, and why a Challenger might desire to outplay you.*

Choose 3 **Traits** describing your Mythmaker. Sketch them if you desire, even just in pieces that reflect these traits. Consider how they would be perceived, and what features are most notable.

## Questions

*Answer these during play. You don't need to answer them all.*

- ◇ They name you in the stories, even if you never had a true name. What do they call you? Describe how you feel about this name.
- ◇ Your Challengers are all unique, even if they come with the same purpose. How do you see them? Are they unique fascinations or dull distractions?
- ◇ Bound as you are to this kingdom, your purpose, and this cycle, surely you dream of something beyond it. Describe this dream. What would you become, were you unshackled?
- ◇ Nothing is eternally dull. Once you found lasting entertainment, only for a Challenger to make it worthless. What kept your mind busy? How did it become droll?
- ◇ As far as you know, you cannot die by mortal means. What would be a worthy end for you?

## Suggested Traits

*Trembling, Lean, Hollow, Lithe, Garish, Bizarre,  
Cocky, Fovial, Hostile, Beguiling, Curt, Impish,  
Restrained, Pretentious, Maudlin, Insightful, Stubborn, Scornful*

# The Telling



# Act One

A Proper Beginning

15

## Challengers

### *A Resolute Secondborn*

*They are purposeful, desperate, and overlooked.*

- ◇ Describe what they did not inherit from their kin, and what they want from you.
- ◇ What do they tell you of the world's families, and how they treat each other?
- ◇ Deem them worthy or unworthy.

### *A Studious Apprentice*

*They are learned, careful, and intense.*

- ◇ Describe what they study and how, and how you are part of that study.
- ◇ What do they reveal to you of their work, whether art, science, or magic?
- ◇ Deem them worthy or unworthy.

### *A Beleaguered Squire*

*They are nervous, worn down, and forthright.*

- ◇ Describe what they wish to prove, and what they see you as an escape from.
- ◇ What do they tell you of status and heroism, and where do they play into it?
- ◇ Deem them worthy or unworthy.

### *An Unwilling Heir*

*They are tentative, needy, and exhausted.*

- ◇ Describe what inherited burden they carry, and how you help them fulfill it.
- ◇ What do they hate the most of their burden, and what would they do if released?
- ◇ Deem them worthy or unworthy.

## Judging A Challenger

1. Choose/describe the Challenger.
2. Answer the Challenger questions.
3. Judge the Challenger as Worthy or Unworthy.
4. Choose an event from Gallant & Good or Broken & Beneath.
5. Answer Mythmaker question (optional).
6. Move to Henceforth.

## Henceforth

### *A Blink*

*Proceed. Do not rest.*

### *A Week*

*Rest for **ten** seconds.*

### *A Month*

*Rest for **twenty** seconds.*

### *A Season*

*Rest for **thirty** seconds.*

### *A Year*

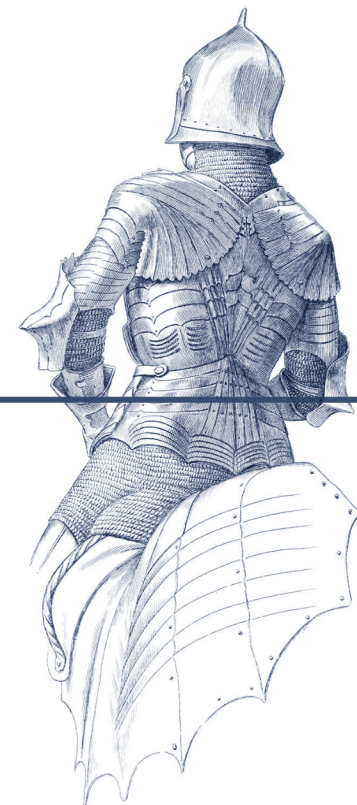
*Rest for **forty** seconds.*

### *A Decade*

*Rest for **one** minute. Choose once on  
**Renewal & Ruin** or **Decadence &  
Downfall**.*

## Resolving Henceforth

1. Choose how much Time passes between Challengers.
2. Rest for as long as instructed. Use a soundtrack or sit silently.
3. Choose from Tables as instructed.
4. Choose a new Challenger. If you have already chosen two Challengers from this Act move on to the next. Otherwise choose from those remaining in this Act.



*Time Moves  
Forwards*

# Act Two

A Steady March

18

## Challengers

### *A Headstrong Knight*

*They are certain, eccentric, and stoic.*

- ◇ Describe what they want their legend to be, and how you are but one part.
- ◇ What banner or symbol do they carry, and what does it mean to each of you?
- ◇ Deem them worthy or unworthy.

### *An Ambitious Arcanist*

*They are charismatic, insightful, and cold.*

- ◇ Describe what terrible power they wield, and how you can augment it.
- ◇ What of their aim is familiar to you, and what part of it is utterly alien?
- ◇ Deem them worthy or unworthy.

### *A Relentless Mercenary*

*They are blunt, casual, and full of camaraderie.*

- ◇ Describe what reputation they bring with them, and how you can change it.
- ◇ What do they tell you of status and heroism, and where do they play into it?
- ◇ Deem them worthy or unworthy.

### *A Fervent Priest*

*They are quiet, verbose, and overbearing.*

- ◇ Describe what and how they worship, and how you fit into their faith.
- ◇ What of their faith is true, and what part do you know is entirely false?
- ◇ Deem them worthy or unworthy.

## Judging A Challenger

1. Choose/describe the Challenger.
2. Answer the Challenger questions.
3. Judge the Challenger as Worthy or Unworthy.
4. Choose an event from Gallant & Good or Broken & Beneath.
5. Answer Mythmaker question (optional).
6. Move to Henceforth.

## Henceforth

### *A Month*

Rest for **twenty** seconds.

### *A Year*

Rest for **forty** seconds.

### *A Century*

Rest for **two** minutes. Choose once on **Renewal & Ruin** or **Decadence & Downfall**.

### *A Season*

Rest for **thirty** seconds.

### *A Decade*

Rest for **one** minute. Choose once on **Renewal & Ruin** or **Decadence & Downfall**.

### *An Era*

Rest for **three** minutes. Choose once on **Renewal & Ruin** or **Decadence & Downfall**.

## Resolving Henceforth

1. Choose how much Time passes between Challengers.
2. Rest for as long as instructed. Use a soundtrack or sit silently.
3. Choose from Tables as instructed.
4. Choose a new Challenger. If you have already chosen two Challengers from this Act move on to the next. Otherwise choose from those remaining in this Act.



Time Moves  
Forwards



# Act Three

An Eternal Rest

21

## Challengers

### *A Curious Storyteller*

*They are attentive, compassionate, and idealistic.*

- ◇ Describe the tales they seek out, and what unique qualities your story has.
- ◇ What story of theirs is new to you, and what story of yours is new to them?
- ◇ Deem them worthy or unworthy.

### *A Derisive Outlaw*

*They are shrewd, efficient, and disdainful.*

- ◇ Describe who they target with their crimes, and how you fit into their goals.
- ◇ What ideal do they represent or break, and how did the kingdom fail them?
- ◇ Deem them worthy or unworthy.

### *A Weary Traveler*

*They are aimless, subdued, and wise.*

- ◇ Describe how far they traveled before meeting you, and what you might share.
- ◇ What place in their travels is most unfamiliar, and what would you wish to see?
- ◇ Deem them worthy or unworthy.

### *A Lonely Conqueror*

*They are accomplished, outcast, and infamous.*

- ◇ Describe what they have taken from others, and the only thing they have to give.
- ◇ What made you their last destination, and what can you give them?
- ◇ Deem them worthy or unworthy.

## Judging A Challenger

1. Choose/describe the Challenger.
2. Answer the Challenger questions.
3. Judge the Challenger as Worthy or Unworthy.
4. Choose an event from Gallant & Good or Broken & Beneath.
5. Answer Mythmaker question (optional).
6. Move to Henceforth.

## Henceforth

### *A Year*

Rest for **forty** seconds.

### *A Decade*

Rest for **one** minute. Choose once on **Renewal & Ruin** or **Decadence & Downfall**.

### *A Century*

Rest for **two** minutes. Choose once on **Renewal & Ruin** or **Decadence & Downfall**.

### *An Era*

Rest for **three** minutes. Choose once on **Renewal & Ruin** or **Decadence & Downfall**.

### *An Eternity*

Rest for **four** minutes. Choose once on **Renewal & Ruin** or **Decadence & Downfall**.

### *Endless Time*

Rest for **five** minutes. Choose **up to three** on **Renewal & Ruin** or **Decadence & Downfall**.

## Resolving Henceforth

1. Choose how much Time passes between Challengers.
2. Rest for as long as instructed. Use a soundtrack or sit silently.
3. Choose from Tables as instructed.
4. Choose a new Challenger. If you've spent ten minutes at Rest, or are ready to end your story, the next Challenger will be your last.
5. Upon resolving the final Challenger, ask yourself:

*What would be a worthy end for this kingdom?  
What would be a worthy end for you?*



All Things  
End

Tables,  
As Told

# Gallant & Good

Deemed **worthy**, the **CHALLENGER** departs, changed and triumphant, as they grow into their own legend. Choose and answer one of the prompts below. Then **change** something to reflect this **Challenger** or their story.

- ◇ **Rather than dedicating themselves to glory, their encounter with you has made them wiser and restrained.** How do they impart this wisdom upon others? How do they speak of you?
- ◇ **They have gained a taste for the strange and unknowable, and they continue to pursue it.** What do they find as they explore the strangeness of the world? What discovers are stranger than even you?
- ◇ **They walk back to the kingdom they came from; then, in the following years, they leave it.** What do they seek, alone from others? Do your paths ever cross once again, even briefly?
- ◇ **They die hunted and a pariah, whether haunted by their legend or having wasted it.** How did they turn from would-be hero to fugitive? Would you still have deemed them worthy?
- ◇ **You give them what they wanted. Then they disappear just as quickly as they rose.** Why did they fade away despite what they could have had? Do you believe they made the right choice?
- ◇ **Almost inevitably, they find themselves in a position of ower, whether by blood, valor, or their own machinations.** How are they seen by the people of the kingdom? What do they change in the world?
- ◇ **They ask for proof, and you, magnanimous just this once, give them a token as evidence of victory.** What is this token, and how does it represent you? Where is it kept, and what do they do with it?
- ◇ **Despite their mortality, you recognize someone much the same as you. You stay your hand and depart as equals.** What advice do you give, as one longer-lived? Do they follow or forget it?

# Broken & Beneath

Deemed **unworthy**, the **CHALLENGER** falters, mortal and frail, and by your hand they will be only memory. Choose and answer one of the prompts below. Then **change** something to reflect this **Challenger** or their story.

- ◇ **It is perhaps a mercy to release them from their troubles. When you do so, it is almost gently.** How do you release them from their burdens? What is the last thing either of you say?
- ◇ **Terror comes, as it often does, and settles between you. Inevitably they lash out in any way they can — blade, spell, or even fists.** How do you defend yourself? How much do you mean to harm them?
- ◇ **The choice was always theirs. They choose to turn tail, run, and live, but it will not be happy.** What do they tell others about their encounter? How does tragedy shadow their life?
- ◇ **In the closest you come to a stalemate, you do not destroy them. At the same time, they do not get what they want.** Do either of you regret a less decisive ending? What other endings do you imagine?
- ◇ **They approach. It does not mean you have to answer, as they are beneath even your notice.** What signs do you let them see of your presence? What life do they return to, the world less strange?
- ◇ **There is no rule stating you have to be entirely fair. You take from them, and you do not give.** What do you take, and how do you trick them into letting you take it? Do you ever think they might return?
- ◇ **The two of you are much the same in all of the worst possible ways. It is for this reason that they cannot succeed.** What shared trait or traits disgust you so deeply? How do you wish that they would change, in the way you cannot?
- ◇ **When they depart unrecognized, it is with full knowledge that their grudge will pass on.** What will they tell their descendant of you, true or not? Will you let your judgment of this Challenger affect who follows in their footsteps?

# Renewal & Ruin

*Aches grow, wounds collect, movements come slowly, and years etch themselves into your body.* Choose and answer one of the prompts below. Then **change** something as you persist or fade across the years.

- ◇ **Some part of the place you call home has finally worn through thanks to time, allowing the elements in.** What do you lose, and what vision of the outside world do you gain?
- ◇ **You discover a new painful sign of wear, whether cracks in your exterior or internal aches and pains.** How do you cope with it over time, and how long does it take to become normal?
- ◇ **Left alone, things grow stagnant and too still, to the point where change is almost required in you.** What do you change in your home, and how does it reflect your own change?
- ◇ **A symbol of your purpose — a weapon, an item, a token, or some other object of note— has become tarnished by time.** What does it represent to you, and how do you try to save it?
- ◇ **In searching through your growing collection of things, you find a memento of when you were far younger.** Who or what is it associated with, and do you decide to keep it even still?
- ◇ **During your rests, your dreams are usually empty. This time, though, they are full of images of the past.** What memory do you always come back to, and is it reassuring, distressing, or something else?
- ◇ **An old wound that you gained so long ago that it takes time to remember the source, surges with new pain.** Where did it come from, and how do you distract yourself from it?
- ◇ **On occasion, when you look at yourself, it is difficult to recognize it as you to begin with.** What changes mark you most significantly, and which small ones grew larger and larger over time?

# Decadence & Downfall

*A new season comes, rulers leave the world or enter it, rot grows, and all things fall apart.* Choose and answer one of the prompts below. Then **change** something to reflect the kingdom around you shifting from era to era.

- ◇ **Outside of your small domain, blades clash and bodies litter the landscape.** Which sides are at war, and for what reason? Do you believe in a side or dismiss it all as mortal folly?
- ◇ **Something entirely new has entered the kingdom — a new force, a new faction, a new entity. Its arrival sends ripples.** Does this affect you? Did you know of its arrival, or were you surprised?
- ◇ **A new ruler ascends to power by birth, manipulation, or blood.** How does their rule change the land and the people? What do you miss from the reign of their predecessor?
- ◇ **A new idea — religious, political, social, or otherwise — has come into fashion. It is seen as a threat by some and a savior by others.** How does it affect the status quo? Where and how have you seen it before?
- ◇ **The kingdom has expanded its reach into a previously unmapped and untamed area, discovering a new resource.** How does it change everyday life? How does it affect you?
- ◇ **This time, you are awake to see one of the kingdom's yearly celebrations in the distance.** What does it celebrate and how? Is the mood this year joyous, somber, or something else?
- ◇ **Sudden disaster strikes after omens of ill portent. The earth shakes, the skies darken, or fires rage.** What is the cause of this? What is or is not left in the wake of misery?
- ◇ **A landmark vital to the kingdom and to your own navigation finally falls, collapses, or crumbles.** What is the cause of this? What is or is not left in the wake of misery?

## Acknowledgements & Credits

First and foremost, unfortunately, thank you to my British Literature professor who let me write a twenty page paper on Grendel's mother, parallels with Beowulf, and horror.

To all my friends who have dealt with me not shutting up about *Beowulf* for the following years, and who now deal with me not shutting up about *Gawain and the Green Knight* for the current moment. Hopefully I have now gotten out some of those terrible little thoughts.

To everyone who, much like me, obsesses over the antagonist in myths for one reason or another, I hope you enjoy this.

The fonts used in this document are: Cochineal, Rosamunde, CAT Altenglisch, and JSL Ancient. All the images used are public domain from Old Book Illustrations (<https://oldbookillustrations.com>).

Thank you again to Mousehole Press for developing the Lost and Found SRD, without which this game would not exist.

**Let me know how your legends play out.**

**Find me at:**

@skelejam on itch.io  
@kw\_writing on Twitter



Now, let me tell  
you of an even  
stranger tale.

*An old tale made new. A tale  
of heroes and monsters,  
like every good story. A  
legend told again and again  
through time.*

A chronicle of a  
Mythmaker.