

# SCENE UNFOLDING MACHINE

The **Scene unfolding machine** (SUM) is a GM Emulator toolkit, that provides you with tools to replicate GM and NPC behavior in roleplaying games without a GM, either Solo RPG or GM-Less games. This system is not standalone. Use together with **Plot unfolding machine** or any other oracle system of your choice. Enjoy!

## GM EMULATION

**INSTRUCTIONS:** These table results are sorted from **peaceful** to **tense** GM calls. If you have any expectations from the GM, **roll twice**: keep the **lowest** value when expecting good news, or keep **highest** when expecting trouble.

### ACTION

Whenever there is a pause, a silence, or a delicate moment, use this table to simulate what a GM would do at such time. This table is very useful when you want to fill certain gaps during your scene, or when you wish you had a voice on the other side of the table, adding something. It aims to take away narrative power from your side.

1d100	The GM...	1d100	The GM...
1-20	Remains silent, what do characters do?	51-70	Remains silent, what do characters do?
21-22	Further explains sensorial elements to characters	71-72	Throws something requiring immediate attention
23-24	Describes an additional location element or detail	73-74	Brings a scene complication that thickens the plot
25-26	Gives a single character a chance to shine	75-76	Presents a decision to be made with consequences
27-28	Last action or decision was a good idea because...	77-78	Something bad happens, bad news, or bad luck
29-30	Positive surprise, good news, or good luck	79-80	Change in location conditions interrupts the PCs
31-32	Active opposition or enemies show up for conflict	81-82	Last action or decision was a bad idea because...
33-34	Refers to an object that can be interacted with	83-84	Suddenly puts characters in danger, tension or risk
35-36	Shows a clue or lead that somehow helps a thread	85-86	Someone else's problems conflicts with PCs interests
37-38	Reveals something not seen or present earlier	87-88	Someone is preventing the PCs from proceeding
39-40	Places element of interest behind a challenge	89-90	Something breaks, fails or gets harmed around here
41-42	Brings a new or existing NPC to an interaction	91-92	Brings news related to a problematic distant event
43-44	Someone else gets in trouble and needs help	93-94	Reveals enemies nearby that are not yet aware of PCs
45-46	Presents something that reflects the game setting	95-96	Brings a very inconvenient NPC to the current scene
47-48	Shows an element that talks about the local history	97-98	Lays out environmental hazards or dangerous traps
49-50	Active opposition or enemies show up for conflict	99-100	Active opposition or enemies show up for conflict

### FEEDBACK

Your PCs proposed something, and you would like to have a GM react to it, by supporting it or not. It does not mean your idea or proposal is good or bad, but rather, it represents how does the world (in-game) react to your character choices. It adds color and reactivity to your PCs choices.

1d20	fortunately...	1d20	unfortunately...
1-3	It is in fact, easier to achieve than expected	11	No special reaction, remains silent
4	GM finds this an excellent idea, because...	12	It is not possible to do what is proposed, because...
5	What a coincidence that PCs propose this now...	13	What PCs propose is certainly risky, because...
6	In the meantime... (GM takes notes, mysteriously)	14	Someone is not going to like what the PCs are doing
7	Someone else reacts or takes action simultaneously	15	Not so fast, speedy... PCs didn't consider...
8	Someone is going to be very happy about this	16	PCs might want to reconsider that, because...
9	Lucky day, the PCs find loot, treasure or a value object	17	Something else happens before PCs attempt that
10	On spot, the PCs learn or make a big discovery	18-20	It is in fact, harder to achieve than expected

### WORLD

Use this table sporadically, to take a pause and zoom in into one or more elements of your current scene. You must not throw this information in front of the PCs, but rather place hints or leads of it in the scene.

1d20	tells more about...	1d20	tells more about...
1	Describe visual or olfactory elements around	11	How is this area protected or defended?
2	How does it feel to be right here, right now?	12	Were there events of oppression, conflict or war?
3	What is going on in this place right now?	13	What factions traverse, occupy or wander around?
4	What happened recently in this place?	14	How is the current location governed or controlled?
5	What happened here, long time ago?	15	Does this area trigger any memories or anecdotes?
6	How is this place related to the characters?	16	How do or did people survive or make money here?
7	How is the weather, mood or atmosphere?	17	How is magic, technology or any game trope related?
8	How is the architecture, building style of this place?	18	What could someone find here if careful or smart?
9	What is the most iconic feature of this area?	19	Which kind of people live or used to live here?
10	What role does this location play in the region?	20	Any famous or iconic NPC related to this place?

# NPC EMULATION

**INSTRUCTIONS:** These table results are sorted from **helpful** to **unhelpful**, so if you have any sort of expectation or bias from an NPC, **roll twice**: keep **lowest** when expecting a friendly NPC, or keep **highest** when NPC is a bad one.

## CONTRIBUTION

When encountering NPCs, you might need to know how could they help or complicate your PCs goals. These two tables will yield what NPCs talk about when engaged.

1d100	The NPC... (helpful)	1d100	The NPC... (unhelpful)
1-20	Asks about your concerns, ready to be of help	51-70	Eagerly waits to know what do you want
21-22	Shows a feature that sets them apart from the rest	71-72	Brings a topic that conflicts with PCs interests
23-24	Shares about something in common with the PCs	73-74	Asks for reasons about your goals and tasks
25-26	Offers resources or materials that support PCs cause	75-76	Refuses to continue if not convinced, or bribed
27-28	Reveals a secret that significantly helps a thread	77-78	Has done something that the PCs won't like
29-30	Makes a request for something desperately needed	79-80	Knows something, but wants something in return
31-32	Behaves differently from what was expected	81-82	Shares about own desires, goals and vision
33-34	Connect you or present you someone they know	83-84	Has useful information, but reluctant to share it
35-36	Talks about personal needs or problems	85-86	Seeks to end interaction, throws you out or leaves
37-38	Reveals own skills, profession, or belonged faction	87-88	Calls for reinforcements, requests support
39-40	Shares details about the current area or location	89-90	Reveals a truth that twists or thickens the plot
41-42	Shares about an upcoming event or situation	91-92	Reveals to belong to a faction that conflicts the PCs
43-44	Talks about a useful, dangerous or wonderful place	93-94	Offended by your presence, or your past actions
45-46	Talks about an important resource or special object	95-96	Has a weapon or means to complicate PCs goals
47-48	Proposes a mutual agreement, a trade or deal	97-98	Makes a threat, a promise or a hard accusation
49-50	Behaves strangely, sensitive to what PCs do or say	99-100	Assaults verbally, taunts, or begins a fight

## BEHAVIOR

When you are interested in knowing how an NPC behaves and reacts to your PCs presence, roll here.

1d20	The NPC (good)	1d20	The NPC (bad)
1-3	Approaches and greets you, normally	11	Despite unliking you, remains respectful and calm
4	A flashy, extrovert, or humorous reaction	12	An uncomfortable look, unwelcoming toward you
5	Is engaged in an activity, unaware of your presence	13	Ignores you intentionally, avoids conversation
6	Acts with pride, certainty or self-confidence	14	Immediately leaves and avoids any engagement
7	Despite desire, is unable or unfit to interact	15	Looks at you disrespectfully or in a rude manner
8	Doesn't recognize your presence, or is unfamiliar	16	Approaches in a taunting manner, with strength
9	Hides away, avoids direct eye contact with you	17	Triggers an alarm, gives notice to others
10	Feels threatened towards you, with certain concern	18-20	Draws weapons, stands ready to fight

## OPINION

If you are sharing plans or ideas with an NPC, roll this table to know what do they think about it or how they think.

1d20	fortunately they...	1d20	unfortunately they...
1-3	Don't really care about it	11	Disagree, dislike and won't allow it
4	Lightly agree without strong opinion	12	Make it more difficult to get
5	Reveal fact that strengthens the idea	13	Warn or advice against it
6	What a coincidence, because...	14	Approve but don't like how it sounds
7	In the meantime, they can help with...	15	Remind about an overlooked detail
8	Warn about something against it	16	Propose a different approach or opinion
9	Provide something that can be of help	17	Going to do something about it too
10	Like and approve, promote and help	18-20	Stay neutral about it, nothing to add or say

## ANSWER

If you are asking an NPC a yes or no question, for example, if they know about a topic or not, roll on this table.

1d20	fortunately...	1d20	unfortunately...
1-4	The answer is Yes	11	No idea, don't know
5	The answer is a definite yes	12	No, it is not that simple
6	Yes, but it is not that simple	13	No, but no time to explain
7	Yes, but can't explain now	14	Probably not, not sure
8	Yes, but it will cost you	15	Can't tell, but has a reason
9	Yes, but not so sure	16	Can't or won't tell
10	Doesn't know but knows who does	17-20	The answer is No

# SCENE UNFOLDING MACHINE

## ACTION (1D100)

### MOTIVES, DESIRES, EVENTS, DECISIONS, ACTIVITIES, INTENTIONS

These are good when trying to figure out actions and intents, desires, wishes or what is something for. They work very well when combined with a Subject, with or without adjectives, in order to formulate sentence like answers.

*What are they trying to do? - How will they do it? - What is the object for? - What did they do? - Why did they do it?*

1 Achieve, succeed, triumph, press on	51 Slow down, delay, hinder, postpone, hold back
2 Allow, grant, permit, authorize, enable	52 Clear, clean up, open up, free, empty
3 Encourage, instigate, stimulate, excite, motivate	53 Close up, near, direct, reach out, approach
4 Believe, have faith, trust, be confident on, rely on	54 Close, wrap up, finish, complete, conclude
5 Call, rally, reunite, meet, group, summon, gather	55 Comply, adhere, obey, stick to, follow rules
6 Change, transform, evolve, mutate, alter	56 Avoid, evade, dodge, neglect, suppress, withstand
7 Claim, seize, capture, occupy, take, conquer	57 Contact, reach out to, communicate, talk to, refer
8 Continue, double the effort, press harder, push	58 Cover, store, save, hide, keep safe, shelter
9 Divide, separate, split, disjoint, break	59 Pay for, afford, finance, remunerate, reward
10 Schedule, prepare, organize, arrange, plan, lead	60 Allocate, delegate, invest, instate, induct, bet, risk
11 Solve, figure out, answer, decipher, deduce, untangle	61 Decide, choose, determine, resolve, settle, rule
12 Follow, chase, pursue, track, spy, recon, shadow	62 Observe, watch, monitor, supervise, record, control
13 Help, aid, assist, heal, support, care, treat	63 Depart, abandon, leave, withdraw, quit, take leave
14 Hold, keep, defend, protect, stand, alert	64 Descend, go deep, fall, sink, slope
15 Identify, recognize, associate with, reminds to	65 Describe, explain, report, express, chronicle
16 Strengthen, empower, reinforce, fortify, improve	66 Disclose, reveal, divulge, spread, pass on, report
17 Keep, hold on to, retain, stay, carry on with	67 Dispatch, send, deploy, ship, transmit, consign
18 Know, learn, understand, translate, write down, journal	68 Drain, channel, pipe, conduct, repurpose, redirect
19 Soften, give little, alleviate, lessen, minimize	69 Ride, handle, operate, steer, navigate, mount, drive
20 Conjure, spell, cast, recite, radiate, evoke	70 Eliminate, remove, abolish, delete, undo
21 Make, create, define, construct, establish, produce	71 Banish, prohibit, expel, throw out, cast out, dismiss
22 Need, require, want, demand, crave, desire	72 Employ, hire, recruit, enlist, appoint, gather
23 Offer, give, provide, present, gift	73 Ask, request, question, discuss, argue, propose
24 Buy, acquire, operate, purchase, trade, obtain, haggle	74 Encounter, face, engage, confront, come across
25 Reach, make it to, go to, hike up, travel, extend	75 Kill, destroy, assassinate, eliminate, suppress
26 Reduce, shrink, bring down, turn down, diminish	76 Enhance, improve, intensify, magnify, strengthen
27 Respect, love, regard, admire, have courtesy	77 Ensure, make sure of, secure, warrant, guarantee
28 Deal with, take care of, handle, manage	78 Expect, wait for, look for, await, look forward to
29 Seem, show off, appear to be, act as, fake	79 Express, say, talk, share, comment, declare, announce
30 Send, envoy, message, dispatch, transmit, communicate	80 Favor, approve, benefit, esteem, like, support
31 Serve, be in the service of, obey	81 Oppose, fight, disapprove, dislike, reject
32 Research, investigate, study, read, explore, seek	82 Feel, detect, sense, experience, bear
33 Take, steal, raid, sabotage, secure, confiscate, get	83 Fight, combat, struggle, dispute, challenge
34 Travel, go to, advance, move, transport, teleport	84 Focus, concentrate, direct, centralize, channel
35 Worship, adore, respect, be fanatic of, exaggerate	85 Hear, listen, pay attention, spot, observe, smell
36 Accomplish, succeed, win, fulfil, achieve	86 Honor, pay respect, commemorate, glorify, commend
37 Reveal, admit, give away, confess, tell, allow	87 Immobilize, disable, cripple, paralyze, knockdown
38 Arise, grow, come to light, appear, emerge, stand up	88 Influence, persuade, convince, manipulate, seduce
39 Sell, trade, exchange, deal, get rid of, get done with	89 Invite, gather, reunite, ask, bid, summon
40 Attack, invade, strike, hit, charge, assault, storm, siege	90 Participate, join, be part of, cooperate, bond with
41 Attune, empathize, sympathize, understand, commune	91 Perform, act, carry out, play, present, stage
42 Begin, start, initiate, launch, set up, kick off	92 Be praised for, be requested to, be needed for
43 Bluff, lie, deceive, betray, feint, trick	93 Provoke, taunt, intimidate, scare, frighten
44 Break, damage, shatter, smash, crack, poison	94 Find, search, locate, track down, spot
45 Interrupt, cancel, intrude, stop, block, prevent	95 Prove, show, demonstrate, validate, confirm
46 Command, give order, instruct, direct, mandate, lead	96 Include, increase, incorporate, merge, aggregate
47 Catch, grab, hunt arrest, trap, hook, capture, bait	97 Realize, discover, uncover, find out, unmask
48 Challenge, defy, duel, disobey, dare, negate, contradict	98 Remember, remind, recall, think, ideate, reason
49 Charge, tax, bill, demand, impose, levy, collect	99 Retrieve, bring back, recover, reclaim, reestablish
50 Condemn, judge, assess, denounce, convict, accuse	100 Work, build, tailor, craft, brew, cook, prepare



# SCENE UNFOLDING MACHINE

## ADJECTIVE (1D100)

### DESCRIPTORS, DETAILS, ATTRIBUTES, ACCESSORIES, ABILITIES

These descriptors can be used to enrich or add information about locations, people or objects. It may be used to describe a subject of the previous page table, or any subject you want to refer to.

*How does it look like? - What makes it so special? - Why did they want that? - Describe the president in one word*

1 Abundant, plentiful, loaded, rich	51 Known, familiar, renowned, predictable, stable
2 Active, latent, lively, occupied, busy, crowded	52 Limited, insufficient, lacking, incomplete, missing
3 Adventurous, large, dangerous, risky	53 Little, small, minimal, reduced, shrunk
4 Afraid, scared, paralyzed, macabre	54 Loud, sound, talkative, noisy, distracting, musical
5 Chemical, alchemical, biological, elemental	55 Loyal, respectful, legal, honorable, proud
6 Alien, outsider, unfitting, foreign, different	56 Magical, mystical, wondrous, strange, wizardry
7 Aquatic, liquid, watery, oceanic, wet	57 Mighty, powerful, strong, forceful, fierce, vicious
8 Attacked, damaged, pillaged, hit, bullied	58 Monstrous, aberration, horrible, disastrous, twisted
9 Barbaric, native, primitive, untouched, savage	59 Necessary, critical, crucial, required, needed
10 Beautiful, charming, exotic, marvelous	60 Negative, harmful, unwanted, undesired, avoided
11 Blank, empty, inhabited, clear, void	61 Numerous, filled, quantity, together, grouped
12 Broken, damaged, dead, non-functional, useless	62 Clever, intelligent, ingenious, smart, professional
13 Careful, tidy, clean, delicate, maintained	63 Original, native, cultural, traditional, conventional
14 Cautious, defensive, paranoid, watched	64 Pathetic, ridiculous, unfitting, weird, strange
15 Chaotic, messy, disastrous, unattended	65 Political, strategic, wealthy, designed, planned
16 Divine, celestial, godly, sacred, holy, religious	66 Precarious, poor, lacking, poverty, unwanted
17 Characteristic, local to this place, belonging	67 Quick, fast, agile, moving, nimble, sneaky
18 Clouded, foggy, hard to see, fuzzy, invisible	68 Ruin, forgotten, abandoned, destroyed, extinct
19 Corrupted, manipulated, utilized, misused	69 Safe, secure, silent, calm, quiet, trustworthy
20 Crazy, unpredictable, nonsensical, strange	70 Scattered, spread out, distracted, flattened
21 Complicated, complex, difficult, cursed, impossible	71 Selected, chosen, elected, voted, decided
22 Dark, unlit, black, obscure, dim, gloomy	72 Shady, illegal, immoral, uncomfortable, wrong
23 Deadly, dangerous, toxic, decadent, sick, poisonous	73 Eliminated, killed, destroyed, annihilated, executed
24 Armed, protected, defended, fortified, ready	74 Snowy, frozen, still, shattered, cold
25 Deep, buried, stashed, underground, underwater	75 Abnormal, supernatural, different, atypical
26 Hot, dry, red, sunny, flat, drained	76 Timed, temporary, time-consuming, demanding
27 Developed, detailed, carefully built, well-presented	77 Undead, revived, brought-back, recovered, restored
28 Diplomatic, stylish, well-suited, elegant, presented	78 Undiscovered, new, untouched, born, virgin
29 Distinctive, different, exotic, unique, special, remarkable	79 Wonderful, amazing, incredible, brilliant, flashy
30 Rocky, mountainous, solid, large, huge, gigantic	80 Useful, handy, active, convenient, fortunate
31 Dynamic, moving, agile, unstable	81 Valuable, rich, promoted, commercial
32 Reachable, welcoming, inviting, accessible	82 Vast, extended, powerful, huge, broad
33 Empowered, enhanced, fortified, improved, upgraded	83 Visited, concurred, popular, famous, remarkable
34 Encouraging, inspiring, leading, exemplary	84 Weak, helpless, vulnerable, exposed, endangered
35 Enigmatic, confusing, curious, distinctive	85 Plastic, artificial, composite, fictional
36 Entertaining, fun, humorous, joyful, cheerful	86 Confined, reserved, obscured, forbidden, protected
37 Essential, important, key, relevant, strategic	87 Open, airy, flowed, accessible, reachable, elevated
38 Environmental, surrounding, weather, adapted, survived	88 Expansive, enlarging, growing, spreading
39 Expensive, rich, majestic, rare, valuable	89 Wooden, strong, resistant, metallic
40 Fatal, deadly, fearsome, invincible	90 Written, recorded, remembered, archived, translated
41 Foolish, dumb, unprepared, unprotected, vulnerable	91 Mechanical, complex, built, functional, synthetic
42 Healthy, repaired, fixed, recovered, constructed	92 Explosive, delicate, reactive, inflammable
43 Disguised, concealed, secretive, camouflaged, hidden	93 Civilized, urbanized, elegant, decorative, organized
44 Historic, memorable, legendary, old, ancient	94 Captured, taken, stolen, missing, kidnapped
45 Hungry, lacking, needing, depending, thirsty	95 Expelled, banished, forbidden, rejected, prohibited
46 Idle, inactive, never used, turned off, disconnected	96 Owned, private, personal, treasured, enslaved, hired
47 Impassable, impenetrable, inaccessible, impermeable	97 Violent, enraged, angry, unstable, hysteric
48 Inhospitable, inhuman, infested, cursed	98 Friendly, allied, cooperative, helpful, supportive
49 Irresistible, tempting, seductive, addictive	99 Modern, technological, advance, revolutionary
50 Isolated, lonely, separated, introvert, alone	100 Depleted, used, utilized, tired, exhausted

# SCENE UNFOLDING MACHINE

## SUBJECT (1D100)

### TOPICS, MATTERS, REASONS, OBJECTIVES, FINDINGS, MCGUFFINS

These can be good prompts for topics, matters or core subjects to your *what is it?* questions. Work well either prefixed with an action from the previous table, or enriched with an adjective from the next page table.

*What were they fighting for? - What did they give? - What is the mission about? - What do they want?*

1 People, civilian, masses, groups, population	51 Curse, damnation, sickness, insanity, crazy
2 Protection, defense, preservation, sanctuary	52 Army, troops, soldiers, mercenaries, recruits
3 Ability, quality, power, edge, implant, skill	53 Politics, secrets, rumors, scheming, betrayal
4 Advisor, counselling, chancellor, ambassador	54 Danger, threat, hazard, emergency, jeopardy
5 Entertainment, joy, happiness, festivity, holiday, music	55 Dark, darkness, dark side, evil, malevolence
6 Promise, an oath, destiny, fate, a vow, pledge, belief	56 Devastation, ravage, destruction, ruin, wreckage
7 Aftermath, consequences, leftovers, outcomes	57 Decision, choices, costs, consequences
8 Agreement, a contract, an alliance, arrangement, deal	58 Declaration, announcement, statement
9 Archers, rifles, ammunition, long range, artillery, guns	59 Defeat, loss, failure, not enough, frustration
10 Ambush, a strike, a coup, revolt, revolution	60 Desire, power, aspiration, dreams, wishes
11 Magic, weird science, esotericism, occult, alien	61 Desolation, absence, loneliness, emptiness, void
12 An appointment, a new ruler, coronation, ascension	62 Tools, knowledge, utilities, technology, means
13 Armor, armory, defense, equipment, shield	63 Detection, perception, intuition, feelings
14 Arrival of someone, people, newcomers, immigrants	64 Development, improvement, growth, expansion
15 Artwork, style, artists, culture, music	65 Diplomacy, treaty, politics, influence, power
16 Artifacts, objects of power, amulets, jewelry	66 Disease, sickness, poison, venom, pandemic
17 Truth, innocence, compassion, empathy, support	67 Distraction, detour, a different way, a trap
18 An audience, conference, meeting, council, reunion	68 Door, gates, passage, bridges, portal, caves, tunnel
19 Barbaric, nomads, bandits, renegades	69 Opposition, enemies, adversities, misfortune
20 Religion, divine, clerics, deities, gods, wrath	70 Drama, loss, sadness, emotions, regret
21 Message, omens, communication, news, changes	71 Food, water, resources, minerals, materials
22 Block, blockade, position, wall, barricade	72 Dust, earth, sand, sandstorm, desert, mud, rocks
23 Bravery, courage, overcoming fear, valor, honor	73 Elimination, assassination, killing, dagger
24 Weapons, melee, two-handed, sword, axe, hammer	74 Empire, kingdom, country, state, civilization, reign
25 Monsters, beasts, robot, machine, creature	75 Energy, ritual, channeling, conjuration, sorcery
26 Business, trade, commerce, exchange, a deal, ports	76 Enthusiasm, energy, activity, eagerness, anxiety
27 Campaign, operation, expedition, project, adventure	77 Escape, break out, prison, freedom, flee
28 Rest, recovery, a safe place, a pause, accommodation	78 Time, year, calendar, end of, period, era, age
29 Carrier, courier, a messenger, a bearer, a runner	79 Fear, scare, horror, terror, paranoia
30 Mountains, hills, cliffs, altitude, high	80 Research, information, lore, knowledge, data
31 Mockery, insult, offense, disrespect	81 Fire, flame, heat, red, burning, summer
32 Chance, an opportunity, advantage, a moment	82 Roads, rivers, routes, bottlenecks, shortcut
33 Money, supplies, resources, wealth, assets	83 Forest, jungle, trees, green, plants, growth, life
34 Machinery, engineering, infrastructure, platresolvlegacy	84 Fortress, castle, outpost, keep, bunker
35 Chronicles, history, events, past, culture, legacy	85 Water, rain, swamp, cold, ice, snow
36 City, village, town, settlement, housing, urbanization	86 Plan, strategy, goal, objective, mission
37 Claim, rightfulness, possession, belongings	87 Friend, colleague, relationship, intimate, confidant
38 Cloud, visibility, fog, clear thoughts, ideas	88 Person, contact, relative, someone, entity
39 Commands, mandate, orders, chain of duty, execution	89 Glory, victory, triumph, success, gains, benefits
40 Companions, allies, supporters, henchmen, assistants	90 Bacteria, virus, insects, vermin, drones, parasites
41 Concealment, privacy, invisibility, transparency	91 Domain, field, territory, land, province, region
42 Conflict, invasion, war, battle, large scale skirmish	92 Superiority, perfection, majesty, achievement
43 Construction, building, structure, ruins, pillars, statues	93 Harm, damage, blood, injuries, pain, suffering
44 Consumables, potions, drugs, toxins, alchemy	94 Hatred, anger, vengeance, resentment, envy
45 Conversation, dialogue, discussion, arguments, reasons	95 Healing, heart, health, recovery, rest
46 Corpses, death, mortality, undead, necromancy, ghosts	96 Commander, mercenary, captain, general, soldier
47 Countryside, farms, agriculture, surroundings, nature	97 Vehicles, transport, rides, mounts, aircraft, ships
48 Couple, love, partner, passion, sex, jealousy	98 Hunger, thirst, starvation, breath, necessity, survival
49 Crew, brotherhood, fraternity, faction, family, cult, sect	99 Illusions, lies, tricks, traps, thievery, theft, corruption
50 Kings, rulers, dictators, aristocrats, nobles, ministers	100 Peace, tranquility, nature, harmony, safety, balance