

# Introduction

Juice is an oracle I have been iterating on for a long time. It is intended to be travel friendly and minimal, yet versatile and complete. It is a dense collection of generic tables from various sources that can be used to enhance your roleplaying experience. There is a large focus on immersion and NPC interaction, because I find that this is where I get the most enjoyment out of a solo session.

If you are familiar with the Mythic system, this oracle will be easy to use. It provides alternative variations of the major Mythic components, such as:

- Fate Check
- Meaning Tables
- Random Events
- Scenes and Transitions

With this oracle and a few index cards for keeping track of threads and characters, you will be all set to go! Either way, I highly recommend reading Mythic GME 2e.

This was written specifically with D&D 5e and Ironsworn in mind. That said, it is relatively system agnostic, although setting-wise it favors fantasy.

Something to keep in mind: Every piece of this is optional. You can use it exclusively, use it to supplement your other tables, or replace pieces of it with your own tables.

# Disclaimer

I'm no professional. I don't have an editor. I don't have proper layout software. This document was written over a long period of time, in no particular order, during my free time. There will likely be mistakes or inconsistencies, especially since I have been tinkering with Juice as I wrote. I tried my best! Simply let me know if something is confusing or off, and I will do my best to correct it with the next version. Also, I am open to suggestions!

# **Preparation**

## **Printing**

Every printer is different, and some have tighter tolerances on the margins than others. I have access to a printer at my office, and two different printers at my local library. Based on the testing I have done, I need different settings for all three of them.

The office printer is able to print really close to the paper edges. I can use "fit to page" and it just works. One of the library printers needs me to scale to 98% to not have things cut off of the edges and bottom, while the other needs 96% for some reason. In both cases, the output margin is still large enough that it messes up the folding, so I need to cut off some of the edge.

And therefore, my advice is to first try printing at 98% and step down to 97%, then 96%, if words on the sides or bottom are cut off.

It should print centered by default, but if you have a setting, make sure the page is vertically and horizontally centered.

Finally, you want to print in landscape, double sided, and flip on the SHORT side. If you instead flip on the long side, then the back will be upside down.

The edges should be about 1/8 of an inch wide, any larger and you will want to cut some off.

#	Discover Meaning	Meaning Tables / Name Generator
5	Helpful	23+
4	Dangerous	23-0
3	Conceal	12
2	Betray	12
1	Ancient Burden	120

NA: 1d10@- Until Doubles, Then NA: 1d10@+

Area	Passage	Condition
Dead End		
: 3 Doors	Narrow Crav	
: 3 Doors	Bridg	
: 2 Doors	Long	Ashes / Burned
: 1 Door	Wide	Damaged
Door	Expected	Expected
Expected	Right Angle Turn	Stripped Bare
Stairs	Side Passage	Used as Campsite
Previous Area	3-Way Intersection	Converted to Other Use
	4-Way Intersection	Pristine

> 1/4 Inch, too wide

Challenge	River/Road	Heavy Rain	+2@0
Island	Dungeon	Light Rain	+3@+
Test*	Feature	Heavy Clouds	+3@-
Camp	Settlement/Camp	High Winds	+4@-
Water	Advance Plot	Clear Skies	+4@+
Desert	Destination/Lost	Scorching Heat	+4@+
Encounter	: $\sum CR > \sum Lvl / (Lvl > 4?2:4)$ , Any CR > Lvl		
1-4 Easy	5-8 Medium		
Ice Mephit	- Winter	- Nightmare	Wraith
Warhorse S	- Wight	- Phase Spider	Draider
G Spider	Quaggoth	+ Bugbear	Hob C
- Worg	+ Hobgoblin	- Troll	Orc WC
- Orog	Orc EoG	+ Stirge	Y Dragon
G Weasel	+ W. Kobold	- G Crocodile	L King
	Shaman	+ Z	V Spawn

Closer to 1/8 Inch, this is good. Even smaller would be better.

# Folding

To fold it, first place it on the table in front of you such that "Meaning Tables / Name Generator" is readable in the lower left. Then, pick up the right edge and flip it over to the left. You should see the "Extended NPC Conversation Tables" readable on the left side.



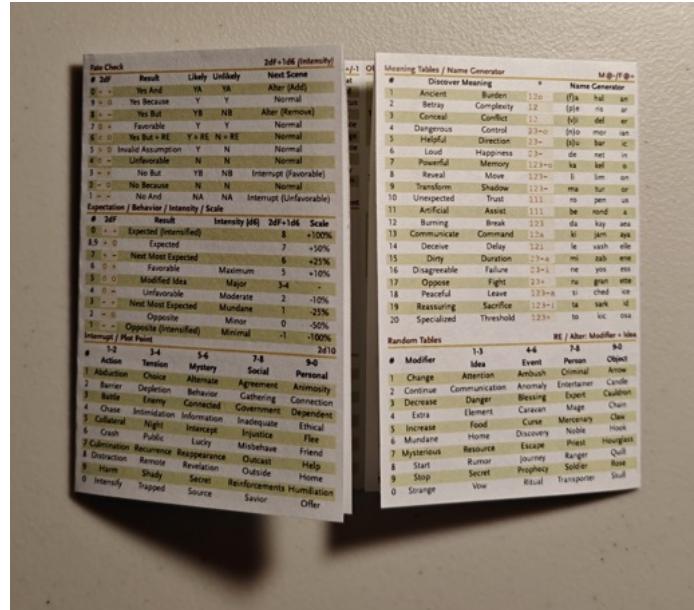
Next, take the top edge and fold it down to the bottom edge. You will be able to see the "Wilderness" table readable on the left.

Wilderness		D20 Env + 1d6 Type; W: Telep + 1; M: Tele-C		NPC / Action		Dunge 4 1d6 HPR: Chv (0-4) 2d6: (Chv SH: CHB-L-1)		Object / Treasure		A&E		Trap Knowledge		N&L 1d10 (High-Low) Details: Thaw Hk: 1d10g	
#	Type	Environment	Env	Teleport	Teleport	Need	Modif/Topic	Action	Combat	Quality	Material	Type	Trap	Knowledge	Condition
1 - 0	Snowy	Arctic	Natural Hazard	Blizzard	W	2	Curious	Shape	Attack	1	Broken	Leather	Hunt Area	Passage	Perilous
2 - 2	Rocky	Mountains	Monsters	Snow Flurries	-0/+0	3	Careless	Recovery	Confidence	2	Worn	Bone	Barrier	Hidden	Protected
3 - 2	Rocky	Desert	Monsters	Wind	-0/+0	4	Simple	Recovery	Confidence	3	Exceptional	Leather	Bridge	Locked	Opened
4 - 2	Rocky	Hills	Challenger	Thunder Storm	-1/+0	5	Reserved	Stability	Reputation	4	Gold	Tool	Large Chamber	Doors	Opened
5 - 1	Rocky	Desert	Monsters	Lightning	-1/+0	6	Outgoing	Friendship	Suppliers	5	Stainless	Cloth	Door	Wide	Damaged
6 - 1	Rocky	Desert	Monsters	Rock	-1/+0	7	Selfish	Selfish	Gives Something	6	Simple	Wood	Lock	Unlocked	Locked
7 - 1	Dark	Savannah	Monsters	Heavy Clouds	-1/+0	8	Compassionate	Stable	Equipment	7	Worn	Pouch	Exit	Stairs	Used as Passage
8 - 1	Dark	Savannah	Monsters	Clouds	-1/+0	9	Confident	Reputation	Confidence	8	Fine	Sackel	Right Angle Turn	Striped Runes	
9 - 1	Dark	Coast	Advocate	Clear Skies	-1/+0	10	Greedy	Reputation	Confidence	9	Great	Cloth	Exit	Stairs	Used as Passage
0 - 1	And	Desert	Destination/Land Scouting	Heat	-1/+0	11	Greedy	Reputation	Confidence	10	Great	Gold	Right Angle Turn	Striped Runes	
11 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	12	Greedy	Reputation	Confidence	11	Great	Gold	Exit	Stairs	Used as Passage
12 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	13	Greedy	Reputation	Confidence	12	Great	Gold	Right Angle Turn	Striped Runes	
13 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	14	Greedy	Reputation	Confidence	13	Great	Gold	Exit	Stairs	Used as Passage
14 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	15	Greedy	Reputation	Confidence	14	Great	Gold	Right Angle Turn	Striped Runes	
15 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	16	Greedy	Reputation	Confidence	15	Great	Gold	Exit	Stairs	Used as Passage
16 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	17	Greedy	Reputation	Confidence	16	Great	Gold	Right Angle Turn	Striped Runes	
17 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	18	Greedy	Reputation	Confidence	17	Great	Gold	Exit	Stairs	Used as Passage
18 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	19	Greedy	Reputation	Confidence	18	Great	Gold	Right Angle Turn	Striped Runes	
19 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	20	Greedy	Reputation	Confidence	19	Great	Gold	Exit	Stairs	Used as Passage
20 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	21	Greedy	Reputation	Confidence	20	Great	Gold	Right Angle Turn	Striped Runes	
21 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	22	Greedy	Reputation	Confidence	21	Great	Gold	Exit	Stairs	Used as Passage
22 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	23	Greedy	Reputation	Confidence	22	Great	Gold	Right Angle Turn	Striped Runes	
23 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	24	Greedy	Reputation	Confidence	23	Great	Gold	Exit	Stairs	Used as Passage
24 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	25	Greedy	Reputation	Confidence	24	Great	Gold	Right Angle Turn	Striped Runes	
25 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	26	Greedy	Reputation	Confidence	25	Great	Gold	Exit	Stairs	Used as Passage
26 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	27	Greedy	Reputation	Confidence	26	Great	Gold	Right Angle Turn	Striped Runes	
27 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	28	Greedy	Reputation	Confidence	27	Great	Gold	Exit	Stairs	Used as Passage
28 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	29	Greedy	Reputation	Confidence	28	Great	Gold	Right Angle Turn	Striped Runes	
29 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	30	Greedy	Reputation	Confidence	29	Great	Gold	Exit	Stairs	Used as Passage
30 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	31	Greedy	Reputation	Confidence	30	Great	Gold	Right Angle Turn	Striped Runes	
31 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	32	Greedy	Reputation	Confidence	31	Great	Gold	Exit	Stairs	Used as Passage
32 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	33	Greedy	Reputation	Confidence	32	Great	Gold	Right Angle Turn	Striped Runes	
33 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	34	Greedy	Reputation	Confidence	33	Great	Gold	Exit	Stairs	Used as Passage
34 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	35	Greedy	Reputation	Confidence	34	Great	Gold	Right Angle Turn	Striped Runes	
35 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	36	Greedy	Reputation	Confidence	35	Great	Gold	Exit	Stairs	Used as Passage
36 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	37	Greedy	Reputation	Confidence	36	Great	Gold	Right Angle Turn	Striped Runes	
37 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	38	Greedy	Reputation	Confidence	37	Great	Gold	Exit	Stairs	Used as Passage
38 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	39	Greedy	Reputation	Confidence	38	Great	Gold	Right Angle Turn	Striped Runes	
39 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	40	Greedy	Reputation	Confidence	39	Great	Gold	Exit	Stairs	Used as Passage
40 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	41	Greedy	Reputation	Confidence	40	Great	Gold	Right Angle Turn	Striped Runes	
41 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	42	Greedy	Reputation	Confidence	41	Great	Gold	Exit	Stairs	Used as Passage
42 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	43	Greedy	Reputation	Confidence	42	Great	Gold	Right Angle Turn	Striped Runes	
43 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	44	Greedy	Reputation	Confidence	43	Great	Gold	Exit	Stairs	Used as Passage
44 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	45	Greedy	Reputation	Confidence	44	Great	Gold	Right Angle Turn	Striped Runes	
45 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	46	Greedy	Reputation	Confidence	45	Great	Gold	Exit	Stairs	Used as Passage
46 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	47	Greedy	Reputation	Confidence	46	Great	Gold	Right Angle Turn	Striped Runes	
47 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	48	Greedy	Reputation	Confidence	47	Great	Gold	Exit	Stairs	Used as Passage
48 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	49	Greedy	Reputation	Confidence	48	Great	Gold	Right Angle Turn	Striped Runes	
49 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	50	Greedy	Reputation	Confidence	49	Great	Gold	Exit	Stairs	Used as Passage
50 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	51	Greedy	Reputation	Confidence	50	Great	Gold	Right Angle Turn	Striped Runes	
51 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	52	Greedy	Reputation	Confidence	51	Great	Gold	Exit	Stairs	Used as Passage
52 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	53	Greedy	Reputation	Confidence	52	Great	Gold	Right Angle Turn	Striped Runes	
53 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	54	Greedy	Reputation	Confidence	53	Great	Gold	Exit	Stairs	Used as Passage
54 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	55	Greedy	Reputation	Confidence	54	Great	Gold	Right Angle Turn	Striped Runes	
55 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	56	Greedy	Reputation	Confidence	55	Great	Gold	Exit	Stairs	Used as Passage
56 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	57	Greedy	Reputation	Confidence	56	Great	Gold	Right Angle Turn	Striped Runes	
57 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	58	Greedy	Reputation	Confidence	57	Great	Gold	Exit	Stairs	Used as Passage
58 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	59	Greedy	Reputation	Confidence	58	Great	Gold	Right Angle Turn	Striped Runes	
59 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	60	Greedy	Reputation	Confidence	59	Great	Gold	Exit	Stairs	Used as Passage
60 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	61	Greedy	Reputation	Confidence	60	Great	Gold	Right Angle Turn	Striped Runes	
61 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	62	Greedy	Reputation	Confidence	61	Great	Gold	Exit	Stairs	Used as Passage
62 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	63	Greedy	Reputation	Confidence	62	Great	Gold	Right Angle Turn	Striped Runes	
63 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	64	Greedy	Reputation	Confidence	63	Great	Gold	Exit	Stairs	Used as Passage
64 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	65	Greedy	Reputation	Confidence	64	Great	Gold	Right Angle Turn	Striped Runes	
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66 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	67	Greedy	Reputation	Confidence	66	Great	Gold	Right Angle Turn	Striped Runes	
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68 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	69	Greedy	Reputation	Confidence	68	Great	Gold	Right Angle Turn	Striped Runes	
69 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	70	Greedy	Reputation	Confidence	69	Great	Gold	Exit	Stairs	Used as Passage
70 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	71	Greedy	Reputation	Confidence	70	Great	Gold	Right Angle Turn	Striped Runes	
71 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	72	Greedy	Reputation	Confidence	71	Great	Gold	Exit	Stairs	Used as Passage
72 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	73	Greedy	Reputation	Confidence	72	Great	Gold	Right Angle Turn	Striped Runes	
73 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	74	Greedy	Reputation	Confidence	73	Great	Gold	Exit	Stairs	Used as Passage
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84 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	85	Greedy	Reputation	Confidence	84	Great	Gold	Right Angle Turn	Striped Runes	
85 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	86	Greedy	Reputation	Confidence	85	Great	Gold	Exit	Stairs	Used as Passage
86 - 0	And	Desert	Destination/Land Scouting	Heat	-1/+0	87	Greedy	Reputation	Confidence	86	Great	Gold	Right Angle Turn	Striped Runes	
87 - 0	And	Desert</td													

Details		Property: 1d10+1d6 (Intensity)				Fate Check				2dF+1d6 (Intensity)			
#	Color	Detail	History	Property	# 2dF	Result	Likely	Unlikely	Next Scene	# 2dF	Result	Likely	Unlikely
1	Shade Black	Negative Emotion	Backstory	Age	0 - +	Yes And	YA	YA	Alter (Add)	0 - +	Yes And	YA	YA
2	Leather Brown	Disfavors PC	Past Thread	Durability	9 - +	Yes Because	Y	Y	Normal	9 - +	Yes Because	Y	Y
3	Highlight Yellow	Disfavors Thread	Previous Thread	Familiarity	8 - -	Yes But	YB	NB	Alter (Remove)	8 - -	Yes But	YB	NB
4	Forest Green	Disfavors NPC	Past Scene	Power	7 - +	Favorable	Y	Y	Normal	7 - +	Favorable	Y	Y
5	Cobalt Blue	History	Current Scene	Quality	6 < 0	Yes But + RE	Y + RE	N + RE	Normal	6 < 0	Yes But + RE	Y + RE	N + RE
6	Crimson	Favors PC	Past Action	Size	5 > 0	Invalid Assumption	Y	N	Normal	5 > 0	Invalid Assumption	Y	N
7	Royal Purple	Favors NPC	Current Thread	Rarity	4   0 -	Unfavorable	N	N	Normal	4   0 -	Unfavorable	N	N
8	Metallic Silver	Favors Thread	Current Scene	Style	3 - +	No But	YB	NB	Interrupt (Favorable)	3 - +	No But	YB	NB
9	Midas Gold	Favors PC	Previous Action	Value	2   - 0	No Because	N	N	Normal	2   - 0	No Because	N	N
0	Holy White	Positive Emotion	Current Action	Weight	1 - -	No And	NA	NA	Interrupt (Unfavorable)	1 - -	No And	NA	NA
Immersion													
#		1-3	4-6	7-8	9-0	Expectation / Behavior / Intensity / Scale				Expectation / Behavior / Intensity / Scale			
#	See	Small	Feel	Small	Large	0 - +	Expected (Intensified)	Intensity (d6)	2dF+1d6	0 - +	Expected (Intensified)	Intensity (d6)	2dF+1d6
1	Breath	Alcohol	Cold	Blood	Damp	8,9 + 0	Expected			8,9 + 0	Expected		
2	Colorful	Fire	Flexible	Flex	Sticky	7 - -	Next Most Expected			7 - -	Next Most Expected		
3	Footsteps	Smoke	Funny	Gross	Smelly	6   0 -	Favorable			6   0 -	Favorable		
4	Edible	Cooking	Funny	Decay	Rough	5   0 -	Modified Idea			5   0 -	Modified Idea		
5	Liquid	Laughter	Dust	Dust	Sharp	4   0 -	Unfavorable			4   0 -	Unfavorable		
6	Natural	Music	Flowers	Flowers	Smooth	3 - +	No But			3 - +	No But		
7	Odd	Scratching	Leather	Leather	Smooth	2   - 0	No Because			2   - 0	No Because		
8	Round	Silence	Oil	Oil	Smooth	1 - -	No And			1 - -	No And		
9	Shiny	Talking	Soil	Soil	Smooth	0 - -	No NA			0 - -	No NA		
0	Written	Word	Warm	Wax	Smooth	Expectation / Behavior / Intensity / Scale				Expectation / Behavior / Intensity / Scale			
#		Where?	and it causes	because	because	Expectation / Behavior / Intensity / Scale				Expectation / Behavior / Intensity / Scale			
1	Hope	Despair	Hope	Help is on the way	It is getting closer	0 - +	Expected (Intensified)	Intensity (d6)	2dF+1d6	0 - +	Expected (Intensified)	Intensity (d6)	2dF+1d6
2	Relief	Panic	Relief	It may be valuable	It may be valuable	8,9 + 0	Expected			8,9 + 0	Expected		
3	In Front	Fear	Courage	a childhood event	a childhood event	7 - -	Next Most Expected			7 - -	Next Most Expected		
4	In The Air	Desire	Desire	of a recent memory	the source is unknown	6   0 -	Favorable			6   0 -	Favorable		
5	In The Distance	Anger	Calm	then it is suddenly gone	then it is suddenly gone	5   0 -	Modified Idea			5   0 -	Modified Idea		
6	In The Next Room	Sadness	Joy	you recognize	you were warned about it	4   0 -	Unfavorable			4   0 -	Unfavorable		
7	In The Shadows	Arogance	Selflessness	you were expecting it	you weren't expecting it	3 - +	No But			3 - +	No But		
8	Next To You	Confusion	Clarify	you recognized	you were warned about it	2   - 0	No Because			2   - 0	No Because		
9	On The Ground	Apathy	Nostalgia	you were warned about it	you weren't expecting it	1 - -	No And			1 - -	No And		
0	Under	Deja Vu	Awe	you weren't expecting it	you weren't expecting it	0 - -	No NA			0 - -	No NA		

Unfold that last one, then fold the left edge to the center crease. You will have 3 panes: "Fate Check", "Object / Treasure", and "Dungeon Generator".

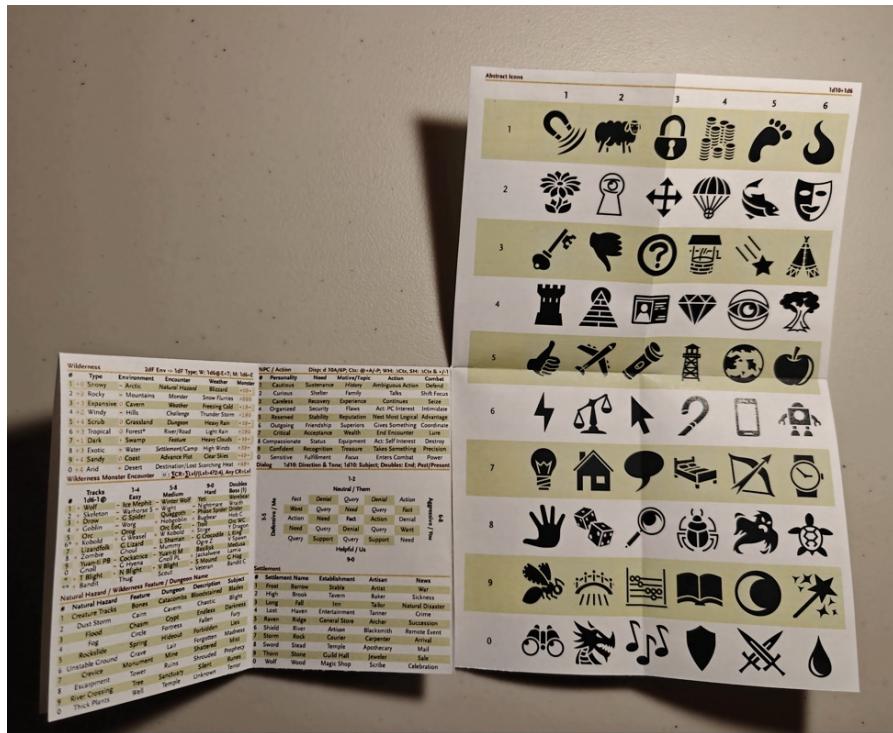
Fate Check		2dF+1d6 (Intensity)				Object / Treasure		4d6				Dungeon Generator				NA: 1d10+1d6 (Intensity)			
#	Action	Result	Likely	Unlikely	Next Scene	1	Object / Treasure	Type	Material	Quality	Tool/Care	#	Next Area	Passage	Trap	Feature	Location	Condition	
0 - +	Yes And	YA	YA	YA	Alter (Add)	1	Trinket	Broken	Wood	Toy/Care	1	Passage	Small Chamber	Small	None	None	None	None	
9 + -	Yes Because	Y	Y	Y	Normal	2	Damaged	Bone	Bone	Leather	2	Chamber	1 Door	Large	None	None	None	None	
8 - -	Yes But	YB	NB	NB	Alter (Remove)	3	Simple	Wood	Silver	Leather	3	Chamber	1 Door	Large	None	None	None	None	
7   0 -	Favorable	Major	Minor	Minor	Normal	4	Exceptional	Gold	Gold	Charm	4	Chamber	1 Door	Large	None	None	None	None	
6   0 +	Unfavorable	Major	Minor	Minor	Normal	5	Quality	Gold	Gold	Tool	5	Chamber	1 Door	Large	None	None	None	None	
5   0 -	Modified Idea	Major	Minor	Minor	Normal	6	Accessory	None	None	Tool	6	Chamber	1 Door	Large	None	None	None	None	
4   0 +	Unfavorable	Major	Minor	Minor	Normal	7	Container	None	None	Tool	7	Chamber	1 Door	Large	None	None	None	None	
3 - +	Next Most Expected	Minor	Minor	Minor	Normal	8	Treasure	None	None	Tool	8	Chamber	1 Door	Large	None	None	None	None	
2   - 0	Opposite (Intensified)	Minor	Minor	Minor	Normal	9	Simple	Wood	Wood	Tool	9	Chamber	1 Door	Large	None	None	None	None	
1 - -	Opposite (Intensified)	Minor	Minor	Minor	Normal	10	Simple	Wood	Wood	Tool	10	Chamber	1 Door	Large	None	None	None	None	
0 - -	Opposite (Intensified)	Minor	Minor	Minor	Normal	11	Simple	Wood	Wood	Tool	11	Chamber	1 Door	Large	None	None	None	None	
Expectation / Behavior / Intensity / Scale		Expectation / Behavior / Intensity / Scale				Expectation / Behavior / Intensity / Scale				Expectation / Behavior / Intensity / Scale				Expectation / Behavior / Intensity / Scale					
#	2dF	Result	Intensity (d6)	Scale	# 2dF	Result	Likely	Unlikely	Next Scene	# 2dF	Result	Likely	Unlikely	Next Scene	# 2dF	Result	Likely	Unlikely	
0 - +	-	Expected (Intensified)	8	+100%	0 - +	-	Expected (Intensified)	Intensity (d6)	2dF+1d6	0 - +	-	Expected (Intensified)	Intensity (d6)	2dF+1d6	0 - +	-	Expected (Intensified)	Intensity (d6)	2dF+1d6
9 + -	-	Expected (Intensified)	7	+95%	9 + -	-	Expected (Intensified)	Intensity (d6)	2dF+1d6	9 + -	-	Expected (Intensified)	Intensity (d6)	2dF+1d6	9 + -	-	Expected (Intensified)	Intensity (d6)	2dF+1d6
8 - -	-	Next Most Expected	6	+25%	8 - -	-	Next Most Expected	Intensity (d6)	2dF+1d6	8 - -	-	Next Most Expected	Intensity (d6)	2dF+1d6	8 - -	-	Next Most Expected	Intensity (d6)	2dF+1d6
7   0 -	-	Favorable	5	+10%	7   0 -	-	Favorable	Intensity (d6)	2dF+1d6	7   0 -	-	Favorable	Intensity (d6)	2dF+1d6	7   0 -	-	Favorable	Intensity (d6)	2dF+1d6
6   0 +	-	Unfavorable	4	-10%	6   0 +	-	Unfavorable	Intensity (d6)	2dF+1d6	6   0 +	-	Unfavorable	Intensity (d6)	2dF+1d6	6   0 +	-	Unfavorable	Intensity (d6)	2dF+1d6
5   0 -	-	Modified Idea	3	-	5   0 -	-	Modified Idea	Intensity (d6)	2dF+1d6	5   0 -	-	Modified Idea	Intensity (d6)	2dF+1d6	5   0 -	-	Modified Idea	Intensity (d6)	2dF+1d6
4   0 +	-	Unfavorable	2	-10%	4   0 +	-	Unfavorable	Intensity (d6)	2dF+1d6	4   0 +	-	Unfavorable	Intensity (d6)	2dF+1d6	4   0 +	-	Unfavorable	Intensity (d6)	2dF+1d6
3   0 -	-	Next Most Expected	1	-25%	3   0 -	-	Next Most Expected	Intensity (d6)	2dF+1d6	3   0 -	-	Next Most Expected	Intensity (d6)	2dF+1d6	3   0 -	-	Next Most Expected	Intensity (d6)	2dF+1d6
2   - 0	-	Opposite (Intensified)	0	-50%	2   - 0	-	Opposite (Intensified)	Intensity (d6)	2dF+1d6	2   - 0	-	Opposite (Intensified)	Intensity (d6)	2dF+1d6	2   - 0	-	Opposite (Intensified)	Intensity (d6)	2dF+1d6
1 - -	-	Opposite (Intensified)	-1	-100%	1 - -	-	Opposite (Intensified)	Intensity (d6)	2dF+1d6	1 - -	-	Opposite (Intensified)	Intensity (d6)	2dF+1d6	1 - -	-	Opposite (Intensified)	Intensity (d6)	2dF+1d6
0 - -	-	Opposite (Intensified)	-2	-100%	0 - -	-	Opposite (Intensified)	Intensity (d6)	2dF+1d6	0 - -	-	Opposite (Intensified)	Intensity (d6)	2dF+1d6	0 - -	-	Opposite (Intensified)	Intensity (d6)	2dF+1d6
Expectation / Behavior / Intensity / Scale		Expectation / Behavior / Intensity / Scale				Expectation / Behavior / Intensity / Scale				Expectation / Behavior / Intensity / Scale				Expectation / Behavior / Intensity / Scale					
#	Action	Tension	Mystery	Social	Personal	1	Object / Treasure	Type	Material	Quality	Tool/Care	#	Next Area	Passage	Trap	Feature	Location	Condition	
0 - +	Abduction	Alleviate	Aggravate	Amplify	Amplify	1	Trinket	Broken	Wood	Toy/Care	1	Passage	Small Chamber	Small	None	None	None	None	
9 + -	Abduction	Alleviate	Aggravate	Amplify	Amplify	2	Damaged	Bone	Bone	Leather	2	Chamber	1 Door	Large	None	None	None	None	
8 - -	Barrier	Depletion	Behavior	Gathering	Connection	3	Simple	Wood	Silver	Leather	3	Chamber	1 Door	Large	None	None	None	None	
7   0 -	Battle	Enemy	Intimidation	Information	Inadequate	4	Accessory	None	None	Tool	4	Chamber	1 Door	Large	None	None	None	None	
6   0 +	Chase	Intimidation	Information	Inadequate	Information	5	Quality	Wood	Wood	Tool	5	Chamber	1 Door	Large	None	None	None	None	
5   0 -	Collection	Intimidation	Information	Inadequate	Information	6	Masterwork	Adamantine	Adamantine	Tool	6	Chamber	1 Door	Large	None	None	None	None	
4   0 +	Crush	Intimidation	Information	Inadequate	Information	7	Improvised	Wood	Wood	Tool	7	Chamber	1 Door	Large	None	None	None	None	
3   0 -	Eviction	Intimidation	Information	Inadequate	Information	8	Tattered	Wood/Fur	Wood/Fur	Tool	8	Chamber	1 Door	Large	None	None	None	None	
2   - 0	Eviction	Intimidation	Information	Inadequate	Information	9	Simple	Wood	Wood	Tool	9	Chamber	1 Door	Large	None	None	None	None	
1 - -	Eviction	Intimidation	Information	Inadequate	Information	10	Improvised	Wood	Wood	Tool	10	Chamber	1 Door	Large	None	None	None	None	
0 - -	Eviction	Intimidation	Information	Inadequate	Information	11	Simple	Wood	Wood	Tool	11	Chamber	1 Door	Large	None	None	None	None	
Expectation / Behavior / Intensity / Scale		Expectation / Behavior / Intensity / Scale				Expectation / Behavior / Intensity / Scale				Expectation / Behavior / Intensity / Scale				Expectation / Behavior / Intensity / Scale					
#	Abduction	Choice	Alleviate	Aggravate	Amplify	1	Trinket	Broken	Wood	Toy/Care	1	Chamber	1 Door	Large	None	None	None	None	
9 + -	Abduction	Choice	Alleviate	Aggravate	Amplify	2	Damaged	Bone	Bone	Leather	2	Chamber	1 Door	Large	None	None	None	None	
8 - -	Barrier	Depletion	Behavior	Gathering	Connection	3	Simple	Wood	Silver	Leather	3	Chamber	1 Door	Large	None	None	None	None	
7   0 -	Battle	Enemy	Intimidation	Information	Inadequate	4	Accessory	None	None	Tool	4	Chamber	1 Door	Large	None	None	None	None	
6   0 +	Chase	Intimidation	Information	Inadequate	Information	5	Quality	Wood	Wood	Tool	5	Chamber	1 Door	Large	None	None	None	None	
5   0 -	Collection	Intimidation	Information	Inadequate	Information	6	Masterwork	Adamantine	Adamantine	Tool	6	Chamber	1 Door	Large	None	None	None	None	
4   0 +	Crush	Intimidation	Information	Inadequate	Information	7	Improvised	Wood	Wood	Tool	7	Chamber	1 Door	Large	None	None	None	None	
3   0 -</																			



Fold the center crease again, closing it like a book. You will see "Details" on the front, and flipping it over you will see "Quest" on the back.



Finally, open the book, then open the left and right flaps so you have four panels wide again. You are going to use a scissors to cut down the middle crease, but only for the top layer (don't cut the bottom layer!). If done correctly, you will be able to flip the right side up and see the "Abstract Icons".



Fold it back down into the little book again. You are done! A later section will show you all the ways you can open this to access the tables you need.

# Requirements

So what do you need to use Juice?

Way back, Juice was designed to be used alongside Ironsworn. As such, I have done my best to stick to the same dice that Ironsworn uses, by only adding the Fate Dice.

- 2 Fate Dice, different colors
- 1d6 (Preferably the same color as one of the Fate Dice, to help you remember which one is "primary")
- 1d100 / 1d% / 2d10 for table lookups
- A few index cards for tracking lists

While a d20 is not *required*, it can certainly be handy. The "Discover Meaning" tables and the "Name Generator" tables are the only two tables that have 20 entries. They are both split in half though, so you can roll 1d10 on either half. Sometimes I just roll 1d100 and if the first number is odd, use the second number to index into the top half (even -> bottom half). 3d20 makes it easy to generate names quickly.

Yes, the Fate Dice can be a problem. They aren't as common, and most people who play D&D 5e probably don't have a set. Fear not, there are some ways around this.

## The TOFU Method

There is a PWYW oracle called "Tiny Oracle with Funny Dice", or TOFU.

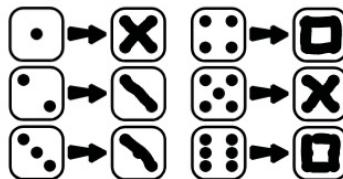
<https://www.drivethrurpg.com/en/product/381660/tofu-tiny-oracle-with-funny-dice>

The author describes how to take standard d6 dice with pips (dots, not numbers) and connect the pips to turn them into Fate dice:

Each die has the following faces: 2 blank faces, 2 with a "minus" sign and 2 with a "plus" sign. Now you know why this oracle has "funny dice" in its name. I can already hear you: how would these dice be easier to find than polyhedral dice?

Here is why: it is quite easy to build your own with a sharpie. You just have to "connect the dots" to turn the 2 and 3 faces into "minus" signs, the 1 and 5 into a "plus" sign and the 4 and 6 faces into a "zero" that will be the blank faces.

Here's how you can do it:



Honestly, once you have visually memorized the correspondences of each face, you won't even need a sharpie and two standard dice will do.

## The d6 Method

Similar to the above, but just memorize that:

- 1,2: Minus
- 3,4: Blank
- 5,6: Plus

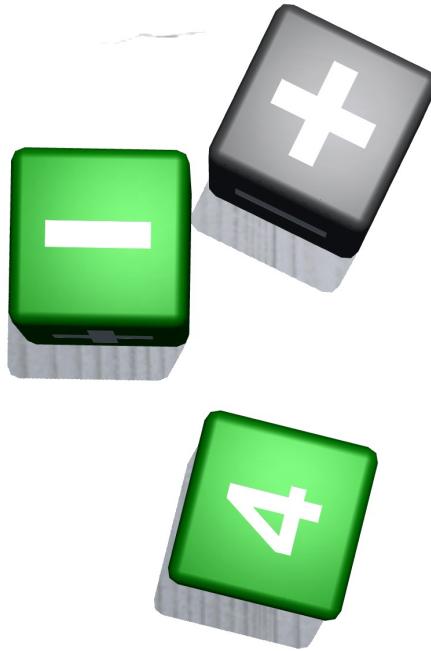
## The Table Method

If all else fails, you can use a d10 and just do a table lookup. The probabilities change slightly, and you will get more random events, but it works in a pinch. If you are doing this, you can also roll with advantage on the normal column to get "likely" results.

## The Phone App Method

Maybe this is obvious, but a phone app can roll the dice for you. I like the Android app named "Dice" by "7Pixels": <https://play.google.com/store/apps/details?id=fr.sevenpixels.dice>

It rolls them in 3D with the tap of the screen, which is important since the position of the dice can matter (more on that later...).



# Using

Juice can be used with your system of choice, or it can be used standalone.

## Ironsworn

Ironsworn is already completely standalone, and since a lot of Juice was inspired by Ironsworn, you don't really need Juice to play it.

That said, I never particularly liked the "Ask the Oracle" move, that table was way too hard to memorize. So my recommendation would be to just replace that move with Juice's Fate Check and use Ironsworn for everything else. (In fact, that is how this whole project started!)

The rest of Juice is essentially for inspiration.

If you are looking for something more compact, then I can highly recommend Winsome: <https://elstiko.itch.io/winsome>

This is a miniature Ironsworn in pocketfold format, which you can pair up with Juice to cover your ruleset and oracles. This is perfect for those wanting a portable travel setup.

## Ironsworn Mini

As awesome as Winsome is, I didn't particularly like the terminology changes. It made it difficult for me to map things back to my understanding of Ironsworn. So I translated it:

### Create your Character

Envision your character's role in the world, then write their name & title on your sheet, like "Anika, Huntress of the Briar", or "Tenzar, Space Marine of the Chaosphere". Your title should imply the sorts of skills you might have, like hunting or shooting, etc.

### Stats

Assign the numbers 3, 2, 2, 1, 1 to these stats of interacting with the world. The higher the number, the better your character usually is at that method.

- **Edge:** When you are quick, precise, or nimble
- **Heart:** When you are honest, honorable, or trusting
- **Iron:** When you are strong, imposing, or brutal
- **Shadow:** When you are silent, secretive, or deceptive
- **Wits:** When you are wise, learned, or alert

## Resources

- **Momentum:** (your ability to stay proactive) starts at 2, its maximum is 10.
- **Supply:** (the things you own) starts at its maximum of 5.
- **Spirit:** (how good you feel) starts at its maximum of 5.
- **Health:** (how much you thrive) starts at its maximum of 5.

When you have lost all of either spirit or health, you are either too sad, or too dead, to continue. When you need to reduce a certain track, but it's at zero, reduce one of your other tracks instead.

## Story

- **Experience:** (the marks of wisdom and skill gained through adventure) starts at 0, its maximum is 10
- **Friendships:** (the bonds between you and other important figures) starts at 0, its maximum is 10

## Resolve Risk

When you take an action involving a risk of failure, envision the success you hope for, the complication you fear a little, and the failure you fear the most.

Roll a six-sided die for your **action die**, adding your stat to the result. If any skills inferred by your **titles** apply to this action, also add +1 per relevant title. Roll two ten-sided dice for your **challenge dice**.

If your action die is...

- Higher than both challenge dice, you succeed completely. Take +1 to two tracks, or +2 to one track, to show how your character's situation improves with this strong result.

- Only higher than one challenge die, your success is complicated.

You can reduce one track by 1 and increase another by 1 if it helps you tell the story of this mixed result.

- Equal to, or lower than, both challenge dice, the failure you fear the most occurs. Suffer -1 from two tracks, or -2 from one track, to show how your character's situation worsens.

If your **momentum** is higher than one or both challenge dice, you may choose to spend it all to beat one or both challenge dice, respectively. Reset your momentum to its starting value, add any new momentum you gain from the new outcome, & enjoy the upgraded outcome of your action!

## Imagine Life

Describe the places you explore, as well as who & what you discover or encounter on your hero's journey. Envision your fluctuating tracks as actual gains or losses to your equipment, your state of mind & being. Make vows, to yourself & others, then set out to achieve them.

> If you're playing alongside friends as allies, everyone shares one supply value, & everyone gains **experience** when completing collaborative vows.

## Oracles

Choose Likelihood	Roll 1d6
Probable	2+ is Yes
Likely	3+ is Yes
Possible	4+ is Yes
Unlikely	5+ is Yes
Improbable	6 is Yes

1d10	Theme
1	Trust
2	Safety
3	Unity
4	Wealth
5	Surprise
6	Scale
7	Duration
8	Complexity
9	Happiness
0	Health

## Progress Tracks

Any task/journey/battle or vow which can't be resolved in a single action requires progress on a track of ten spaces. Find an empty track on the back of this sheet (or draw your own), name the task, then envision the difficulty:

- **Troublesome** (1 experience): Mark 4 spaces per success.
- **Dangerous** (2 experience): Mark 3 spaces per success.
- **Formidable** (3 experience): Mark 2 spaces per success.
- **Extreme** (4 experience): Mark 1 space per success.

When you complete a track, gain the related experience. When your experience track is full, you can erase it all to add another title based on your greatest achievement during that time.

Your story begins with two vows: the first vow is Formidable or Extreme, made to yourself. The second is Troublesome or Dangerous, made to someone else. Envision the moment you made the second vow, & play from there.

## Friendship Changes You

When you form a valuable friendship, it influences you even when they are absent or deceased, mark 1 progress on the friendships track. When this track is full, you have too many valuable memories to risk further adventures. It's time for a new character's story.

—

In other words, all the mechanics are boiled down to the Resolve Risk move, which will increase and

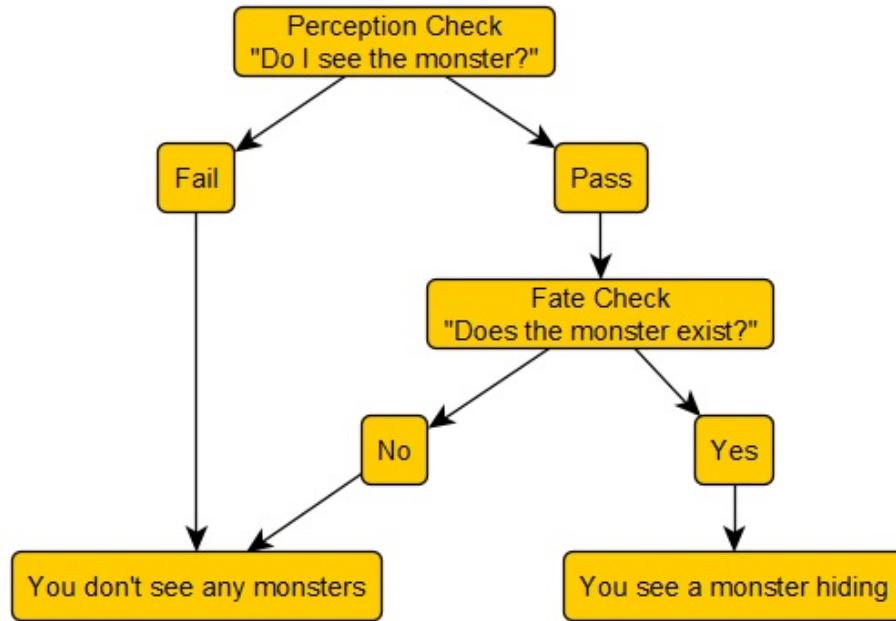
decrease your resources. All the narrative is boiled down to the Imagine Life move (this is where Juice can help). Completing Progress Tracks adds to your Experience Track. Completing the Experience Track adds to your Titles, which essentially increases your Stats. The narrative will increase your Friendship Track, and when that is completed your adventure concludes.

## D&D 5e

Soloing 5e isn't that much different than soloing any other system. The Challenge procedure detailed later in this document is designed to replace the need for a DM to generate DCs and call for checks. D&D 5e Combat has enough rules that all you really need is the NPC Combat table to add a little variety to their tactics.

The general advice is to rely on your system rules as much as you can. Do Skill Checks instead of Fate Checks whenever possible. If you pass your Skill Check, THEN you can Fate Check to learn the answer.

For example, instead of asking "Is there a monster hiding in that cave?", do a Perception Check. If you pass, then do the Fate Check to determine if the monster exists, and your character learns that information. If you fail, don't do the Fate Check; neither you nor your character know the answer, and perhaps you will find out later.



Aside from that, the rest of the tables in Juice, combined with the procedures discussed later in this document, will take care of replacing the DM for your game.

I HIGHLY recommend reading "DM Yourself" (and its sequel "DM Yourselves") by Tom Scutt if you are going to be soloing 5e regularly. It is full of advice and procedures to follow, specifically for 5e.

# Ironsworn + D&D 5e

I love Ironsworn, but I also have a lot of D&D 5e material. I like the mechanical crunch of D&D 5e, but I like the narrative storytelling style of Ironsworn.

Why not do both?

Surprisingly, they can be combined rather elegantly. Ironsworn modifiers go from 1 to 5, and D&D 5e modifiers go from 1 to 10 for all except the highest levels, so we can double the Ironsworn dice to work with D&D 5e.

Normally in D&D 5e, you roll 1d20, add your modifier / proficiency bonus, and try to beat the DC. Instead, we are going to roll 1d12, add your modifier / proficiency bonus, and compare it against the 2d20 challenge dice. If you beat both, it is a Strong Hit. If you beat one, it is a Weak Hit, and if you beat neither it is a Miss. Strong Hit with a Match (both d20s are the same) is a Critical Success, and Miss with a Match is a Critical Fail.

Advantage / Disadvantage is just rolling 2d12 and taking the higher or lower.

Everything else is the same! You can use your existing 5e character sheet with no real modifications, you never need to generate a DC, and you get partial successes for free!

Use D&D 5e rules for Skill Checks and Combat, and use Ironsworn Moves for non-combat / narrative. When using Ironsworn Moves, you can map stats like Edge / Iron to DEX / CON, etc. Sometimes an Ironsworn stat maps to two D&D 5e stats, and you can just choose what fits best for that situation.

You also get a momentum track, and it is doubled (goes up to 20). I use a d20 as a tracker for it. Progress moves are unchanged, and you can use progress tracks as normal. Keep track of Ironsworn Experience separately; I recommend using the "Title" simplification discussed in the "Ironsworn Mini" above, where you can spend Ironsworn Experience to grant yourself a new Title. If your Title can be applied to a roll, you get Advantage.

For resource tracks, the Health of Ironsworn are replaced by your D&D 5e Character Sheet's HP. If I need to add or reduce HP, I roll the character's Hit Die and add or subtract that value. D&D 5e doesn't have "Stress", so you can add a Stress tracker to your character sheet. For supplies, I usually map this to basic items in my inventory, such as rations, water, torches, rope, etc.

Don't use Assets; your D&D 5e Character Sheet has Class Abilities and Feats instead.

Finally, use Milestone Leveling and let the narrative guide when you should level up.

Caveats:

- Expertise throws a wrench into the math, but this is also a problem in 5e, so whatever...
- This really only works for levels 1 through 12. (Baldur's Gate 3 did it right)

This is how I play. I actually take it a step further by using some optional rules from the DMG, plus the Nimble 5e v1 extension, but the concept is the same; You are:

- Replacing the need for DCs with Ironsworn's resolution mechanic
- Using your D&D 5e Character Sheet in place of Assets and Resources
- Cherry picking certain Ironsworn mechanics to map over to D&D 5e
- Using D&D 5e's rules for Skill Checks and Combat
- Using Ironsworn's Moves and gameplay loop for non-combat / the narrative

It works better than it sounds with a little creativity, and you get the best of both worlds!

## **Standalone**

Of course, you don't need a system at all if you don't want. You can keep everything narrative, and just use Fate Checks to replace Skill Checks. Use Likely for things your character is good at and Unlikely for things your character is bad at. There is no DC, the Fate Check just gives you the result.

For example, if your character is good at jumping, ask "Do I make it across the gap?" by doing a Fate Check as Likely. This replaces an Acrobatics or Athletics check. A "Yes But" may indicate that you jump the gap, but hurt your leg on the landing.

This means you are running with no rules to fall back on, which will make resolving things more difficult, but some people like the freeform style of play. Essentially this boils down to using a variant of the "Resolve Risk" move from "Ironsworn Mini" discussed earlier:

<b>Result</b>	<b>Effect</b>
Yes And	2 good things happen
Yes	1 good thing happens
Yes But / No But	1 good and 1 bad thing happens
No	1 bad thing happens
No And	2 bad things happen

# **Mythic Primer**

As Juice is based on the Mythic system, it helps to understand how Mythic works. I'm not going to go into a lot of detail here, you should read Mythic GME 2e. But hopefully, the following is enough for you to get started.

## **Fate Questions**

The first cornerstone of Mythic is Fate Questions. These are Yes/No questions that you ask about the world. Is the tavern busy? Mythic uses its Fate Chart to determine the answer as Yes or No. You can boil anything down to a series of Yes/No questions to help determine what is happening.

## **Discover Meaning**

But what about questions where the answer isn't a simple Yes/No? What does the monster do? For this, Mythic provides a large collection of Meaning Tables which are each lists of 100 words. You roll on a meaning table and use the word pairings to spark your imagination for what the answer could be. Meaning tables are designed to inspire, and you need to get creative to discover what your roll means.

## **Random Events**

Asking a Fate Question opens the possibility for triggering a Random Event. When this happens, you roll on a special table that dictates how your story might change. Random Events automatically prompt you to do bookkeeping, integrate items from your lists into the adventure, or prompt for immersion checks and NPC actions.

## **Lists**

Mythic uses Lists to keep track of the "state" of your adventure. There is a list for Threads and a list for Characters. Mythic GME 2e uses some really cool weighted list templates, and if you have access to them I would recommend going this route. Otherwise, you can simply keep track of your lists using index cards numbered 1-10. Your lists will be referenced by Random Events to keep them involved.

## **Threads**

A Thread is like a side-story or side-quest. Well, your main quest is also a thread. Basically, your adventure is composed of different threads that are interwoven to create your story. As you play, various threads will

"start" as you discover things in the world around you. You can choose to follow threads to see where they go, or simply let them die off if they are not interesting. Random Events will prompt you to interact with or clean up threads as you play.

Threads are similar to Vows in Ironsworn.

## Characters

As you meet NPCs, you might choose to keep significant ones on your Character list. Random Events will prompt you to interact with characters or cause them to take actions that affect the world around you. Mythic also calls significant objects "Characters".

## Events

Sometimes there are certain things you want to have happen in your game. Mythic uses a powerful tool called a Keyed Scene to handle this. Juice simplifies the concept by using an Event list coupled with a Random Event trigger of Keyed Event, which will invoke an event from your list. You can use this to customize the types of things that will happen during your adventure.

## Locations

Mythic doesn't use an official Locations list, but basically this is a list of locations in your world. This list will be referenced by Juice's Quest Generator, the Remote Event trigger, and the Settlement News feed. Similar to Characters, this helps keep Locations that you have generated involved in your story.

## Scenes

Mythic breaks your adventure into "Scenes", much like watching a movie. Each scene will have some sort of action or event occurring, interacting with certain people or objects. This all becomes the context for your Fate Questions or Discover Meaning checks.

As your adventure progresses, you will naturally have an expectation for what the next scene might look like. Mythic inserts some randomness between scenes to alter or interrupt your expectation to keep things interesting.

# Differences from Mythic

## How is Juice different from Mythic?

Instead of a Fate Chart, Juice uses a variation of the Fate Check with different dice that allow for more responses in a faster and more intuitive manner. It also doesn't use a Chaos Factor.

Juice offers miniature handcrafted replacements for the main tables that Mythic relies on, such as:

- Discover Meaning
- Random Events

Juice adds optional lists for Events and Locations, and simplifies list management to index cards numbered 1 to 10.

Juice incorporates many of the lessons learned from Mythic Variations, Mythic Magazines, Crafter series, and One Page series, such as:

- Interrupt Plot Points
- Detail Check
- NPC Behavior

Juice also cherry-picks features from other well known oracles, such as:

- Advantage mechanic for likeliness from MUNE
- "Invalid Assumption" from Recluse
- "Intensity" from the Motif Story Engine

Juice tries to blend with the freeform nature of Ironsworn / Winsome, while combining with specific aspects of D&D 5e.

Juice puts a strong emphasis on Immersion as detailed in "DM Yourself". If you use the 5e system, I HIGHLY recommend "DM Yourself" (and its sequel, "DM Yourselves") by Tom Scutt.

Along with all that, Juice provides a complete toolbox for developing a settlement, populating it with people you can interact with, creating quests that send you out into the surrounding wilderness, exploring a dungeon, and finding treasure.

All these tables and tools are compacted and streamlined into an index-card-sized document that you can bring with you anywhere!

In other words, I cherry picked my favorite concepts from all over the place and brought them all together into one cohesive system.

For more information, see "Inspirations" and "Credits" near the end of this document.

# Main Innovations

## So wait, is this just plagiarism?

That certainly isn't my intention! I did my best to credit all my sources, and I release my work under CC-BY-NC-SA to make sure no money can be earned from this. If you like what you see, send your donations to Tana so she can keep producing the Mythic Magazines, and hit up the Credits at the end of this document to find some other amazing content creators!

That said, while a lot of this is cobbled together from various sources, there certainly are plenty of original innovations, the main ones being:

- Fate Check - In my opinion, an elegant conglomeration of multiple different oracles with a ton of desirable properties.
- Name Generator - The most compact yet varied analog name generator out there.
- Wilderness Exploration Procedure - Seriously, if you know a way to get sensible biome transitions with biome appropriate weather and monster encounters in less than an eighth of a page, let me know.
- Encounter Generator - No other encounter table I know of can produce such a variety of encounters that are within the difficulty bounds of the PCs.

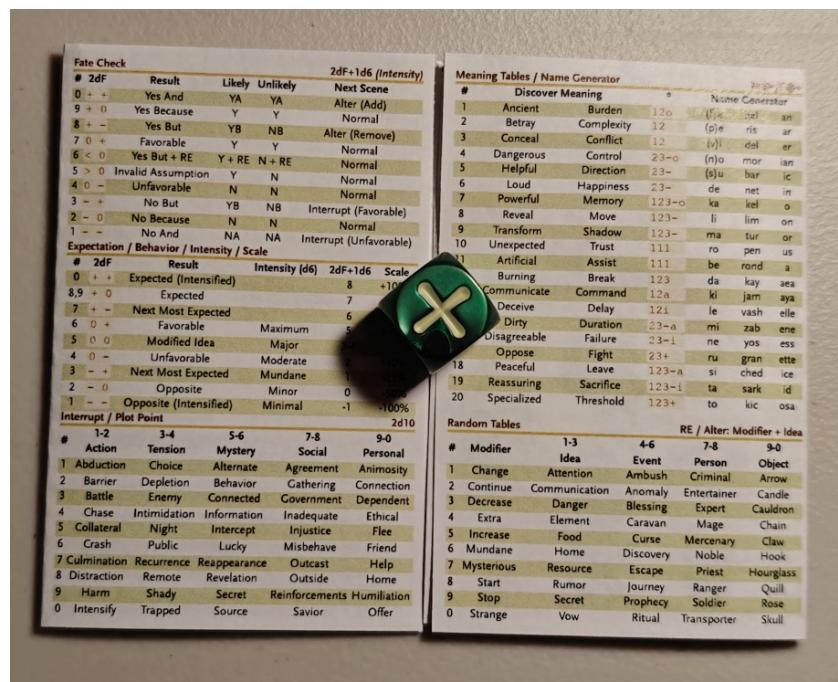
A lot of design (I have all the notes!) went into these particular pieces to produce a compact set of tables and procedures that is just as capable as a full-blown system. I'd also like to think that combining it all together is an innovation itself.

# Modes

It may look like a simple pocketfold, but the tables of Juice were arranged and ordered in a very particular and intentional way. This means the tool can be folded into specific "modes" for different purposes.

## Simple Mode

There is a lot here, and it can be overwhelming. Luckily, there is a "Simple Mode" built right in! Open the pocketfold up like a book, such that you have Fate Checks on the left, and Discover Meaning on the right.



This has everything you really need to play, mirroring the One Page Mythic:

- Fate Check for Yes / No questions
- Scene Changes and Interrupts
- NPC Behavior
- Name Generator
- Various Random Tables

If you are just starting out, practice the system in this mode first. Later on, you can start to incorporate some of the other tables if you get stuck or need inspiration.

After using the Fate Check a few times, you will get the hang of it and not need the table.

> Pro Tip: When you roll a Random Event in this mode, use the "Modifier + Idea" tables to see what happens. This way, you don't need to flip over to the standard Random Event table.

# Abstract

Do you prefer pictures over words? From Simple Mode, open the right wing, then flip up the right flap to use the Abstract Icons as your random table for Discover Meaning.



# Pro Mode

Once you have used Juice a bit, you will most likely have the Fate Check and Next Scene mechanics memorized, so you wont need that page visible anymore.

Along with that, I would recommend relying more on the Property and Detail tables instead of defaulting to Discover Meaning. Therefore, "Pro Mode" is simply "Simple Mode", but flipped over.

Quest						Details					
#	Objective	Description	Focus	Preposition	Location	#	Color	Detail	History	Property	Probability: 1d10=1-6 (Intensity)
1	Attain	Abandoned	Enemy	Around	Community	1	Shade Black	Negative Emotion	Backstory	Age	
2	Create	Cold	Monster	Behind	Dungeon Feature	2	Leather Brown	Disfavors PC	Past Thread	Durability	
3	Deliver	Colorful	Event	In Front Of	Dungeon	3	Highlight Yellow	Disfavors Thread	Previous Thread	Familiarity	
4	Destroy	Connected	Environment	Near	Environment	4	Forest Green	Disfavors NPC	Past Scene	Power	
5	Fetch	Dark	Community	On Top Of	Event	5	Cobalt Blue	History	Previous Scene	Quality	
6	Infiltrate	Friendly	Person	At	Natural Hazard	6	Crimson Red	Property	Current Thread	Rarity	
7	Investigate	Hidden	Information	From	Outpost	7	Royal Violet	Favors NPC	Past Action	Size	
8	Negotiate	Mystical	Location	Inside Of	Settlement	8	Metallic Silver	Favors Thread	Current Scene	Style	
9	Protect	Remote	Object	Outside Of	Transportation	9	Midas Gold	Favors PC	Previous Action	Value	
0	Survive	Wounded	Ally	Under	Wilderness Feature	0	Holy White	Positive Emotion	Current Action	Weight	
Random Event / Challenge						Immersion					
Quick DC: 2d6+6						Sd16					
#	Random Event	Physical Challenge	Mental Challenge	DC	%	#	1-3	4-6	7-8	9-10	
1	Advance Tim	Medicine	Tool	17	1-2	1	See	Hear	Smell	Feel	
2	Close Thread	Survival	Nature	16	3-8	1	Broken	Dripping	Alcohol	Cold	
3	Converge Thread	Animal Handling	Investigate	15	9-18	2	Colorful	Fire	Blood	Damp	
4	Diverge Thread	Performance	Persuasion	14	19-33	3	Discarded	Footsteps	Smoke	Flexible	
5	Immersion	Intimidation	Deception	13	34-50	4	Edible	Growling	Cooking	Furry	
6	Keyed Event	Perception	Language	12	51-67	5	Liquid	Laughter	Decay	Rough	
7	New Character	Sleight of Hand	Religion	11	68-82	6	Natural	Music	Dust	Sharp	
8	NPC Action	Stealth	Arcana	10	83-92	7	Odd	Scratching	Flowers	Slippery	
9	Plot Armor	Acrobatics	History	9	93-98	8	Round	Silence	Leather	Smooth	
0	Remote Event	Athletics	Insight	8	99-100	9	Shiny	Talking	Oil	Sticky	
Pay the Price						0	Written	Wind	Soil	Warm	
Major Plot Twist on Miss w/ Match or Critical Fail						because					
#	Pay The Price		Major Plot Twist		and it causes		because				
1	Action has Unintended Effect		Actions Benefit Enemy		Despair		Hope		help is on the way		
2	Current Situation Worsens		Assumption Is False		Panic		Relief		it is getting closer		
3	Delayed / Disadvantaged		Dark Secret Revealed		In Front		Fear		Courage		it may be valuable
4	Forced to Act Against Intentions		Enemy Gains New Allies		In The Air		Disgust		Desire		of a childhood event
5	New Danger/Foe Revealed		Enemy Shares A Common Goal		In The Distance		Anger		Calm		of a recent memory
6	Person/Community Exposed to Danger		It Was All A Diversion		In The Next Room		Sadness		Joy		the source is unknown
7	Separated From Person/Thing		Secret Alliance Revealed		In The Shadows		Arrogance		Selflessness		then it is suddenly gone
8	Something of Value Lost/Destroyed		Someone Returns Unexpectedly		Next To You		Confusion		Clarity		you recognize it
9	Surprise Complication		Unrelated Situations Connected		On The Ground		Apathy		Nostalgia		you were warned about it
0	Trusted Person Betrays You		You Are Too Late		Under		Deja Vu		Awe		you weren't expecting it

You will have the Random Event table, Challenge procedure, Detail tables, and Immersion tables visible; arguably the most important tables Juice provides, in my opinion.

# Wilderness Exploration

For "Wilderness Exploration" mode, open the book, fold it backwards on its spine, then open the left page.

Wilderness				2dF Env -> 1dF Type; W: 1d6@E-T; M: 1d6+E			
#	Type	Environment	Encounter	Weather	Monster		
1	+0 Snowy	- Arctic	Natural Hazard	Blizzard			
2	+2 Rocky	- Mountains	Monster	Snow Flurries	+0B0		
3	+2 Expansive	0 Cavern	Weather	Frozing Cold	+1B-		
4	+2 Windy	- Hills	Challenge	Thunder Storm	+1B0		
5	+2 Scrub	0 Grassland	Dungeon	Heavy Rain	+3B-		
6	+2 Tropical	0 Forest*	River/Road	Light Rain	+2B0		
7	+1 Dark	+ Swamp	Feature	Heavy Clouds	+3B+		
8	+2 Exotic	+ Water	Settlement/Camp	High Winds	+3B-		
9	+2 Sandy	0 Coast	Advance Plot	Clear Skies	+4B-		
0	+4 Arid	+ Desert	Destination/Lost Scorching Heat	+4B+			
Wilderness Monster Encounter w : SCCR-SLV(Lv1-42:24), Any CR+Lvl							
#	Tracks	1-4	5-8	9-0	Doubles		
1	1d6+1@	Easy	Medium	Hard	Boss (1)		
2	- Ice Mephit	- Winter Wolf	Yeti	Werebear			
3	- Skeleton	- Warhorse	S - Wight	- Nightmare	Wrath		
4	- Drow	- G Spider	Quaggoth	- Phaze Spider	Dread		
5	- Goblin	- Worg	Hobgoblin	- Hobgobear	C		
6	- Orc	- G Ego	Orc	- Troll	Orc WC		
7	- Kobold	- G Wessel	+ W Kobold	+ Sturge	Y Dragon		
8	- Lizardfolk	G Lizard	L Shaman	- G Crocodile	L King		
9	- Zombie	Ghoul	- Mummy	Ogrom	Medusa		
0	- Yeru-ti PB	- Cockatrice	Murking M	Basilisk	Lama		
0	- G Naga	Gnoll Pl.	+ Jackalwere	- S Mound	G Hag		
**	- T Blight	+ N Blight	Thug	- Veteran	Bandit C		
Natural Hazard / Wilderness Feature / Dungeon Name							
#	Natural Hazard	Feature	Dungeon	Description	Subject		
1	Creature Tracks	Bones	Catacombs	Bloodstained	Blades		
2	Dust Storm	Cairn	Cavern	Chaotic	Blight		
3	Flood	Chasm	Crypt	Endless	Darkness		
4	Fog	Circle	Fortress	Fallen	Fury		
5	Rockslide	Spring	Hideout	Forbidden	Lies		
6	Unstable Ground	Grave	Lair	Forgotten	Madness		
7	Crevice	Monument	Mine	Shattered	Mis		
8	Escalpment	Tower	Ruins	Shrouded	Prophecy		
9	River Crossing	Tree	Sanctuary	Silent	Runes		
0	Thick Plants	Well	Temple	Unknown	Terror		

NPC / Action Disp: d 10A/6P; Ctx: @+A/-P; WH: ACtx, SH: ACtx & +/-					
#	Personality	Need	Motive/Topic	Action	Combat
1	Cautious	Sustenance	History	Ambiguous Action	Defend
2	Curious	Shelter	Family	Talks	Shift Focus
3	Careless	Recovery	Experience	Continues	Seize
4	Organized	Security	Flaws	Act: PC Interest	Intimidate
5	Reserved	Stability	Reputation	Next Most Logical	Advantage
6	Outgoing	Friendship	Superiors	Gives Something	Coordinate
7	Critical	Acceptance	Wealth	End Encounter	Lure
8	Compassionate	Status	Equipment	Act: Self Interest	Destroy
9	Confident	Recognition	Treasure	Takes Something	Precision
0	Sensitive	Fulfillment	Focus	Enters Combat	Power

Dialog 1d10: Direction & Tone; 1d10: Subject; Doubles: End; Past/Present

Neutral / Them					
35	Fact	Denial	Query	Denial	Action
35	Want	Query	Need	Query	Fact
35	Action	Need	Fact	Action	Denial
35	Need	Query	Denial	Query	Want
35	Query	Support	Query	Support	Need

1-2

Defensive / Me Helpful / Us

Aggressive / You

9-0

Settlement					
#	Settlement Name	Establishment	Artisan	News	
1	Frost Barrow	Stable	Artist	War	
2	High Brook	Tavern	Baker	Sickness	
3	Long Fall	Inn	Tailor	Natural Disaster	
4	Lost Haven	Entertainment	Tanner	Crime	
5	Raven Ridge	General Store	Archer	Succession	
6	Shield River	Artisan	Blacksmith	Remote Event	
7	Storm Rock	Courier	Carpenter	Arrival	
8	Sword Stead	Temple	Apothecary	Mail	
9	Thorn Stone	Guild Hall	Jeweler	Sale	
0	Wolf Wood	Magic Shop	Scribe	Celebration	

Most of the things you need while exploring the wilderness will be visible.

You also have your NPC tables here, and if you flip the flap up, you have access to the extended NPC tables.

# Dungeon Exploration

For "Dungeon Exploration" mode, open the book, fold it backwards on its spine, then open the right page.

Object / Treasure				Dungeon Generator			
Trinket	Quality	Material	Type	#	Next Area	Passage	Condition
1	Broken	Wood	Toy/Game	1	Passage	Dead End	Partially Collapsed
2	Damaged	Pewter	Bottle	2	Small Chamber: 3 Doors	Narrow Crawlspace	Holes in Floor
3	Worn	Leather	Instrument	3	Large Chamber: 3 Doors	Bridge	Flooded
4	Simple	Silver	Charm	4	Small Chamber: 2 Doors	Long	Ashes / Burned
5	Exceptional	Gold	Tool	5	Small Chamber: 1 Door	Wide	Damaged
Treasure	Quality	Container	Contents	6	Locked Door	Expected	Expected
1	Dusty	None	Food	7	Known / Expected	Right Angle Turn	Striped Bars
2	Worn	Pouch	Art	8	Exit / Stairs	Side Passage	Used as Campsite
3	Sturdy	Box	Deed	9	Connect to Previous Area	3-Way Intersection	Converted to Other Use
4	Fine	Satchel	Silver Coins	0	Passage	4-Way Intersection	Pristine
5	New	Crate	Gold Coins				
6	Ornate	Chest	Gems				
Document	Type	Content	Subject				
1	Song	Lewd	Religion				
2	Picture	Common	Art				
3	Letter/Note	Map	Science				
4	Scroll	Prophecy	Creatures				
5	Journal	Arcane	History				
6	Book	Forbidden	Magic				
Accessory	Quality	Material	Type				
1	Ruined	Wood	Headpiece				
2	Crude	Bone	Emblem				
3	Simple	Leather	Earring				
4	Fine	Silver	Bracelet				
5	Crafted	Gold	Necklace				
6	Magic	Gem	Ring				
Weapon	Quality	Material	Type				
1	Broken	Wood	Axe/Hammer				
2	Improvised	Bone	Halberd/Spear				
3	Rough	Steel	Sword/Dagger				
4	Simple	Silver	Staff/Wand				
5	Martial	Material	Bow				
6	Masterwork	Adamantine	Exotic				
Armor	Quality	Material	Type				
1	Broken	Cloth	Headpiece				
2	Improvised	Leather	Bottom				
3	Tattered	Bone/Fur	Gloves				
4	Simple	Steel	Boots				
5	Fine	Mithral	Top				
6	Masterwork	Adamantine	Shield				

Dungeon Encounter				Location			
10m: 1d6 (NH: d6); Trap: 10m AP@- A/L, PP L/T				1d100			
#	Encounter	Monster	Trap	Feature			
1	Monster	Agile	Climb	Ambush	Alarm	Library	
2	Natural Hazard	Beast	Detect	Collaps	Barrier	Mural	
3	Challenge	Clothed	Drain	Divert	Decay	Mushrooms	
4	Immersion	Composite	Entangle	Imitate	Denizen	Prison	
5	Safety	Decayed	Illusion	Lure	Fall	Runes	
6	Known / None	Elemental	Immune	Obscure	Fire	Shrine	
7	Trap	Inscribed	Magic	Summon	Light	Storage	
8	Feature	Intimidating	Paralyze	Surprise	Path	Vault	
9	Key	Levitating	Pierce	Surround	Poison	Well	
0	Treasure	Nightmarish	Ranged	Trigger	Projectile	Workshop	
				West	North		
				0-3	4-7	8-11	12-15
				20-23	24-27	28-31	32-35
				40-43	44-47	48-51	52-55
				60-63	64-67	68-71	72-75
				80-83	84-87	88-91	92-95
							56-59
							76-79
							96-99
							South

Most of the things you need for dungeon exploration will be visible.

From here, you can close the right flap over to the left to see Discover Meaning, or you can flip the flap up to see Abstract Icons. Either of these options can be used to spark your imagination when generating and exploring the dungeon.

# Tables

The next section of the document will deep dive into each table, with tips on how to use them effectively.

## General Tips

Each table is hand crafted with specific intention, both in word selection as well as order. Here are some general tips that apply to all the tables:

- If a table is not sorted alphabetically, it generally means that a skewed roll has a meaningful effect. This document will list skew effects for that table if applicable.
- Some tables are designed to be rolled with a d6 or a d10.
- The skew and die sizes are optional. You can just roll 1d10 on the tables for simplicity, nothing will break.
- If a table has entries in *italics*, it means that entry refers to another table.

And remember: There is no wrong way to play. There is no wrong way to use these tables. Everything is optional.

# Front

The Front page is my most used page. I use it to add flavor to just about anything.

Details		Property: 1d10+1d6 (Intensity)		
#	Color	Property	Detail	History
1	Shade Black	Age	Negative Emotion	Backstory
2	Leather Brown	Durability	Disfavors PC	Past Thread
3	Highlight Yellow	Familiarity	Disfavors Thread	Previous Thread
4	Forest Green	Power	Disfavors NPC	Past Scene
5	Cobalt Blue	Quality	History	Previous Scene
6	Crimson Red	Rarity	Property	Current Thread
7	Royal Violet	Size	Favors NPC	Past Action
8	Metallic Silver	Style	Favors Thread	Current Scene
9	Midas Gold	Value	Favors PC	Previous Action
0	Holy White	Weight	Positive Emotion	Current Action

Immersion					5d10
#	1-3	4-6	7-8	9-0	
#	See	Hear	Smell	Feel	
1	Broken	Dripping	Alcohol	Cold	
2	Colorful	Fire	Blood	Damp	
3	Discarded	Footsteps	Smoke	Flexible	
4	Edible	Growling	Cooking	Furry	
5	Liquid	Laughter	Decay	Rough	
6	Natural	Music	Dust	Sharp	
7	Odd	Scratching	Flowers	Slippery	
8	Round	Silence	Leather	Smooth	
9	Shiny	Talking	Oil	Sticky	
0	Written	Wind	Soil	Warm	

#	Where?	and it causes	because	
1	Above	Despair	Hope	help is on the way
2	Behind	Panic	Relief	it is getting closer
3	In Front	Fear	Courage	it may be valuable
4	In The Air	Disgust	Desire	of a childhood event
5	In The Distance	Anger	Calm	of a recent memory
6	In The Next Room	Sadness	Joy	the source is unknown
7	In The Shadows	Arrogance	Selflessness	then it is suddenly gone
8	Next To You	Confusion	Clarity	you recognize it
9	On The Ground	Apathy	Nostalgia	you were warned about it
0	Under	Deja Vu	Awe	you weren't expecting it

# Color

A list of colors with simple descriptors.

Roll	Color
1	Shade Black
2	Leather Brown
3	Highlight Yellow
4	Forest Green
5	Cobalt Blue
6	Crimson Red
7	Royal Violet
8	Metallic Silver
9	Midas Gold
0	Holy White

Use it whenever you need a color, such as:

- Eye / Hair color
- Armor accent colors
- Settlement banners / flags
- Dragon species

I also use Color + Object to name Establishments. More on this later.

# Property

If you only take one table from this whole thing, take this one. Roll 1d10 to pick a property, then 1d6 to pick an intensity. Do this twice.

Roll	Property
1	Age
2	Durability
3	Familiarity
4	Power
5	Quality
6	Rarity
7	Size
8	Style
9	Value
0	Weight

Use it to:

- Generate / Enhance an item
- Describe an NPC
- Describe a Settlement

Examples:

You find an object. It is...

1d10: 8, 1d6: 4, Result: Moderate Style

1d10: 4, 1d6: 1, Result: Minimal Power

Maybe a bandana?

You see a town in the distance...

1d10: 2, 1d6: 3, Result: Mundane Durability

1d10: 6, 1d6: 5, Result: Major Rarity

Pretty average, but you are surprised to even see such a settlement this far out here!

# Detail

Do the random tables ever throw a curveball at you, and you don't know how to interpret it? Use this table to help ground the meaning a bit more to either a thread, character, or emotion. Try to use this table in place of (or in combination with) "Discover Meaning".

Roll	Result
1	Negative Emotion
2	Disfavors PC
3	Disfavors Thread
4	Disfavors NPC
5	<i>History</i>
6	<i>Property</i>
7	Favors NPC
8	Favors Thread
9	Favors PC
0	Positive Emotion

Skew	Effect
Advantage	More Positive Outcomes
Disadvantage	More Negative Outcomes

## Positive / Negative Emotion

The "thing" should evoke an emotion from your character. If you can't think of an emotion, there is a list on the "Immersion" table, under the "and it causes" header.

If you were rolling for a detail about a sword you found, and got "Negative Emotion -> Disgust", then perhaps this sword is jagged, rusted, and bloodstained.

## Favors / Disfavors PC

Whatever this "thing" is, it dis/favors your PC.

Lets say you are in the dungeon, you stumble upon a mushroom. You want to know more about the mushroom, so you roll a detail check and get "Disfavors PC". Perhaps that mushroom has poisonous spores!

## Favors / Disfavors Thread

Roll on your Thread list. The "thing" has a detail that dis/favors that thread.

Lets say you find a letter on the ground. You want to know what it might say, so you roll a Detail Check and get "Favors Thread". You then roll on your thread list and get "Track down the enemy". That must mean this letter has a clue for where to find them!

## **Favors / Disfavors NPC**

Roll on your Character list. The "thing" has a detail that dis/favors that character.

Maybe you just failed a Challenge, rolled on the Pay The Price table and got Surprise Complication. Unable to think of one, you roll a Detail Check and get Favors NPC. Now, roll on the Character List. Somehow, whatever complication occurs is beneficial for that NPC.

# History

It can get quite overwhelming to try and fit every randomly generated element into the current scene. Instead, use the History table to tie those elements to the past.

Roll	Result
1	Backstory
2	Past Thread
3	Previous Thread
4	Past Scene
5	Previous Scene
6	Current Thread
7	Past Action
8	Current Scene
9	Previous Action
0	Current Action

Skew	Effect
Advantage	Closer to the present
Disadvantage	Further into the past

- > Previous: Most Recent
- > Past: Any Except Most Recent

Lets say you trigger a random event during a Fate Check, and it prompts an NPC action. You then roll "NPC talks". You roll on the "Topic" table and get "History". You then roll on this table, and get "Past Scene".

This means that the NPC wants to talk about something that happened a while back. Maybe a choice that has been bugging them, or maybe they thought of some new information from that scene.

For another example, lets say you rolled a Fate Check and got "Invalid Assumption", but you don't really know what assumption it is referring to. Use this to narrow in on an assumption you made have made in the past.

Or, perhaps you are talking with an NPC. The topic is "Reputation", and for more details, you do a Discover Meaning to get "Artificial Command". You then want to ground this conversation to something that happened in the past, so you roll and get "Previous Thread".

This could mean that the NPC is talking about how they may have lied during the last mission in order to make themselves seem more powerful than they really are. You could then consider consequences of that, and how it may change things down the line.

The point is, not everything is about the present. Things are happening behind the scenes that you may not be aware of, things have happened in the past of people's lives that you only might be hearing about now.

> This is also a great way to initiate a flashback and play out a past scene, perhaps from a different character's perspective.

# Immersion

*Becoming* your character is the best way to get an enjoyable experience out of a roleplaying session. Be where your character is, see what they see, feel what they feel.

This is the perfect table to roll on anytime you are "stuck", because it will generally provide some sort of hint about the environment. I use it a lot when exploring a dungeon and deciding which way to go.

Roll	1-3 See	4-6 Hear	7-8 Smell	9-0 Feel
1	Broken	Dripping	Alcohol	Cold
2	Colorful	Fire	Blood	Damp
3	Discarded	Footsteps	Smoke	Flexible
4	Edible	Growling	Cooking	Furry
5	Liquid	Laughter	Decay	Rough
6	Natural	Music	Dust	Sharp
7	Odd	Scratching	Flowers	Slippery
8	Round	Silence	Leather	Smooth
9	Shiny	Talking	Oil	Sticky
0	Written	Wind	Soil	Warm

Roll	Where?	and it causes	because
1	Above	Despair / Hope	Help is on the way
2	Behind	Panic / Relief	It is getting closer
3	In Front	Fear / Courage	It may be valuable
4	In The Air	Disgust / Desire	Of a childhood event
5	In The Distance	Anger / Calm	Of a recent memory
6	In The Next Room	Sadness / Joy	The source is unknown
7	In The Shadows	Arrogance / Selflessness	Then it is suddenly gone
8	Next To You	Confusion / Clarity	You recognize it
9	On The Ground	Apathy / Nostalgia	You were warned about it
0	Under	Deja Vu / Awe	You weren't expecting it

> "and it causes" doubles as an Emotion table. The emotions are roughly paired with their opposites, and subjectively ordered from most negative to most positive, with the "basic" emotions representing ["joy", "sadness", "fear", "anger", "disgust", "surprise"] all existing in the top 6 rows.

> When rolling for an emotion, also roll a 1dF. If you get "-" or "blank", use the bolded negative emotion. If you get "+", use the secondary positive emotion. I weighted it this way because I find that the darker results present more interesting situations to overcome.

## Sensory Variants

<b>Die</b>	<b>Effect</b>
d6	Only distant senses
d10	All senses

<b>Skew</b>	<b>Effect</b>
Advantage	It is closer to you
Disadvantage	It is further from you

## Emotion Variants

<b>Die</b>	<b>Effect</b>
d6	Basic Emotions
d10	Extended Emotions

<b>Skew</b>	<b>Effect</b>
Advantage	Roughly Positive
Disadvantage	More Negative

## Examples

- 1,3,2,6,+;9: You see something discarded behind you, and it causes joy because you were warned about it
- 8,2,6,1,0;1: You smell blood in the next room, and it causes despair because help is on the way
- 5,9,3,5,+;7: You hear talking in front of you, and it calms you because then it is suddenly gone

# Back

The Back page contains the core game loop procedure of generating a quest, building challenges with difficulties to solve for that quest, and determining the consequences of failing those challenges. The Random Event table is also put here since it is used frequently enough during Fate Checks.

Quest <a href="https://github.com/jrruethe/juice">github.com/jrruethe/juice</a> - CC BY-NC-SA - 7/10/25					
#	Objective	Description	Focus	Preposition	Location
1	Attain	Abandoned	Enemy	Around	Community
2	Create	Cold	Monster	Behind	Dungeon Feature
3	Deliver	Colorful	Event	In Front Of	Dungeon
4	Destroy	Connected	Environment	Near	Environment
5	Fetch	Dark	Community	On Top Of	Event
6	Infiltrate	Friendly	Person	At	Natural Hazard
7	Investigate	Hidden	Information	From	Outpost
8	Negotiate	Mystical	Location	Inside Of	Settlement
9	Protect	Remote	Object	Outside Of	Transportation
0	Survive	Wounded	Ally	Under	Wilderness Feature
<b>Random Event / Challenge</b>					
<b>Quick DC: 2d6+6</b>					
#	Random Event	Physical Challenge	Mental Challenge	DC	%
1	Advance Time	Medicine	Tool	17	1-2
2	Close Thread	Survival	Nature	16	3-8
3	Converge Thread	Animal Handling	Investigate	15	9-18
4	Diverge Thread	Performance	Persuasion	14	19-33
5	Immersion	Intimidation	Deception	13	34-50
6	Keyed Event	Perception	Language	12	51-67
7	New Character	Sleight of Hand	Religion	11	68-82
8	NPC Action	Stealth	Arcana	10	83-92
9	Plot Armor	Acrobatics	History	9	93-98
0	Remote Event	Athletics	Insight	8	99-100
<b>Pay the Price</b>					
<b>Major Plot Twist on Miss w/ Match or Critical Fail</b>					
#	Pay The Price	Major Plot Twist			
1	Action has Unintended Effect	Actions Benefit Enemy			
2	Current Situation Worsens	Assumption Is False			
3	Delayed / Disadvantaged	Dark Secret Revealed			
4	Forced to Act Against Intentions	Enemy Gains New Allies			
5	New Danger/Foe Revealed	Enemy Shares A Common Goal			
6	Person/Community Exposed to Danger	It Was All A Diversion			
7	Separated From Person/Thing	Secret Alliance Revealed			
8	Something of Value Lost/Destroyed	Someone Returns Unexpectedly			
9	Surprise Complication	Unrelated Situations Connected			
0	Trusted Person Betrays You	You Are Too Late			

# Quest

I'm the type of gamer that tends to generate lots of "sidequests" / Threads, then follow the ones I am interested in. So I keep this table handy on the back. It references the other tables heavily to provide a lot of variety, but due to this it sometimes take a little bit of interpretation and creativity to figure out the meaning.

Roll	Objective	Description	Focus	Preposition	Location
1	Attain	Abandoned	Enemy	Around	Community
2	Create	Cold	Monster	Behind	Dungeon Feature
3	Deliver	Colorful	Event	In Front Of	Dungeon
4	Destroy	Connected	Environment	Near	Environment
5	Fetch	Dark	Community	On Top Of	Event
6	Infiltrate	Friendly	Person	At	Natural Hazard
7	Investigate	Hidden	Information	From	Outpost
8	Negotiate	Mystical	Location	Inside Of	Settlement
9	Protect	Remote	Object	Outside Of	Transportation
0	Survive	Wounded	Ally	Under	Wilderness Feature

Generating a quest involves *a lot* of rolls, due to the number of tables that are references (see the entries in *italics*). The result will read almost like an English sentence if you squint hard enough.

## Examples

1: Attain, 7: Hidden, 5: Community, 0: Under, 1: Community

"Attain the hidden community under the community"

You could interpret this as gaining trust with a secret society present in the city, like an underground spy network or smugglers for the black market.

4: Destroy, 1: Abandoned, 3: Event -> 6: Discovery, 8: Inside Of, 4: Environment -> 5: Grassland

"Destroy the abandoned discovery in the grasslands"

Perhaps ruins were recently discovered, with magical symbols that might open a portal to who-knows-where. Wouldn't want some big monster coming through that!

5: Fetch, 4: Connected, 9: Object -> 3: Cauldron, 1: Around, 8: Settlement -> 5/6: Raven River

"Fetch the connected cauldron around Raven River"

Seems like some Hags might be performing some sort of ritual that is endangering the people of Raven River. Go stop the spell before they finish.

## Rumors

This table can double as a Rumor Generator. Just make it past tense and prepend it with "I heard..."

Examples:

- I heard that someone attained the hidden community under the community
- I heard that someone destroyed the abandoned discovery in the grasslands
- Did you hear? Someone fetched the connected cauldron around Raven River!

Quests are usually prompts for your character to take action, while Rumors are information about actions that others have taken in the recent past. Rumors can lead to quests if your character chooses to act on that information, but either way it helps make your world feel more alive, that things are happening without your character's involvement.

# Random Event

This is an alternative Random Event table to replace the one provided by Mythic. You will be rolling on this any time you get double blanks on a Fate Check, where the primary die is on the left.

This table is specifically designed to trigger things that are easy to forget during a session.

Roll	Result
1	Advance Time
2	Close Thread
3	Converge Thread
4	Diverge Thread
5	Immersion
6	Keyed Event
7	New Character
8	NPC Action
9	Plot Armor
0	Remote Event

## Advance Time

When this triggers, time in-game has advanced. Maybe day turns to night, maybe the season changes, maybe the guards change their patrol, maybe that ritual the villain was performing is complete. Take some time to do some bookkeeping; Roll on the weather table to change the weather, if you are in a settlement, roll on the News table to see what is happening. Check your torches, eat a ration, etc.

## Close Thread

Roll on your thread list. That thread has ended. Determine why, and what it means for the story going forward. Then remove it from the list.

New threads will naturally form as you play, through sidequests, information from NPCs, etc. However, you can generally only follow one thread at a time, and as time passes it is only natural for other threads to end without your intervention.

## Converge Thread

Roll on your thread list. Something has happened that moves you closer to that thread, potentially joining and intertwining with the thread you are currently on.

Sometimes, seemingly unrelated storylines become more connected than you first thought. When this is revealed, creating a coherent reason can produce an exciting and complex plot.

## Diverge Thread

Roll on your thread list. Something has happened that moves you away from that thread. If you land on the current thread, perhaps the current thread splits into two threads.

Bad things happen. Sometimes your character gets distracted. Sometimes outside forces are at work to prevent you from achieving your goals. Sometimes you come to a fork in the road and need to make a difficult choice.

## Immersion

Roll on the Immersion table and incorporate the results into what is currently happening.

Solo Roleplaying is at its best when you are immersed in your character and the world around you. This random event trigger is intended to keep you there.

## Keyed Event

Sometimes, you have something you WANT to happen, but don't feel like "cheating" by explicitly making it happen. This is the solution. You can even keep a Keyed Event list to roll on and ensure that the things you want to happen, happen. Think of it like a timer.

Examples are:

- Random Zombie Attack
- The BBEG appears
- Earthquake!
- The Ritual is Complete

If you don't have any Keyed Events written down that you want to happen, you can roll a Plot Point and incorporate it into the story instead.

## New Character

A new NPC is present in the scene. Roll on the NPC and Name tables, and add it to your character list. Keep in mind that "Characters" don't necessarily need to be people; maybe this is a sentient sword, a dragon, or an extremely important plot-based item?

I believe that the NPCs are what make the world come alive. They have motives, they affect and change the world around them, they are sources of quests and information. This event explicitly injects them into the story.

## NPC Action

Roll on the Characters list. That NPC performs an action. If the chosen NPC isn't around, you can do a quick flashback / temporary scene change, you can come up with an idea that directly affects (or was

affected by) that character, or you can simply default to your companion.

Again, NPCs make the world feel alive. The people around you aren't just sitting around idle, they should act on their own.

## **Plot Armor**

A lot of the tables in this oracle lean towards the negative. Challenges, obstacles, and setbacks are what make a story interesting. However, there are times when you could really use a hand.

If you get a Plot Armor random event, then whatever issue you are dealing with is solved. This is your lifeline in an otherwise unforgiving world.

## **Remote Event**

Something happens in a far away place. If you are maintaining a Locations list, roll on it. Otherwise, use the Location Grid to determine where this event occurs.

While a majority of the story will follow your character, you must remember that the rest of the world is still progressing forward. Things will happen far away that your character does not yet know about, but might become known or relevant in the future.

Incorporate the results of this into News that you roll on next time you are in a Settlement.

# Challenge

One of the core concepts of the game is overcoming challenges. Solo-first games like Ironsworn handle this elegantly, however social games like D&D 5e require a DM to create situations and challenges, and set DCs accordingly.

Here, we are going to do things backwards. Roll a physical challenge and a mental challenge, then create a situation where these challenges make sense. Assign each challenge a DC, and require the PC to pass only one of them; otherwise, they must Pay The Price. By having two challenges, you are less likely to get locked out of the success path.

This is a great way to set up a random scene, because trying to invent a situation that involves the two rolled challenges will create an interesting scenario. It is kinda like a mini-game.

The Challenges are all based on D&D 5e skills, but that doesn't mean it is only applicable to the D&D 5e system. You can use whatever applicable skills your character has to solve the challenge.

Roll	Physical Challenge	Mental Challenge
1	Medicine	Tool
2	Survival	Nature
3	Animal Handling	Investigate
4	Performance	Persuasion
5	Intimidation	Deception
6	Perception	Language
7	Sleight of Hand	Religion
8	Stealth	Arcana
9	Acrobatics	History
0	Athletics	Insight

## Physical Variation

Skew	Effect
Advantage	More Physical
Disadvantage	More Mental

## Mental Variation

Skew	Effect
Advantage	More Mental
Disadvantage	More Physical

## Examples

8,2: Stealth or Nature - Find a way to capture the elusive magical creature.

7,6: Sleight of Hand or Language - You need to communicate with these natives, either through speech or hand signals.

9,7: Acrobatics or Religion: Display the control of your body via martial arts or tai chi.

# DC

Normally it is up to the DM to set the DC for a challenge. Well guess what, that is you now. If you need a DC, here are 5 ways to get one!

1d10	DC	1d100
1	17	1-2
2	16	3-8
3	15	9-18
4	14	19-33
5	13	34-50
6	12	51-67
7	11	68-82
8	10	83-92
9	9	93-98
0	8	99-100

## Completely Random

Simply roll a 1d10 and you have your DC. Swingy.

## Balanced Challenge

Roll 1d100 on the right column to get a bell curve that weights towards the middle of the table to get a balanced DC. The curve mimics rolling 3d10 and choosing the middle result.

> Pro Tip: You can also use this to map back to the left column to get 1-10 weighted towards the middle, which can be used for a variety of things.

## Easy Challenge

Roll 1d10 (or 1d100) with Advantage to skew towards the lower DCs.

## Hard Challenge

Roll 1d10 (or 1d100) with Disadvantage to skew towards the higher DCs.

## Quick Challenge

Ignore the table completely and roll 2d6+6.

# Pay The Price

So you failed a challenge. Time to Pay The Price! Use this to determine the effect of your failure. If you "Miss with a Match" or "Critical Fail", use the "Major Plot Twist" table instead. This comes straight out of Ironsworn.

Roll	Pay The Price	Major Plot Twist
1	Action has Unintended Effect	Actions Benefit Enemy
2	Current Situation Worsens	Assumption Is False
3	Delayed / Disadvantaged	Dark Secret Revealed
4	Forced to Act Against Intentions	Enemy Gains New Allies
5	New Danger / Foe Revealed	Enemy Shares a Common Goal
6	Person / Community Exposed to Danger	It was all a Diversion
7	Separated from Person / Thing	Secret Alliance Revealed
8	Something of Value Lost / Destroyed	Someone Returns Unexpectedly
9	Surprise Complication	Unrelated Situations Connected
0	Trusted Person Betrays You	You are too late

The Pay The Price table is one of the most important tables in Ironsworn, so it is nice to have it handy.

# Left

This page is all about answering questions and advancing scenes.

Fate Check				2dF+1d6 (Intensity)	
#	2dF	Result	Likely	Unlikely	Next Scene
0	+	Yes And	YA	YA	Alter (Add)
9	+	Yes Because	Y	Y	Normal
8	+	Yes But	YB	NB	Alter (Remove)
7	0	Favorable	Y	Y	Normal
6	< 0	Yes But + RE	Y + RE	N + RE	Normal
5	> 0	Invalid Assumption	Y	N	Normal
4	0	Unfavorable	N	N	Normal
3	-	No But	YB	NB	Interrupt (Favorable)
2	- 0	No Because	N	N	Normal
1	--	No And	NA	NA	Interrupt (Unfavorable)
Expectation / Behavior / Intensity / Scale					
#	2dF	Result	Intensity (d6)	2dF+1d6	Scale
0	++	Expected (Intensified)		8	+100%
8,9	+	Expected		7	+50%
7	+-	Next Most Expected		6	+25%
6	0+	Favorable	Maximum	5	+10%
5	0 0	Modified Idea	Major	3-4	-
4	0 -	Unfavorable	Moderate	2	-10%
3	- +	Next Most Expected	Mundane	1	-25%
2	- 0	Opposite	Minor	0	-50%
1	--	Opposite (Intensified)	Minimal	-1	-100%
Interrupt / Plot Point					
#	1-2	3-4	5-6	7-8	9-0
	Action	Tension	Mystery	Social	Personal
1	Abduction	Choice	Alternate	Agreement	Animosity
2	Barrier	Depletion	Behavior	Gathering	Connection
3	Battle	Enemy	Connected	Government	Dependent
4	Chase	Intimidation	Information	Inadequate	Ethical
5	Collateral	Night	Intercept	Injustice	Flee
6	Crash	Public	Lucky	Misbehave	Friend
7	Culmination	Recurrence	Reappearance	Outcast	Help
8	Distraction	Remote	Revelation	Outside	Home
9	Harm	Shady	Secret	Reinforcements	Humiliation
0	Intensify	Trapped	Source	Savior	Offer

# Fate Check

Ah, the Fate Check. This is where Juice started out so very long ago.

As much as I like the Mythic system, I never liked the Fate Chart. I wanted answers quickly, without needing to remember state, deal with math and modifiers, or do complicated table lookups.

I also wanted more than just Yes and No. I wanted the Ands, the Buts, the Invalid Assumptions. I wanted the ability to skew Likeliness. I wanted to have it ever so slightly tipped in the Yes-But direction to mimic the Ironsworn Weak Hit probabilities, but I also wanted to dissuade phrasing the question to take advantage of the "Yes" skew. And of course, I needed Random Event triggering at a reasonable rate that still gave an answer to the question being asked.

And as complicated as that requirement list is, this HAD to be intuitive and easy to memorize.

Thus, Juice's Fate Check was born, using Fate dice (haha at the unfortunate naming collision).

If you are not aware, the TTRPG "Fate" uses special dice, where two sides have a "+" sign, two sides are blank, and two sides have a "-" sign. D&D 5e, the most popular TTRPG, doesn't use them, so you could say they aren't that common, however you probably won't have any issue finding them at your local game store. Otherwise, see the "Requirements" section earlier in this document for alternatives.

With Juice's Fate Check, you pretty much just need to remember that "+" is good and "-" is bad. Use two different colored dice, and designate one as your "primary" die.

For the tables, I represent the blank side using a zero (0).

Before we look at the full table, try to understand just the basics:

2dF	Result
++	Yes And
+0	Yes
+ -	Yes But
- +	No But
- 0	No
--	No And

If you can remember that "+ -" means "Good-Bad" (Yes, But...), then the roll results will be very intuitive. If the Primary die is "+", the result is always Yes-like. If the Primary die is "-", the result is always No-like.

So what if the Primary die is blank? Then we look to the secondary die:

2dF	Result
0 +	Favorable

0 -	Unfavorable
-----	-------------

Note that Favorable doesn't mean "Yes", it means "Good". That is, the answer to your question is whatever is most favorable to your character. If you are looking for someone and you ask "Is the tavern busy?" and get Favorable, then perhaps the answer is No because that would mean it is easy to spot the person you are looking for. However, if you are trying to hide from someone and you ask "Is the tavern busy?" and get Favorable, then perhaps the answer is Yes because that would mean it will be easier for you to remain hidden in the crowd.

That leaves double blanks, and this part is probably the most complicated part of the Fate Check. Double blanks mean one of two things: Random Event or Invalid Assumption. How do you know which? Look at the position of the Primary die on the table; If it is on the left, then you triggered a Random Event (and the answer to your question is "Yes But"). If it is on the right, your answer is "Invalid Assumption". This is represented in the table like this:

2dF	Result
< 0	Yes But + Random Event
> 0	Invalid Assumption

## Random Event

If you get double blanks with the primary die to the left of the secondary die, the answer to your question is "Yes But", and you trigger a Random Event. Roll on the Random Event table and incorporate that into the scene or story. In "Simple" mode, you can roll on the "Modifier + Idea" table to determine what alterations happen to the current scene.

## Invalid Assumption

Something about your question was built on a false assumption. For example, if you ask "Is the tavern busy?" and get "Invalid Assumption", this might mean the tavern is closed; you assumed it was open but that ended up being an invalid assumption. It forces you to go back and reevaluate what you think you know. In a way, it introduces its own expectation subversion into the scene.

## Why complicate the double blanks?

The reason for this distinction is due to the math. With two Fate dice, there are 9 possible results, meaning each result has an 11% chance of being rolled. In the past, double blanks was assigned to "Invalid Assumption + Random Event". But an 11% random event rate is too high; Mythic at Chaos Factor 5 is about 5%. And I didn't like that whenever I got a random event, it meant my question wasn't really answered; I had to come up with a reason my question was invalid AND I had to resolve the random event, it was too jarring all at once.

By using the position of the dice to differentiate, we get a 5.5% Random Event rate, with a much-less-intrusive 5.5% Invalid Assumption rate. In addition, we always get an answer to the question when a Random Event is triggered, AND we get a skew towards "Yes But".

Why the skew? To mirror Ironsworn. Ironsworn at +1 has a 55% chance of scoring a hit (15% Strong Hit, 40% Weak Hit), and 45% chance of getting a miss. At +2, there is a 67% chance to hit and 33% chance to miss.

Juice has a 50% chance of producing a Yes-like result (11% "Yes-And, mirroring the Strong Hit), and a 44% chance of producing a No-like result (The remainder is "Invalid Assumption"). With "Likely", this raises to 66% Yes-like and 33% No-like. It directly aligns with Ironsworn's hit rate at +1 and +2.

This both emphasizes "partial success with a complication" (which is arguably the most "fun" result for solo roleplaying) and allows you to use Juice's Fate Check to replace stats in Standalone mode (see earlier in this document).

## Likeliness

It's already been mentioned a few times, but how do we handle Likeliness? It is simple: "+" means "Yes". If *either* die is a "+", your result will be Yes-like.

Unlikely? "-" means "No". If *either* die is a "-", your result will be No-like.

## The Table

Whew! Without further ado, here is the full table for the Fate Check. However, if you read the above, then you already have it memorized :wink:

1d10	2dF	Normal	Likely	Unlikely
0	++	Yes And	Yes And	Yes And
9	+0	Yes Because	Yes	Yes
8	+ -	Yes But	Yes But	No But
7	0+	Favorable	Yes	Yes
6	< 0	Yes But + Random Event	Yes + Random Event	No + Random Event
5	> 0	Invalid Assumption	Yes	No
4	0-	Unfavorable	No	No
3	-+	No But	Yes But	No But
2	-0	No Because	No	No
1	--	No And	No And	No And

Why the 1d10 column? If you don't have any Fate Dice, you can just roll 1d10 to get your answer. For likely, you can either use the Likely column, or roll with advantage on the Normal column. It isn't as easy to remember as "+ -" is "Good-Bad", but the table itself is always visible in "Simple" mode. The probabilities change a bit too, however Juice is all about adapting to what works best for you.

## But wait, there's more!

When rolling a Fate Check, you roll 2dF + 1d6. The 1d6 comes from the Intensity table. (I like to choose to have the d6 be the same color as my primary die to help me remember which is which). The Intensity will

give you a scale for how much the answer matters.

For example, "Is the tavern busy?" with a "Yes Because" result and an intensity of "Minor" might mean it is busier than usual for a Tuesday afternoon because of a birthday party, whereas "Yes Because" with an intensity of "Major" might mean it is packed tight, perhaps due to a popular band playing live music.

The "Because" results are designed to prompt you to come up with a reason for the Yes or No, and use the Intensity as a way to scale that reason.

Intensity is easy to remember: The larger the number, the more intense the reason.

## Pictures

Here are some pictures of Fate Check rolls using the Android app "Dice" by "7Pixels". My Primary die is green. See if you can interpret the rolls:



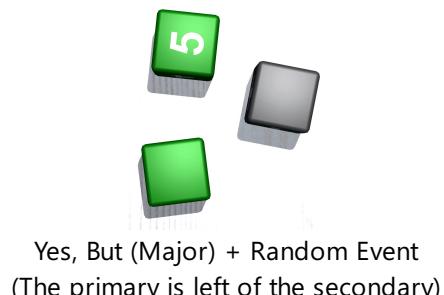
Yes, Because (Minor)



No, But (Moderate)



Favorable (Minimal)



## Lets look at some examples for how to interpret the results:

### Example 1

John is chasing the bandit through the street, when suddenly the bandit turns and runs into the tavern to try and slip away. John rushes into the tavern.

Fate Check: "Is the tavern busy?"

+03 : Yes, the tavern is pretty busy. It must be the dinner rush. John can't find the bandit in the crowd.

+06 : Yes, the tavern is very busy, is there some sort of event going on in town?

++2 : Yes, the tavern is busy, and there seems to be a band playing tonight. The music drowns out the sound of voices.

++5 : Yes, the tavern is very busy, and someone is buying rounds of drinks for all the patrons! Its difficult to move here.

+-1 : Yes, its busy, but they might be closing soon. Better act quickly!

+-4 : Yes, its busy, but a fight has broken out and some patrons are leaving to avoid it.

0+3 : No, its not busy, John is able to spot the bandit immediately. The chase continues! (Favorable)  
0-4 : Yes, its so busy that the bandit was able to hide in the crowd. Time to start searching... (Unfavorable)  
-+1 : No, its not busy, but there is a large group at one of the tables gambling. Do they know where the bandit went?  
-+6 : No, but there is an important noble at the bar. Better not cause too big of a scene...  
--6 : No, and there aren't even any bartenders. Are they helping the bandit escape out the back?  
>01 : Wait a minute, this tavern is closed... (Invalid Assumption)  
>06 : Wait a minute, this isn't a tavern, this is a front for a secret hideout! (Invalid Assumption)

## Example 2

Alice is searching for food in the forest, when she comes across a large blue mushroom growing on a tree.

Fate Check: "Is it poisonous?"

+03 : Yes, better keep searching. Alice is running out of energy...  
-01 : Not poisonous, also not that tasty...  
-05 : No, Alice recognizes this variety, it will make a yummy dinner!  
++1 : Yes, and simply touching it will leave a rash on her skin.  
++6 : Yes, and just breathing in the spores will paralyze her!  
-+2 : No, but there must be a reason the animals aren't eating it...  
+-4 : Yes, but in more of a hallucinogenic way.  
--2 : No, and nearby she finds an animal eating another one. Hunting opportunity?  
0+3 : Yes, however she can use it to coat her weapon with poison. (Favorable)  
0-4 : Yes, it indicates that the fruit of the tree is also poisonous. The same fruit she ate earlier today! (Unfavorable)  
>04 : As she reaches for the mushroom, it retracts into the tree. Was it creature of some sort? (Invalid Assumption)  
>01 : She thought it was a mushroom, but it was actually a blue piece of paper nailed to the tree. What does it say? (Invalid Assumption)

You can see how a simple Fate Check can lead to so many different outcomes by combining the result with an intensity, then crafting a scenario that would lead to that answer.

# Next Scene

At the end of a scene, you probably have an idea of what the next scene may look like. Mythic prompts you to challenge that expectation, and Juice does it in a more streamlined fashion.

2dF	Next Scene
+ +	Alter (Add Focus)
+ 0	Normal
+ -	Alter (Remove Focus)
0 +	Normal
0 0	Normal
0 -	Normal
- +	Interrupt (Favorable)
- 0	Normal
--	Interrupt (Unfavorable)

Roll 2dF. If you get any blanks, its a normal scene that proceeds as you expected.

If your primary is "+", then you alter the scene by either adding or removing a Focus. Roll on the Focus table to determine how to modify the scene.

In "Simple" mode, you can instead roll on the "Modifer + Idea" tables and use that result to alter your scene.

If the primary is "-", then your expected scene is interrupted. An interruption might be favorable or unfavorable to your current situation. Roll on the Plot Point table, use the result to determine what the interruption is.

## Example

Your character has just rented a room at an Inn and is headed to bed. You expect the next scene to be them waking up in the morning.

Rolling a "Normal" result means they wake up in the morning just as you expected.

"Alter (Add)" with a focus of "Ally" might mean that they wake up to a knock on the door. A friend is here.

"Alter (Remove)" with a focus of "Environment -> Arctic" could be interpreted as it being an extremely hot morning; clear skies and strong sunlight. This might mean certain market stalls aren't open in favor of staying indoors, for example.

"Interrupt (Favorable)" with a Plot Point of "Reinforcements" could mean that you are jolted awake in the middle of the night by the local sheriff thwarting a thief breaking into the building next door.

"Interrupt (Unfavorable)" with a Plot Point of "Battle" could mean that you are visited by an assassin in the middle of the night and combat breaks out.

# Expectation

An "Expectation Check" is an alternative way to resolve questions, situations, and NPC behavior. It is a bit more generic than a simple Fate Check.

2dF	Result
+ +	Expected (Intensified)
+ 0	Expected
+ -	Next Most Expected
0 +	Favorable
0 0	Modified Idea
0 -	Unfavorable
- +	Next Most Expected
- 0	Opposite
--	Opposite (Intensified)

There are different types of players. Some people question everything. Some people just go with the flow. Some people like to randomize everything, while others simply want to journal.

I'm the type of player that likes to randomize almost everything. The "puzzle" is then trying to take the chaos and make it coherent. Because of that, I rely on random tables quite heavily (hence this project). I never know what is coming next. Mythic-style sandbox play fits this well. Players like me probably utilize the Fate Check heavily, because anything else feels like "cheating".

On the other end of the spectrum, there are players that know how they want the story to play out, and enjoy "playing it out". It is borderline writing a book, but with some dice. They may do some Fate Checks here and there, but otherwise all they really need is a name generator and they are good to go. "The Adventure Crafter" fits this style well - generate the main parts of the adventure in advance, then play it out and journal it.

This "Expectation Check" is designed for the second type; People who know where they are headed, but still want some sense of randomness to differentiate it from literally writing a book. It works best if you have a pretty good idea of what could happen (an expectation), but still want some surprise sprinkled in.

This is essentially a generic variant of Tana's NPC Behavior check from Mythic Magazine #9. As such, it also conveniently works for emulating NPC Behavior, especially in the "Simple Mode", so you don't need to flip the pages to find the NPC tables. Even the double blank result keeps you on the same page.

Examples:

Our character has just entered the local tavern, just as the sun is setting.

Playstyle 1 would probably do a Fate Check for "Is the tavern busy?", get the answer, then come up with a logical reason for that answer.

Playstyle 2 would instead *expect* that the tavern is probably busy, then do an Expectation Check to see if they are right, *if they want to*.

The difference is that in Playstyle 1, the player wants an answer, while in Playstyle 2, the player already knows the answer, but might want to challenge it to see if it changes.

It is subtle, but I'm trying to distinguish between the "Mythic" style of play and the "Adventure Crafter" style of play, and I wanted checks that incorporate both in Juice, so that the user can decide. They are both available in "Simple" mode as well!

By the way, there is nothing wrong with blending the two play styles. For example, rolling a Fate Check as "Likely" means that you already have some expectation of the result.

## NPC Behavior

As I mentioned, Mythic Magazine #9 actually introduced this "Expectation Check" as an alternative form of NPC Behavior generation. The article doesn't directly describe it as I do above, however it generalizes well. The basic idea is to come up with an expectation of what the NPC will do given the current context, then "test" it to see if you are correct. In play, this generally means you need to come up with the most-likely and next-most-likely actions, as the results will gravitate towards one of these (or the complete opposite, which is usually apparent).

In "Simple Mode" you don't have access to the NPC tables on the inner pages, therefore the Expectation Check doubles as the NPC Behavior generator exactly how the article describes.

# Intensity

Intensity is a simple d6 roll to determine how much effect something has. It is most often used as part of a Fate Check to determine how much weight the answer has, but it is also used with the Property table to determine the strength of each property.

Roll	Result
1	Minimal
2	Minor
3	Mundane
4	Moderate
5	Major
6	Maximum

I chose to use the "six M's" to make it easier to remember.

# Scale

Sometimes you want to scale a value. I use this frequently for checking shop prices or adjusting the stats of a monster.

Don't use a Fate Check to ask "Is there a discount on this item?". Instead, imagine what the normal price is, then roll for Scale. Whatever the result, come up with an in-game reason for that result.

Same with monster stats; Scale a random encounter's HP. Higher than expected? This monster is strong, how has it survived this long? Lower than expected? Maybe the monster has been wounded for some reason... Come up with in-game explanations for the results.

The  $2dF + 1d6$  acts as a curve towards the middle of the table, to give balanced results. For this table, a "+" or "-" is interpreted as "+1" or "-1", so you add the values together. "++3" is "1+1+3 = 5" meaning a 10% increase.

If you are specifically trying to scale something larger, just use the absolute value of the roll. For example, a roll of "1" normally means "-25%", but since you are trying to scale it up, just use "+25%". Vice versa with smaller.

<b>2dF + 1d6</b>	<b>Result</b>
-1	-100%
0	-50%
1	-25%
2	-10%
3-4	No Change
5	+10%
6	+25%
7	+50%
8	+100%

# Plot Point

This is an even smaller excerpt of the One Page Adventure Crafter. Juice uses these Plot Points for Scene Interrupts and Keyed Random Events. Roll 2d10 to pick the category and element, then incorporate that into the scene.

Roll	1-2 <b>Action</b>	3-4 <b>Tension</b>	5-6 <b>Mystery</b>	7-8 <b>Social</b>	9-0 <b>Personal</b>
1	Abduction	Choice	Alternate	Agreement	Animosity
2	Barrier	Depletion	Behavior	Gathering	Connection
3	Battle	Enemy	Connected	Government	Dependent
4	Chase	Intimidation	Information	Inadequate	Ethical
5	Collateral	Night	Intercept	Injustice	Flee
6	Crash	Public	Lucky	Misbehave	Friend
7	Culmination	Recurrence	Reappearance	Outcast	Help
8	Distraction	Remote	Revelation	Outside	Home
9	Harm	Shady	Secret	Reinforcements	Humiliation
0	Intensify	Trapped	Source	Savior	Offer

# Right

These are your main random tables.

Meaning Tables / Name Generator				M@-/F@+		
#	Discover Meaning	*		Name Generator		
1	Ancient	Burden	12o	(f)a	hal	an
2	Betray	Complexity	12	(p)e	ris	ar
3	Conceal	Conflict	12	(v)i	del	er
4	Dangerous	Control	23-o	(n)o	mor	ian
5	Helpful	Direction	23-	(s)u	bar	ic
6	Loud	Happiness	23-	de	net	in
7	Powerful	Memory	123-o	ka	kel	o
8	Reveal	Move	123-	li	lim	on
9	Transform	Shadow	123-	ma	tur	or
10	Unexpected	Trust	111	ro	pen	us
11	Artificial	Assist	111	be	rond	a
12	Burning	Break	123	da	kay	aea
13	Communicate	Command	12a	ki	jam	aya
14	Deceive	Delay	12i	le	vash	elle
15	Dirty	Duration	23-a	mi	zab	ene
16	Disagreeable	Failure	23-i	ne	vos	ess
17	Oppose	Fight	23+	ru	gran	ette
18	Peaceful	Leave	123-a	si	ched	ice
19	Reassuring	Sacrifice	123-i	ta	sark	id
20	Specialized	Threshold	123+	to	kic	osa

Random Tables		RE / Alter: Modifier + Idea			
#	Modifier	1-3 Idea	4-6 Event	7-8 Person	9-0 Object
1	Change	Attention	Ambush	Criminal	Arrow
2	Continue	Communication	Anomaly	Entertainer	Candle
3	Decrease	Danger	Blessing	Expert	Cauldron
4	Extra	Element	Caravan	Mage	Chain
5	Increase	Food	Curse	Mercenary	Claw
6	Mundane	Home	Discovery	Noble	Hook
7	Mysterious	Resource	Escape	Priest	Hourglass
8	Start	Rumor	Journey	Ranger	Quill
9	Stop	Secret	Prophecy	Soldier	Rose
0	Strange	Vow	Ritual	Transporter	Skull

# Discover Meaning

Your “Generic” tables. Everything else in Juice is more specific to something.

Roll 2d20 to get a word pairing, then run with it.

Roll	First Word	Second Word
1	Ancient	Burden
2	Betray	Complexity
3	Conceal	Conflict
4	Dangerous	Control
5	Helpful	Direction
6	Loud	Happiness
7	Powerful	Memory
8	Reveal	Move
9	Transform	Shadow
10	Unexpected	Trust
11	Artificial	Assist
12	Burning	Break
13	Communicate	Command
14	Deceive	Delay
15	Dirty	Duration
16	Disagreeable	Failure
17	Oppose	Fight
18	Peaceful	Leave
19	Reassuring	Sacrifice
20	Specialized	Threshold

The first word will be either an adjective or a verb. The second word will be a noun or noun-verb. This way, the pairing will be grammatically correct. They are sorted such that the “best 10” of the 20 are at the top, so if you don’t have a d20, you can use a d10.

Examples:

- 10,16: Unexpected Failure
- 14,19: Deceive Sacrifice
- 4,18: Dangerous Leave

Where did these words come from? I compiled a large list from various tables in the Mythic lineup and Ironsworn/Delve/Starforged, did some complicated filtering on frequency, parts of speech, synonym/antonym counts, similarity clustering, and finally a diversity filter using an embedding model. The list you see above was then cherry picked by hand from that resulting distillation of 50 words. See [https://github.com/jrruethe/wordlist\\_filter](https://github.com/jrruethe/wordlist_filter) if you want the code.

# Name Generator

A good name generator is one of the most important tools for Solo Roleplaying, and because of this, a lot of time was spent on this.

Some of the names generated may be a bit unorthodox, but the goal was to satisfy these requirements:

- Every name be easily pronounceable
- Easy to generate both masculine and feminine sounding endings
- Names consist of 2-4 syllables
- Names consist of 4-10 letters
- Names have a wide variety, more than just  $20^3$  variations
- Entire table fits on 1/8 of a page
- Simple enough to just roll 3d20, but when the more complicated usage should be intuitive

Roll	Pattern	1	2	3
1	12o	(f)a	hal	an
2	12	(p)e	ris	ar
3	12	(v)i	del	er
4	23-o	(n)o	mor	ian
5	23-	(s)u	bar	ic
6	23-	de	net	in
7	123-o	ka	kel	o
8	123-	li	lim	on
9	123-	ma	tur	or
10	111	ro	pen	us
11	111	be	rond	a
12	123	da	kay	aea
13	12a	ki	jam	aya
14	12i	le	vash	elle
15	23-a	mi	zab	ene
16	23-i	ne	yos	ess
17	23+	ru	gran	ette
18	123-a	si	ched	ice
19	123-i	ta	sark	id
20	123+	to	kic	osa

For Column 1, rows 1-5 should be Vowels if they are the start of the name, and the double-letter pairings if they are the middle or end of the name.

For Column 3, the top half of the table (1-10) will give more masculine sounding endings, while the bottom half (11-20) will give more feminine sounding endings.

## Simple Method

Roll 3d20 on columns 1,2,3 for a random name.

Examples:

- 20,8,12: Tolimaea
- 9,16,19: Mayosid
- 16,6,2: Nenetar

You can also roll on column 1 three times for a similar effect:

- 8,15,11: Limibe
- 16,3,14: Neville
- 1,20,13: Atoki

## Pattern Method

The "Pattern" column dictates which columns to roll on, which half of the table, and any suffixes to append.

Only the "3" will be followed by "+/-". If you see that, roll 1d10 on the higher / lower half of the table. A "3" with no "+/-" following it means use the 1d20.

Some patterns will append a suffix of "o", "a", or "i".

For example:

- "12o" : Roll 1d20 on Column 1, 1d20 on Column 2, then append an "o".
- "23+": Roll 1d20 on Column 2, 1d10 on the bottom half (bigger numbers) of column 3.
- "111": Roll 1d20 on Column 1, three times.
- "123-a": Roll 1d20 on Column 1, 1d20 on Column 2, 1d10 on the top half (smaller numbers) of Column 3, then append an "a".

The Pattern column itself is arranged such that rolling 1d20 with disadvantage will lean towards masculine sounding names, while 1d20 with advantage will lean towards feminine sounding names.

Here are some examples:

Masculine-sounding:

- 1d20 (Dis): 11 -> "111" -> 4,5,9 -> Osuma
- 1d20 (Dis): 2 -> "12" -> 8,7 -> Likel
- 1d20 (Dis): 6 -> "23-" -> 2,1 -> Risan

Feminine-sounding:

- 1d20 (Adv): 16 -> "23-i" -> 16,3 -> Nedeli
- 1d20 (Adv): 14 -> "12i" -> 2,16 -> Eyosi

- 1d20 (Adv): 19 -> "123-i" -> 12,17,8 -> Dagranoni

## **Interpretation**

The name generator will generate a mix of syllable counts, and will generally be pronounceable. That said, some of the names might be a bit weird. Feel free to use the names as inspiration and alter them as you see fit.

For example, I generated "Kicora", but that didn't roll off the tongue too well, so I changed it to "Kisora". "Nevile" might get changed to "Neville", and "Beneti" might get changed to "Benettie".

# Random Names

For your convenience, here are 100 names generated using the name generator. You can use this for your game, or just to get an idea of the types of names this generates.

1-50	Name	51-100	Name
1	Derisaya	51	Jamoo
2	Runevi	52	Topenora
3	Lekayice	53	Jamori
4	Kirondono	54	Erondar
5	Moraro	55	Benetani
6	Darisana	56	Baror
7	Ehalene	57	Netoro
8	Kelian	58	Zabiano
9	Yoson	59	Taturo
10	Chedor	60	Sirond
11	Ibarette	61	Tozabera
12	Bechedian	62	Bepeno
13	Kicera	63	Sarkoro
14	Okela	64	Marond
15	Rudeta	65	Akayice
16	Liyosa	66	Leyosoni
17	Minono	67	Rondaro
18	Morus	68	Kazabiani
19	Kakasi	69	Risor
20	Kayoa	70	Odelusi
21	Ogranette	71	Mapevi
22	Mahalene	72	Kinet
23	Moron	73	Chedid
24	Nekican	74	Mibara
25	Netic	75	Likaya
26	Bedeless	76	Ruronda
27	Bepenar	77	Granono
28	Rokici	78	Upeni
29	Rupenuso	79	Grainin
30	Ruyosan	80	Nevasho
31	Rondoi	81	Lebar
32	Kayari	82	Lelimo
33	Rokeli	83	Kihalo
34	Emorar	84	Deless
35	Litoli	85	Odeler

36	Mikayoro	86	Lezabiana
37	Yosora	87	Itura
38	Penini	88	Tosarkoo
39	Detaka	89	Tapeka
40	Berisa	90	Ebarus
41	Dakayon	91	Sibeka
42	Olimice	92	Kicora
43	Halan	93	Vashan
44	Tofaka	94	Mahal
45	Kamavi	95	Kibar
46	Liriso	96	Nekayaea
47	Inetoa	97	Limette
48	Chedosa	98	Dedabe
49	Karond	99	Lesarki
50	Rumori	100	Peno

# Random Tables

"Discover Meaning" will always provide an abstract concept, but sometimes you need something a bit more concrete. Here are some very basic random tables for nouns.

Roll	Modifier	Idea	Event	Person	Object
1	Change	Attention	Ambush	Criminal	Arrow
2	Continue	Communication	Anomaly	Entertainer	Candle
3	Decrease	Danger	Blessing	Expert	Cauldron
4	Extra	Element	Caravan	Mage	Chain
5	Increase	Food	Curse	Mercenary	Claw
6	Mundane	Home	Discovery	Noble	Hook
7	Mysterious	Resource	Escape	Priest	Hourglass
8	Start	Rumor	Journey	Ranger	Quill
9	Stop	Secret	Prophecy	Soldier	Rose
0	Strange	Vow	Ritual	Transporter	Skull

## Modifier + Idea

These two together replace the Random Event table when using "Simple" mode. They can also be used when the "Next Scene" is "Altered".

Examples:

- 9,5: Stop Food
- 0,7: Strange Resource
- 5,1: Increase Attention

The Modifier table comes from Mythic Magazine #38.

## Event

Random Events are more like triggers that something in the scene needs to change. But if you need a literal random Event, this is your table. Perfect for when you need something to happen.

## Person

Used when generating an NPC, this is their primary identity.  
These are loosely based on D&D 5e classes and backgrounds.

## Object

The "Object" table in particular may feel limiting, but these words were chosen specifically due to the wide variety of concepts they evoke. Cauldron could also mean soup / food, Quill could also mean letter, etc.

This is primarily for getting an object in "Simple" mode. There is a full blown "Object / Treasure" table that you should probably be using instead.

I also use Color + Object when naming Establishments.

# Inside 1

Wilderness						2dF Env -> 1dF Type; W: 1d6@E+T; M: 1d6+E
#	Type	Environment	Encounter	Weather	Monster	
1 +0	Snowy	- Arctic	Natural Hazard	Blizzard	+0@-	
2 +2	Rocky	- Mountains	Monster	Snow Flurries	+0@0	
3 +3	Expansive	0 Cavern	Weather	Freezing Cold	+1@-	
4 +2	Windy	- Hills	Challenge	Thunder Storm	+1@0	
5 +4	Scrub	0 Grassland	Dungeon	Heavy Rain	+3@-	
6 +3	Tropical	0 Forest*	River/Road	Light Rain	+2@0	
7 +1	Dark	+ Swamp	Feature	Heavy Clouds	+3@+	
8 +3	Exotic	+ Water	Settlement/Camp	High Winds	+3@-	
9 +4	Sandy	0 Coast	Advance Plot	Clear Skies	+4@-	
0 +4	Arid	+ Desert	Destination/Lost	Scorching Heat	+4@+	
Wilderness Monster Encounter						CR: $\sum \text{CR} > \sum \text{Lvl} / (\text{Lvl} > 4? 2: 4)$ , Any CR > Lvl

#	Tracks 1d6-1@	Tracks	1-4	5-8	9-0	Doubles
		Easy	Medium	Hard	Boss (1)	
1 +	Wolf	- Ice Mephit	- Winter Wolf	Yeti	Werebear	
2 +	Skeleton	- Warhorse S	- Wight	- Nightmare	Wraith	
3 +	Drow	- G Spider	Quaggoth	- Phase Spider	Drider	
4 +	Goblin	- Worg	+ Hobgoblin	+ Bugbear	Hob C	
5 +	Orc	- Orog	Orc EoG	- Troll	Orc WC	
6* +	Kobold	+ G Weasel	+ W Kobold	+ Stirge	Y Dragon	
7 +	Lizardfolk	G Lizard	L Shaman	- G Crocodile	L King	
8 +	Zombie	Ghoul	- Mummy	Ogre Z	V Spawn	
9 +	Yuan-ti PB	- Cockatrice	- Yuan-ti M	Basilisk	Medusa	
0	Gnoll	- G Hyena	Gnoll PL	+ Jackalwere	Lamia	
* +	T Blight	+ N Blight	+ V Blight	- S Mound	G Hag	
** +	Bandit	Thug	Scout	- Veteran	Bandit C	

Natural Hazard / Wilderness Feature / Dungeon Name

#	Natural Hazard	Feature	Dungeon	Description	Subject
1	Creature Tracks	Bones	Catacombs	Bloodstained	Blades
2	Dust Storm	Cairn	Cavern	Chaotic	Blight
3	Flood	Chasm	Crypt	Endless	Darkness
4	Fog	Circle	Fortress	Fallen	Fury
5	Rockslide	Spring	Hideout	Forbidden	Lies
6	Unstable Ground	Grave	Lair	Forgotten	Madness
7	Crevice	Monument	Mine	Shattered	Mist
8	Escarpment	Tower	Ruins	Shrouded	Prophecy
9	River Crossing	Tree	Sanctuary	Silent	Runes
0	Thick Plants	Well	Temple	Unknown	Terror

## Wilderness Exploration

The Wilderness Exploration tables are much more intentional than they first appear. The tables are built on offsets from your current state in order to provide natural results.

# Type and Environment

The Type and Environment tables are placed in this order such that the two words make grammatical sense, however you actually roll on the Environment table first and the Type table second.

Roll	Type	Environment
1	Snowy	Arctic
2	Rocky	Mountains
3	Expansive	Cavern
4	Windy	Hills
5	Scrub	Grassland
6	Tropical	Forest
7	Dark	Swamp
8	Exotic	Water
9	Sandy	Coast
0	Arid	Desert

If you need a random Environment, you just roll a 1d10. However, more likely your character is in an existing environment and is rolling to explore the next hex, and therefore needs an adjacent environment. In this case, roll 2dF, add the results together, and use it as an offset from your current environment.

For example, we are in the forest, and we are traversing into the next hex.

2dF -> (0, +) -> (+1). So the next hex is +1 from Forest aka down the table to Swamp.

The 2dF creates a curve centered at 0 which means adjacent hexes will likely be the same or off-by-1 (but up to 2 away) from your current hex. The table is ordered in a way that biome transitions make sense, and the weighting creates large biomes with gentle transitions.

After obtaining an Environment result, roll 1dF. Use that offset to select the Type. Each Environment can be paired to 3 types, and the Type column is ordered in a way to make each Type/Environment pairing natural and meaningful.

For example, our Forest can be:

- Scrub Forest: Small, scrappy trees speckled about
- Tropical Forest: Like a rainforest
- Dark Forest: Plenty of thick trees that block the sun

The Type offset does not wrap around; The Arctic is likely to be Snowy, and the Desert is likely to be Arid.

The same procedure applies to the transition. If we were in a Scrub Forest, and we rolled 2dF -> (0, +) -> (+1) to get Swamp, we then roll 1dF for the type. If we get (+), then have transitioned from a Scrub Forest to an Exotic Swamp. I picture this as being something similar to a hag's home, slightly foggy with a ton of gnarly dead trees, and we come up to a sunken bog with the sound of mud bubbles randomly popping.

Snowy Arctic may transition into Expansive Mountains, which may transition into Rocky Caverns or Windy Hills.

## **Header**

The header tries to capture the above rules in a compact and codified way. It reads:

2dF Env -> 1dF Type

Which reminds you to always first roll 2dF as an offset from your current environment, then roll 1dF as an offset from that new environment to get its type.

# Encounter

Each time you enter a new hex, roll an Encounter.

Roll	Encounter
1	Natural Hazard
2	Monster
3	Weather
4	Challenge
5	Dungeon
6	Road / River
7	Feature
8	Settlement / Camp
9	Advance Plot
0	Destination / Lost

Die Size	Purpose
d10	Normal / Oriented
d6	Lost

Skew	Purpose
Disadvantage	Dangerous Territory / Difficult Terrain
Normal	Normal
Advantage	Have a Detailed Map or a Guide

> Advantage / Disadvantage cancels out: Having a guide in a hostile area means you do straight rolls.

## Natural Hazard

Roll on the Natural Hazard table.

## Monster

You will be rolling up a monster encounter. See the later sections for how this works.

## Weather

Roll a change to the weather. See the later section for how this works.

## Challenge

Perform the Challenge procedure.

## Dungeon

You found a dungeon that you can explore! Generate a name and dive in.

## Road / River

You find a road or river. You can choose to follow it to see where it leads. Feel free to use the location grid if you want help drawing the direction on the map.

If you were lost, you are able to use the road / river to reorient yourself, and are no longer lost.

## Feature

You found a unique feature, something special or important. Roll on the Feature table to determine what.

## Settlement / Camp

You found a settlement (or possibly a camp if settlement doesn't make sense in the current context). Read about settlements later in this document. A camp can be a small, safe place where you meet other NPCs, can share a meal, or trade. Although, depending on the circumstances, a camp doesn't necessarily HAVE to be safe; it could be a bandit camp.

## Advance Plot

Even if you are just out exploring without a specific destination in mind, there is most likely a reason. Whatever you find in this hex helps you advance the plot; something crucial to your current thread or story.

## Destination / Lost

If you are journeying with a specific purpose (a place you are trying to get to, or a thing you are looking for), then you found it. If you were just exploring, you are now Lost.

Use your best judgment here, if you are just setting out and your first roll is "Destination", you might decide to change it to "Lost" instead to avoid having a very anti-climatic journey. The opposite is true too, if you have been exploring for a while and decide you are ready to find a settlement and rest, then "Destination" can also mean "Settlement"; you don't need to wait for a roll of 8. Similarly, if you are out looking for a specific dungeon, you can treat "5: Dungeon" as possibly being a different, random dungeon you stumbled upon, while "0: Destination" is the specific dungeon you were looking for.

## Lost and Found

While exploring, you will inevitably get lost. This happens when rolling a 10 and you don't have a particular destination in mind. All this means mechanically is that you start using a d6 to roll on the encounter table.

This will limit your rolls towards the more dangerous results. You don't need to worry about hex drift or anything like that.

If you get a 6: River/Road, these are generally good enough landmarks such that you can orient yourself. After getting a 6, you are no longer lost, and can switch back to using a d10 again.

The "Lost / Found" cycle is intended to extend your exploration and offer more varied encounter results. It nudges things slightly towards the more dangerous section of the table to keep things interesting, without getting caught in a death spiral.

This aligns well with the skew mechanic. If you are traveling with a detailed map or guide, you are more likely to reach your destination sooner. And if you do get lost, you are more likely to find a Road / River and reorient. While it may feel weird that having a map or guide skews you towards the "Lost" result more, the mechanical effect is that you will reorient yourself much more quickly. Having a map or guide means you are less likely to run into trouble, but even with a map it is not uncommon to briefly become disoriented; the key is that it is easy to get back on track. And the map is well worth it since it keeps you away from the more dangerous encounters at 1-4. However, you will need to find an "Artisan -> Artist (Cartographer)" in a Settlement to purchase a good one.

## Dangerous Territory / Difficult Terrain

Your journey may pass through a hostile or treacherous area. This is represented by rolling with disadvantage on the Encounter table, which greatly increases the likelihood of running into natural hazards and monsters. Skewing the encounters is my alternative to dealing with half-speed pace, as that is too tedious to track. Instead of saying "This terrain is difficult, so you can only cover X hexes per day", I say "This terrain is difficult, so you are more likely to run into obstacles that will take time to overcome".

Having a map or guide negates the disadvantage, you will just do straight rolls.

# Weather

The Weather table is not intended to be a random 1d10. It wouldn't really make sense for it to snow in the hot desert.

Instead, you are going to compose the roll based on the current Type and Environment. That is to say, each Type and Environment combo has specific weather results tailored to it.

Roll	Weather
1	Blizzard
2	Snow Flurries
3	Freezing Cold
4	Thunder Storm
5	Heavy Rain
6	Light Rain
7	Heavy Clouds
8	High Winds
9	Clear Skies
0	Scorching Heat

So how does it work? First, look at your current environment on the table. You will see ["-", "0", "+"] symbols. This directly maps to ["Disadvantage", "Straight", "Advantage"].

Next, look at your current type on the table. You will see "+x" modifiers from 0 to 4.

Simply roll 1d6 at your skew, and add the modifier. That result is the row you use for determining the weather.

For example, in the Rocky Arctic, we roll "1d6@Disadvantage +2". This means our weather can vary from Freezing Cold to High Winds, but will be skewed towards the colder side.

If we were on the Sandy Coast, we roll "1d6 +4", which means the weather could range equally from Heavy Rain to Scorching Heat. It will never snow on a Sandy Coast.

Furthermore, each weather result comes straight out of Kibbles Reasonable Weather Effects: [https://www.gmbinder.com/pdf/-M6xAC\\_2zw4BzpByxO-c/finalDocument.pdf](https://www.gmbinder.com/pdf/-M6xAC_2zw4BzpByxO-c/finalDocument.pdf)

This means you have optional and balanced D&D 5e compatible mechanics for each weather result that you can apply to your game.

## Header

The header tries to codify the above rules as a reminder in a compact format. It reads:

W: 1d6@E+T

This should be read as "Weather: Roll 1d6 skewed by the Environment value, then add the Type offset".

# Monster

Similar to the Weather, Monster encounters are tuned to your current environment, or biome. Each environment comes straight from D&D 5e, and the encounters that get generated will always consist of monsters that can be found in that biome.

This column is simply a formula that you apply to a 1d6. Use the row that matches your current environment.

For example, if we are in a Cavern, we look at row 3 and get "+1@-" in the Monster column. This means we will be rolling "1d6@Disadvantage +1" on the next table.

Note that you do this same thing if you happen to roll Natural Hazard -> Creature Tracks. To determine what kind of Creature Tracks you see, you find your current Environment row and move over to the Monster column to get the dice formula you need.

Yes, I admit it is a bit clunky, but I really like having monster encounters that fit the current biome. It just feels more realistic.

# Encounter Generator

Ok, so now that you have a Monster dice formula from above, roll the dice to get your row on the Monster Encounter table.

Back to the Cavern example, we had "1d6@Disadvantage +1". I rolled 2d6 and got [5,6], so I take the 5 (disadvantage) and add 1 to get 6. Row 6 on the table is Kobolds.

Lets pretend that when I rolled 2d6, I got doubles [6,6]. Doubles are a special case, you use the bottom "\*" row: Bandits. No matter which biome you are in, you have a chance of running into bandits.

But what about that little "\*" next to row 6? Well, this is a second special case. See the "\*" next to Forest on the Environment table? If you are in the Forest, and you roll a 6 for Monster, then instead of Kobolds you use the Blights in the "\*" row. Blights are extremely common in the forest, but won't appear in any other biome.

Now that you know the row and the type of monster group you will be encountering, it is time to determine the difficulty of the encounter.

> If you were rolling for Creature Tracks, you are done. In the Cavern example, you see Kobold tracks.

Roll 2d10. You only need the first number, but you also want to know if you rolled doubles.

The number on the first die determines the difficulty of the encounter. Once you know the difficulty, you will use that column AND every column to the left.

For example, our Kobolds. If we rolled 2d10 and got [5,3], we didn't get doubles so discard the 3. 5 means "Medium" difficulty, so now we know that the encounter will consist of:

- Winged Kobold (Column 3)
- Giant Weasel (Column 2)
- Kobold (Column 1)

If we had rolled doubles, we would also add 1 boss monster to the encounter. In this case, that would be a Young Dragon.

Now, how many of each monster is in the encounter? For each monster, roll "1d6-1" at either ["Advantage", "Straight", "Disadvantage"] depending on the symbol next to that monster ["+", " ", "-"].

Winged Kobolds have a "+", so roll "1d6@Advantage -1". I rolled [5,2], so I use the 2, then subtract 1. There will be 1 Winged Kobold.

Giant Weasels have a "+", so roll "1d6@Advantage -1" again. I rolled [1,4], so take the 1 and subtract 1. There won't be any Giant Weasels.

Do the same for Kobolds. [4,2] -> 2-1 -> 1 Kobold.

My encounter in the Cavern is:

- 1 Winged Kobold
- 1 Kobold

That's not bad, I can take them.

—

Lets do another example. We are in the Dark Swamp. The "Dark" doesn't actually matter for the Monster Encounter. Row 7 gives us "+3@+", so lets roll "1d6@Advantage +3". I got [4,2] -> 4 +3 = 7.

This means my Swamp encounter will be Lizardfolk.

Next, we roll for the difficulty. 2d10 -> [7,7] means a Medium encounter with a Boss.

We know there will be 1 Lizard King, but what about the rest?

- 1d6-1 Lizard Shaman -> [4,2] -> 4-1 -> 3
- 1d6-1 Giant Lizard -> [2,3] -> 2-1 -> 1
- 1d6-1 Lizardfolk -> [1,5] -> 1-1 -> 0

So the encounter is:

- 1 Lizard King
- 1 Giant Lizard
- 3 Lizard Shaman

I imagine the King is riding on the Giant Lizard.

—

One more. We are in the Arid Desert. Row 0 means "+4@4". Rolling "1d6@Advantage +4", I get [5,5]. Doubles! This will be a Bandit encounter.

Rolling 2d10 for difficulty: [1,9] -> Easy, no boss.

- 1d6-1 Thug -> [3,3] -> 3-1 -> 2 Thugs
- 1d6@Adv-1 Bandit -> [3,4] -> 4-1 -> 3 Bandits

Encounter:

- 2 Thugs
- 3 Bandits

## Encounters

Now, not every encounter necessarily means combat. Maybe you see these bandits in the distance and can avoid them. Maybe you watch them to see where they are going or what they are doing. Maybe they are cooking food, maybe they are already battling someone else. Or maybe they are injured from a previous battle and could use a medic.

Don't just immediately jump to combat (unless that is your jam, you do you), use this as an opportunity to roleplay or do social checks. Or, stake them out and see if you can gain information on your objective.

You might also size up the opponent first. 5 vs 1 might be too much to handle, so you lay back, parley, or run. But if you were in a party of 4? They don't stand a chance.

## Table

Below is the expanded Monster Encounter table. Every monster comes straight out of the D&D 5e Monster Manual. I had to abbreviate a lot of the names to fit in such a small place, so use this if you can't figure out the abbreviation.

Each row is designed to fit the theme, be composed of monsters that generally associate with each other, and be composed of archetypes that complement each other tactically. The goal was to have a single table that could produce a variety of interesting results and tactical options, while still feeling natural and realistic.

The dice formulas for each encounter were tuned for the following parties:

- Easy: Hard for 4 characters at level 2, 2 characters at level 4, or 1 character at level 5
- Medium: Hard for 3 characters at level 5, 2 characters at level 7, or 1 character at level 10
- Hard: Hard for 4 characters at level 5, 2 characters at level 8, or 1 character at level 12
- Hard w/ Boss: Hard for 4 characters at level 8, 3 characters at level 10, or 2 characters at level 12

"Difficulty" was determined using the Lazy Encounter Benchmark and Monte Carlo simulations: [https://slyflourish.com/the\\_lazy\\_encounter\\_benchmark.html](https://slyflourish.com/the_lazy_encounter_benchmark.html)

The Lazy Encounter Benchmark is written in a compact form in the header.

All chosen monsters are CR 5 or less. Encounters are designed for a max of 4 characters (but leaning towards 2 characters, the PC and a sidekick), with a max level of 12.

Wolf	Ice Mephit	Winter Wolf	Yeti	Werebear
Skeleton	Warhorse Skeleton	Wight	Nightmare	Wraith
Drow	Giant Spider	Quaggoth	Phase Spider	Drider
Goblin	Worg	Hobgoblin	Bugbear	Hobgoblin Captain
Orc	Orog	Orc Eye of Gruumsh	Troll	Orc War Chief
Kobold	Giant Weasel	Winged Kobold	Stirge	Young Dragon
Lizardfolk	Giant Lizard	Lizardfolk Shaman	Giant Crocodile	Lizard King

Zombie	Ghoul	Mummy	Ogre Zombie	Vampire Spawn
Yuan-ti Pureblood	Cockatrice	Yuan-ti Malison	Basilisk	Medusa
Gnoll	Giant Hyena	Gnoll Pack Leader	Jackalwere	Lamia
Twig Blight	Needle Blight	Vine Blight	Shambling Mound	Green Hag
Bandit	Thug	Scout	Veteran	Bandit Captain

> For Young Dragon, roll the color

# Natural Hazard

During your journey, you are sure to some sort of obstacle.

Roll	Result
1	Creature Tracks
2	Dust Storm
3	Flood
4	Fog
5	Rockslide
6	Unstable Ground
7	Crevice
8	Escarpmment
9	River Crossing
0	Thick Plants

Die Size	Purpose
d6	Get a Natural Hazard after being in a Dungeon area for more than 10 minutes
d10	Normal roll to get a Natural Hazard

## Creature Tracks

You spot tracks made by a creature. Roll on the "Tracks" column of the Wilderness Monster Encounter table to determine what kind of tracks you see.

> Remember, you need to start at your Environment, use that to obtain the modified d6 roll from the Monster column, and use THAT to roll on the Tracks column. Refer to the Wilderness Monster Encounter tables above for more information on how this works.

## Dust Storm

Could be a sandstorm, could be dust from an explosion, could be smoke from a wildfire.

## Flood

There is water everywhere!

## Fog

It is extremely difficult to see in this thick fog...

## **Rockslide**

Watch out for falling rocks!

## **Unstable Ground**

This could be as benign as sand, thin ice, or a pit trap.

## **Crevice**

The ground has split, and it is a long way to the other side...

## **Escarpmment**

You come across a steep cliff. It looks difficult to climb.

## **River Crossing**

And no bridge in sight. How will you get across?

## **Thick Plants**

The dense brush will slow you down, and the thorns will snag your pack.

# Wilderness Feature

You find a unique feature while exploring the wilderness.

Roll	Result
1	Bones
2	Cairn
3	Chasm
4	Circle
5	Spring
6	Grave
7	Monument
8	Tower
9	Tree
0	Well

## Bones

The bones of a creature. Could be old, could be fresh, could be an ancient leviathan.

## Cairn

A man-made stack of rocks intended to mark something.

## Chasm

A deep hole in the ground. I wonder what is down there?

## Circle

Could be a magic glyph, could be Stonehenge, could be a circle of mushrooms in a forest.

## Spring

The water fountain kind. Could be a literal fountain, could be a hot spring, could be an oasis in the desert.

## Grave

Anything from a tombstone, to a loose pile of dirt, a cross made of sticks, or just a dead body.

## Monument

A statue, obelisk, plaque, etc.

## **Tower**

Maybe it is a natural stalagmite, maybe it is a wizard-made tower. Or maybe it is a lighthouse?

## **Tree**

Could be a massive tall tree in the middle of a forest. Or an out of place tree in the middle of nowhere. Maybe it is unique somehow, like a cherry blossom.

## **Well**

A deep hole in the ground. It could be dry, it could be a source of water, it could be the entrance to a tunnel below.

# Dungeon Name

Inspired by Ironsworn Delve, these three tables can be used to generate a descriptive name of a random dungeon. Use the theme to guide your expectations for what is inside.

Roll	Dungeon	Description	Subject
1	Catacombs	Bloodstained	Blades
2	Cavern	Chaotic	Blight
3	Crypt	Endless	Darkness
4	Fortress	Fallen	Fury
5	Hideout	Forbidden	Lies
6	Lair	Forgotten	Madness
7	Mine	Shattered	Mist
8	Ruins	Shrouded	Prophecy
9	Sanctuary	Silent	Runes
0	Temple	Unknown	Terror

Examples:

- 8,7,5: Ruins of the Shattered Lies
- 2,8,9: Cavern of the Shrouded Runes
- 0,1,3: Temple of the Bloodstained Darkness

# Inside 2

This page is geared towards NPC creation, NPC actions, and NPC Dialog.

NPC / Action		Disp: d10A/6P; Ctx: @+A/-P; WH: ΔCtx, SH: ΔCtx & +/-1				
#	Personality	Need	Motive/Topic	Action	Combat	
1	Cautious	Sustenance	History	Ambiguous Action	Defend	
2	Curious	Shelter	Family	Talks	Shift Focus	
3	Careless	Recovery	Experience	Continues	Seize	
4	Organized	Security	Flaws	Act: PC Interest	Intimidate	
5	Reserved	Stability	Reputation	Next Most Logical	Advantage	
6	Outgoing	Friendship	Superiors	Gives Something	Coordinate	
7	Critical	Acceptance	Wealth	End Encounter	Lure	
8	Compassionate	Status	Equipment	Act: Self Interest	Destroy	
9	Confident	Recognition	Treasure	Takes Something	Precision	
0	Sensitive	Fulfillment	Focus	Enters Combat	Power	
Dialog		1d10: Direction & Tone; 1d10: Subject; Doubles: End; Past/Present				

1-2						
Neutral / Them						
3-5 Defensive / Me	Fact	Denial	Query	Denial	Action	6-8 Aggressive / You
	Want	Query	Need	Query	Fact	
	Action	Need	Fact	Action	Denial	
	Need	Query	Denial	Query	Want	
	Query	Support	Query	Support	Need	
	Helpful / Us					
9-0						

Settlement					
#	Settlement Name	Establishment	Artisan	News	
1	Frost	Barrow	Stable	Artist	War
2	High	Brook	Tavern	Baker	Sickness
3	Long	Fall	Inn	Tailor	Natural Disaster
4	Lost	Haven	Entertainment	Tanner	Crime
5	Raven	Ridge	General Store	Archer	Succession
6	Shield	River	Artisan	Blacksmith	Remote Event
7	Storm	Rock	Courier	Carpenter	Arrival
8	Sword	Stead	Temple	Apothecary	Mail
9	Thorn	Stone	Guild Hall	Jeweler	Sale
0	Wolf	Wood	Magic Shop	Scribe	Celebration

# NPC

NPCs make your world feel alive, and these tables will help you make one quickly.

When making a new NPC, give them a Personality, a Need, a Motive, and a Name. You will also want to assign them either an Active Disposition or a Passive Disposition. More on this later.

# Personality

This table has the 10 OCEAN personality traits. In general, I like to roll 2 traits as their primary and secondary qualities.

Roll	Personality Trait
1	Cautious
2	Curious
3	Careless
4	Organized
5	Reserved
6	Outgoing
7	Critical
8	Compassionate
9	Confident
0	Sensitive

# Need

Every NPC has a need, or something they are striving for. Use this table to determine what that is.

Roll	Need
1	Sustenance
2	Shelter
3	Recovery
4	Security
5	Stability
6	Friendship
7	Acceptance
8	Status
9	Recognition
0	Fulfillment

Skew	Effect
Disadvantage	More Primitive
Advantage	More Complex

In general, I tend to roll with advantage for people, and disadvantage for monsters.

# Motive / Topic

All NPCs have something they are motivated by. Use this table to determine what that is.

This table doubles as a conversation topic if your NPC is talking.

Roll	Motive / Topic
1	<i>History</i>
2	Family
3	Experience
4	Flaws
5	Reputation
6	Superiors
7	Wealth
8	Equipment
9	Treasure
0	<i>Focus</i>

> For "History" and "Focus", roll on those respective tables

# Action

Your NPCs will act on their own, and this table will guide you to help make their actions seem realistic.

This is a powerful table, so try to understand how it works.

Roll	Action
1	Ambiguous Action
2	Talks
3	Continues
4	Act: PC Interest
5	Next Most Logical
6	Gives Something
7	End Encounter
8	Act: Self Interest
9	Takes Something
0	Enters Combat

Die	Disposition
d6	Passive
d10	Active

Skew	Context
Disadvantage	Passive
Advantage	Active

This table is carefully arranged to be used with either a d6 or a d10, and to be rolled using either advantage or disadvantage. Here is how it works:

The NPC that is acting will either have a Passive Disposition, or an Active Disposition. This was set at NPC creation time and does not change. However, in the current context, they might have an Active role or a Passive role in how they are participating. This can be changed using social checks from your system's rules.

Any NPC with a Passive Disposition will roll on the Action table using a d6. If they are actively participating in the context, they will roll with Advantage. Such an NPC will have actions that gravitate towards the "Gives Something" result. I like to use this for NPCs that are specifically designed to help the PC out, such as a friendly merchant.

## Social Checks

The NPC's Disposition is static, but their participation in the context can be changed by passing a social check. For example, if you were dealing with an Active/Active NPC at a tavern who is all riled up about

something, and you were afraid that a fight was about to break out, you could do a Persuasion Check to try and calm them down. Passing the check means you have the option to change their Context from Active to Passive before rolling their Action. In this case, if you passed your Persuasion Check to calm them down, their next Action would be to roll the 1d10 at disadvantage, which means it is much less likely that they will enter combat.

If during your social check, you score a Critical Hit / "Strong Hit", you can change the skew of the roll AND you get to choose to add or subtract 1 after making the roll. This essentially gives you the choice between 3 outcomes as a reward for your crit.

For example, if trying to calm down the above Active/Active NPC was a critical success, you could roll 2d10, take the lower value, then add or subtract 1 depending on the result you are aiming for.

I rolled 8 and 10, so 8 is the lower result. This would normally mean that the NPC would act in their own interests, but since I had a critical success I am going to nudge that down 1 to the result "End Encounter". My attempt at persuading the riled up patron to calm down worked, and they walk away.

## **Heading**

The Heading of the NPC table has these rules compactly coded for reference. It reads:

Disp: d 10A/6P; Ctx: @+A/-P; WH: Delta CTX, SH: Delta CTX & +/- 1

This is intended to be read as:

Disposition: d10 for Active, d6 for Passive

Context: Roll with Advantage for Active, Disadvantage for Passive

Weak Hit: Change Context (Active -> Passive or Passive -> Active)

Strong Hit: Change Context, AND add or subtract 1 from the roll

## **Ambiguous Action**

The NPC does something ambiguous. I usually like to think of this as a subtle action like a sigh, rolling their eyes, a snort, glancing out of the corner of their eye, etc. Something that your character might notice, but it isn't clear what it means yet.

## **Talks**

The NPC talks about something. Use the Topic table to determine what.

## **Continues**

Whatever they were doing last, they continue to do.

## **Act: PC Interest**

They act in the interest of your PC, trying to help you out in some way, or at least remain engaged, such as a negotiation in your favor.

## **Next Most Logical**

They are changing their action to the next most logical thing to do depending on the situation and context.

## **Gives Something**

The NPC wants to give you something. It might be an item, it might be information, or it could be a hard time.

## **End Encounter**

The NPC wants to stop. They might be done talking, they might walk away, or retreat from combat.

## **Act: Self Interest**

They act in their own interest. Perhaps they deny your request, maybe they pursue their need, or the negotiation is tilted in their favor.

## **Takes Something**

The NPC asks for something politely, or attempts to take it by force. Again, could be an item / cash / information, but get creative. Maybe they take the first shot.

## **Enters Combat**

The NPC is itching for a fight. Could be a fight with you, could be a fight with a nearby monster. It could be "social combat", such as a debate. It could be "friendly combat", such as a challenge to an arm wrestling match, or a game of cards.

# Combat

Specifically for combat, you might want to know how an NPC will behave. Maybe you want to know what your ally is doing, or how the enemy will respond. The Combat table can cover these cases.

Similar to the Action table, the die size and skew are important for achieving dynamic behaviors.

Roll	Combat
1	Defend
2	Shift Focus
3	Seize
4	Intimidate
5	Advantage
6	Coordinate
7	Lure
8	Destroy
9	Precision
0	Power

Die	Focus
d6	Passive
d10	Active

Skew	Objective
Disadvantage	Defensive
Advantage	Offensive

In combat, NPCs can be Passive or Active, and Offensive or Defensive. This is not static, and may change throughout the course of the battle.

Passive actions are geared towards the NPC trying to look out for itself. The actions in the first 6 rows are all designed to act as warnings or ways to improve their position.

Imagine you stumble upon a creature protecting its nest. It likely will start off Passive and Defensive, meaning you roll its action or reaction using a d6 at disadvantage. However, if you continue to provoke the creature, it may shift to Active and Defensive, which opens up opportunities for it to strike.

Or maybe you are in a cavern full of Kobolds. They might start out Passive and Offensive, in which their actions gravitate towards moving to advantageous positions and coordinating amongst themselves. When they are ready, they may switch to Active and Offensive, in which they will use their prebuilt advantages and coordination to strike with precision and power.

An Offensive NPC may switch to Defensive if they are trying to retreat.

In other words, the shifting between Active/Passive and Offensive/Defensive allows the NPCs to behave tactically and dynamically in combat, which keeps things exciting.

### **Defend**

The NPC is defending, blocking, shielding, retreating, etc.

### **Shift Focus**

The NPC is trying to shift your focus. Either to cause a distraction like a smoke bomb, or draw attention to itself so you don't see something more valuable. This could also be an attempt to parley.

### **Seize**

The NPC is trying to obtain something. It may try to get to the treasure before you, it might take someone hostage, or maybe it cuts off your path (locks the door, raises the bridge, etc)

### **Intimidate**

The NPC is trying to scare you off or make you surrender. A monster might show its fangs or roar. A group of bandits may brandish their weapons. The guards may surround you with sheer numbers.

### **Advantage**

The NPC will do what it takes to get to a more advantageous position. The high ground, take cover, or hide and prepare their next attack.

### **Coordinate**

The NPC will attempt to coordinate with allies or call for backup.

### **Lure**

The NPC may try to guide you into a trap, lure you out of hiding, or taunt/provoke you into rushing in.

### **Destroy**

The NPC will try destroying something in the environment. Cut the rope of a bridge, smash that support pillar, make the chandelier drop, or toss a boulder your way.

### **Precision**

The NPC will strike fast, using agility and precision, aiming for a weak point. An assassination attempt, or a hit and run technique.

### **Power**

The NPC will strike strong and hard, using brute force and relentless fury.

# Dialog

The NPC Dialog grid is like a mini-game to generate a conversation, or at least guide it. I will admit, it is a bit slow (which is why there are alternative topic and response tables available) but it can be a fun way to naturally evolve a conversation.

The grid itself is a bit too complex to reproduce here, so I will have to refer you to the actual pocketfold.

## How it works

The Dialog Grid is similar to a hex flower (a square flower?) in that you maintain the state throughout the conversation. The dice will have you move around the grid as the conversation progresses, which will prompt you for the type of response that the NPC gives.

The grid is for the NPC responses; you still choose what your PC says. Therefore, the grid is reactionary. You CAN use it to have two NPCs talk to each other, but it can get tricky.

Start at the center of the grid, on "Fact". If the NPC is initiating the conversation, they will state a fact to your PC. It could be as simple as "I need to talk to you". If your PC is initiating the conversation, skip this step.

First, roll 2d10. The first number chooses the direction to move on the grid, as well as the tone that the NPC will take. The second number selects the subject that the NPC is referring to. Remember that it will be from the NPC's perspective. If at any time these two dice are the same number, that means the conversation is ending. If you get to an edge, you wrap around to the opposite edge. The state persists as long as the conversation is going, you use a single marker regardless of how many NPCs are participating, and you always reset to the center "Fact" whenever a new conversation is started.

The top two rows are in italics. This indicates that the dialog fragment is about the past. The bottom three rows are dialog fragments about the present.

As you generate the conversation, keep in mind the NPC's personality, needs, motives, and disposition. Use this as part of the context to figure out what they might be talking about.

A few examples might help.

## Example 1

Our PC has just arrived in town. A guard approaches.

"Fact" -> "You there! I haven't seen you around before."

PC: "Yes, hello, I have just arrived in town and am looking for an Inn to spend the night. Are you able to recommend one?"

2d10 -> 3,0: Move left to "Need", take a "Defensive" tone with the subject of "Us" (from the perspective of the NPC)

NPC: "I'm sorry, we aren't supposed to show favoritism towards any one establishment."

PC: "Ah, I understand. In that case, can you point me towards the closest tavern?"

2d10 -> 6,1: Move right to "Fact", take an "Aggressive" tone with the subject of "Them".

NPC: "There is a tavern just down that alley to the right... But you better not be looking to stir up some trouble, we just dealt with a rowdy group not even a half hour ago."

PC: "Nope, no trouble here!"

2d10 -> 8,2: Move right to "Action", take an "Aggressive" tone with the subject of "Them".

NPC: "Good to hear, I'd hate to have to throw you in jail with the rest of them."

PC: "What were they doing?"

2d10 -> 7,4: Move right to "Denial", take an "Aggressive" tone with the subject of "Me" (again, from the perspective of the NPC)

NPC: "That is none of your business."

PC: "Understood, thank you, I will be on my way"

—

Ok, so I honestly just generated that on the fly without any fudged rolls. I had originally imagined that my PC would have entered town, gotten some help from the friendly local guard, and been directed to an Inn. However, by generating the conversation like this, I now have a much different vibe about this town; The guard was generally unhelpful and aggressive, the conversation itself seems a bit tense, and it almost feels a bit shady or unsafe. I may even have a lead for a sidequest. Now I have a completely different vision of this town, just from this first interaction, and I can use that expectation as part of the context for future checks.

## Example 2

This time, our PC is negotiating with a merchant for a discount on an item.

PC: "I'm interested in this sword, but I'm pretty low on funds. Any chance you could give me a discount?"

2d10 -> 9,3: Move down from "Fact" to "Denial", take a helpful tone with the subject of "Me"

NPC: "Ah, yes that is a very quality sword, you have sharp eyes! I'm sorry, but I cannot go lower than the listed price."

> Me as a player am curious as to why not. Lets try a "Topic" roll: 1d10 -> 6: Superiors

NPC: "You see, my father is the blacksmith that made that sword. He put a lot of effort into it, and priced it accordingly. He'd get pretty mad at me if I let it go for less..."

PC: "Hmm, well, does your father need any help obtaining any supplies?"

2d10 -> 3,8: Move left to "Query" with a Defensive tone and a subject of "You".

NPC: "I am not sure, but I can go ask, he is in the back. Will you wait here?"

PC: "Of course"

> Lets do a Fate Check to see what the blacksmith says. I think it is likely.

> I rolled "+ 0 4" meaning "Moderate Yes"

NPC: "Yes, actually he says he is running low on <insert some item here>. He said if you were to obtain some of these, he could give you a 10% discount on the sword"

PC: "Great! Its a deal!"

—

So here is a case where I could have just done a Fate Check on "Can I get a discount?" or "Does he need supplies?", but instead I chose to do it via Dialog. When I got stuck, I supplemented the conversation with a Topic, and used it as an opportunity to receive a sidequest.

This example hopefully highlights how the different tools, tables, and checks can be used in a bit of a free-flow style to make the mini-game of social interaction more fun than just boiling it down to a series of Fate Checks.

In fact, I could have chosen to have the Blacksmith come to the front and join the conversation instead, if I wanted to keep the conversation going longer. Lets play out that example:

### **Example 3**

NPC: "I am not sure, but I can go ask, he is in the back. Will you wait here?"

PC: "Of course"

A moment later, the blacksmith and his son return.

2d10 -> 5,4: Move left from "Query" to "Need", with a Defensive tone and a subject of "Me"

Blacksmith: "I understand you want to help get some materials for me? In fact, I am looking for more <insert some item here>, however I am very particular about the quality."

PC: "If you can give me a description of the item and where to find it, I will do my best"

2d10 -> 4,9: Move left from "Need", wrap around to the right edge at "Want", with a Defensive tone and a subject of "Us".

Blacksmith: "Well, I would feel more comfortable if my son accompanied you instead. He knows how to pick the best <insert item here>. Luckily it isn't too far away."

2d10 -> 0,2: Move down to "Need" with Helpful tone and a subject of "Them".

Son: "(To his father) If that is what you need, I'm happy to help. (Turning to the PC) Well, when you are ready, you can follow me"

—

Here we played out the conversation from before a bit longer, turning it into a 3-way conversation with two NPCs, getting a side quest AND a temporary ally out of it that can assist with checks and possible combat, but also someone I need to protect during the quest.

# **Settlement**

Settlements are places where your character can safely rest, stock up on supplies, collect quests, or chat with NPCs.

## **Settlement Name**

To generate a settlement name, roll 2d10 and put the words together.

<b>Roll</b>	<b>First</b>	<b>Second</b>
1	Frost	Barrow
2	High	Brook
3	Long	Fall
4	Lost	Haven
5	Raven	Ridge
6	Shield	River
7	Storm	Rock
8	Sword	Stead
9	Thorn	Stone
0	Wolf	Wood

> Pro tip: You can also use this table to generate the last name of an NPC

Examples:

- 5,0: Ravenwood
- 1,8: Froststead
- 6,5: Shieldrock

# Establishment

If you come across a settlement, you will want to populate it with some significant establishments.

I generally classify settlements as “villages” or “cities”, where villages are smaller and more rural, and cities are larger and more urban. As such, there are more types of establishments available in a city than a village, determined using the die size.

Roll	Establishment
1	Stable
2	Tavern
3	Inn
4	Entertainment
5	General Store
6	<i>Artisan</i>
7	Courier
8	Temple
9	Guild Hall
0	Magic Shop

Die Size	Purpose
d6	Smaller rural villages
d10	Larger urban cities

When building a village, first roll 1d6 at disadvantage. That is how many establishments the village should have. For each establishment, roll 1d6 on the table to determine what it is. If you get multiples of one type, make them distinct from each other somehow. For example, if you get two taverns, maybe they are rivals trying to brew the best ale, or maybe one is a front for the thieves guild.

When building a city, first roll 1d6 at advantage. That is how many establishments the city should have. For each establishment, roll 1d10 on the table to determine what it is. Cities have more quantity and variation for their shops.

## Stable

A place for you to rent / buy a horse. You can often pay for transportation to another area if there is a road to it.

## Tavern

A place where people gather to have food and drink, and share stories and rumors. Taverns are great places to talk to NPCs to learn information and discover side quests.

## **Inn**

A place to spend the night and rest. You will feel much better if you are able to sleep in a safe place. Sometimes the Inn and Tavern are combined.

## **Entertainment**

Could be a local market, a bath house, casino, brothel, etc. A place where people go to have fun.

## **General Store**

Need some equipment? You can find basics and common items here. Stock up on rations and torches, etc.

## **Artisan**

There is an artisan who specializes in a specific practice. Their work is better than you can normally find. Excellent for repairs or custom orders.

## **Courier**

You can use a courier to get a message out, send money or a package, or receive news from another settlement.

## **Temple**

A religious hall, where one can pray, receive blessings, or get curses removed. Some temples act as an auditorium where people gather, speeches are given, or music is played. Some temples provide access to a library to learn about history.

## **Guild Hall**

A guild hall. Could be a generic "Adventurers Guild" type place where quests are distributed in an organized manner for reward, or could be a home base for a specific guild like the "Thieves Guild". Generally offers food and drink as well. Some offer places to sleep for their members.

## **Magic Shop**

A place specializing in magical potions, arcane books, dark secrets, or trinkets and charms. This could even include watchmakers and artificers; Afterall, at some point technology advances enough that it is indistinguishable from magic.

# Artisan

If you roll Artisan on the Establishment table, use this table to determine the type of artisan.

Roll	Artisan
1	Artist
2	Baker
3	Tailor
4	Tanner
5	Archer
6	Blacksmith
7	Carpenter
8	Apothecary
9	Jeweler
0	Scribe

## Artist

Maybe a painter or calligrapher, who can draw intricate designs. Could be a cartologist who can draw you a detailed map. Possibly a glassblower who can make bottles or lenses.

## Baker

Someone who can create delicious meals, breads, rations, etc.

## Tailor

Someone who can create or repair clothing, costumes, and light armor.

## Tanner

Someone who can create or repair leather armor (medium armor) and accessories, including saddles for a horse.

## Archer

Someone who can create or repair bows, bowstrings, arrows, quivers, etc.

## Blacksmith

Someone who can create or repair weapons, heavy armor, or accessories out of metal.

## **Carpenter**

Someone who can create or repair items made from wood. This could be wagons, structures, furniture, etc.

## **Apothecary**

Someone who can create medicine for various ailments. Could be a naturalistic herbalist, or a more scientific-based pharmacist. Apothecaries have a lot of knowledge of the local flora or other consumable ingredients, and some can even offer advice on cocktails or brews.

## **Jeweler**

Someone who works with precious gems. They can appraise them, cut and polish them, perhaps infuse them with magic or elemental energy. Jewelers typically also have the tools needed to engrave names or runes into your weapons or armor.

## **Scribe**

Someone who can write formal letters, craft magical scrolls, review legal documents or deeds, etc. Some may double as accountants, some may be into more nefarious things like forgery or counterfeiting.

# News

Whenever you enter a Settlement, your character can receive News about what is happening in the world. You can also receive new News in a settlement when you roll Advance Time on the Random Event table. If your settlement has a Courier, you might be able to ask them for News about another settlement.

Roll	News
1	War
2	Sickness
3	Natural Disaster
4	Crime
5	Succession
6	Remote Event
7	Arrival
8	Mail
9	Sale
0	Celebration

## War

A war is breaking out, or maybe news about an existing war. Be creative, this could be the battle-type war between two nations, a civil war, a trade war, a rivalry between two gangs, a sales war between two shops promoting their products, a public debate, etc.

## Sickness

Maybe a mass plague, maybe a celebrity is ill, maybe a strange fungus is destroying crops, or the trees in the forest are dying.

## Natural Disaster

Fire, earthquake, flood, tornado, etc

## Crime

Assassination, theft, racketeering, smuggling, etc

## Succession

Someone died, or a high ranking officer's term has ended, the prince is coming of age, an election, or maybe the owner of the local tavern is retiring.

## **Remote Event**

Similar to “Remote Event” from the Random Event table. This could be a News update for a previous Remote Event that occurred. Most of the other News entries are intended to be about the current or neighboring settlement, but this could be News from far far away.

## **Arrival**

Someone, or something, is coming. The King? An army of goblins? A popular music group? The famous adventuring party that set off to defeat the demon king?

## **Mail**

You've got mail! A letter or package has arrived for you. Is it good news or bad news? Who sent it? If your settlement doesn't have a courier, perhaps someone left it at the tavern or inn for you.

## **Sale**

There is a sale at the local shop or market today, better act quick to get a discount before stock runs out!

## **Celebration**

Some sort of festival or event is happening today. A holiday? Birthday? Anniversary? The people are enjoying themselves.

# Inside 3

A whole page dedicated to generating random objects.

Object / Treasure				4d6
1	Trinket	Quality	Material	Type
	1	Broken	Wood	Toy/Game
	2	Damaged	Bone	Bottle
	3	Worn	Leather	Instrument
	4	Simple	Silver	Charm
	5	Exceptional	Gold	Tool
	6	Magic	Gem	Key
2	Treasure	Quality	Container	Contents
	1	Dusty	None	Food
	2	Worn	Pouch	Art
	3	Sturdy	Box	Deed
	4	Fine	Satchel	Silver Coins
	5	New	Crate	Gold Coins
	6	Ornate	Chest	Gems
3	Document	Type	Content	Subject
	1	Song	Lewd	Religion
	2	Picture	Common	Art
	3	Letter/Note	Map	Science
	4	Scroll	Prophecy	Creatures
	5	Journal	Arcane	History
	6	Book	Forbidden	Magic
4	Accessory	Quality	Material	Type
	1	Ruined	Wood	Headpiece
	2	Crude	Bone	Emblem
	3	Simple	Leather	Earring
	4	Fine	Silver	Bracelet
	5	Crafted	Gold	Necklace
	6	Magic	Gem	Ring
5	Weapon	Quality	Material	Type
	1	Broken	Wood	Axe/Hammer
	2	Improvised	Bone	Halberd/Spear
	3	Rough	Steel	Sword/Dagger
	4	Simple	Silver	Staff/Wand
	5	Martial	Mithral	Bow
	6	Masterwork	Adamantine	Exotic
6	Armor	Quality	Material	Type
	1	Broken	Cloth	Headpiece
	2	Improvised	Leather	Bottom
	3	Tattered	Bone/Fur	Gloves
	4	Simple	Steel	Boots
	5	Fine	Mithral	Top
	6	Masterwork	Adamantine	Shield

# Treasure

It's kinda crazy that this is the largest table in Juice, but alas the world is full of "things" and it would be boring without some variety. Roll 4d6 to get a descriptive item.

## 1) Trinket

Roll	Quality	Material	Type
1	Broken	Wood	Toy/Game
2	Damaged	Bone	Bottle
3	Worn	Leather	Instrument
4	Simple	Silver	Charm
5	Exceptional	Gold	Tool
6	Magic	Gem	Key

## 2) Treasure

Roll	Quality	Container	Contents
1	Dusty	None	Food
2	Worn	Pouch	Art
3	Sturdy	Box	Deed
4	Fine	Satchel	Silver Coins
5	New	Crate	Gold Coins
6	Ornate	Chest	Gems

## 3) Document

Roll	Type	Content	Subject
1	Song	Lewd	Religion
2	Picture	Common	Art
3	Letter/Note	Map	Science
4	Scroll	Prophecy	Creatures
5	Journal	Arcane	History
6	Book	Forbidden	Magic

## 4) Accessory

Roll	Quality	Material	Type
1	Ruined	Wood	Headpiece

2	Crude	Bone	Emblem
3	Simple	Leather	Earring
4	Fine	Silver	Bracelet
5	Crafted	Gold	Necklace
6	Magic	Gem	Ring

## 5) Weapon

Roll	Quality	Material	Type
1	Broken	Wood	Axe/Hammer
2	Improvised	Bone	Halberd/Spear
3	Rough	Steel	Sword/Dagger
4	Simple	Silver	Staff/Wand
5	Martial	Mithral	Bow
6	Masterwork	Adamantine	Exotic

## 6) Armor

Roll	Quality	Material	Type
1	Broken	Cloth	Headpiece
2	Improvised	Leather	Bottom
3	Tattered	Bone/Fur	Gloves
4	Simple	Steel	Boots
5	Fine	Mithral	Top
6	Masterwork	Adamantine	Shield

Skew	Effect
Advantage	Better Item
Disadvantage	Worse Item

## Examples

- 2,5,4,2: You find a new satchel of full of art.
- 6,1,5,3: You find some broken Mithral gloves.
- 4,4,1,1: You find a fine wooden crown.

# Inside 4

All your dungeon generation tools are on this page

Dungeon Generator		NA: 1d10@- Until Doubles, Then NA: 1d10@+		
#	Next Area	Passage	Condition	
1	Passage	Dead End	Partially Collapsed	
2	Small Chamber: 3 Doors	Narrow Crawlspace	Holes in Floor	
3	Large Chamber: 3 Doors	Bridge	Flooded	
4	Small Chamber: 2 Doors	Long	Ashes / Burned	
5	Small Chamber: 1 Door*	Wide	Damaged	
6	Locked Door	Expected	Expected	
7	Known / Expected	Right Angle Turn	Stripped Bare	
8	Exit / Stairs	Side Passage	Used as Campsite	
9	Connect to Previous Area	3-Way Intersection	Converted to Other Use	
0	Passage	4-Way Intersection	Pristine	

Dungeon Encounter		10m: 1d6 (NH: d6); Trap: 10m AP@+ A/L, PP L/T				
#	Encounter	Monster	Trap	Feature		
1	Monster	Agile	Climb	Ambush	Alarm	Library
2	Natural Hazard	Beast	Detect	Collapse	Barrier	Mural
3	Challenge	Clothed	Drain	Divert	Decay	Mushrooms
4	Immersion	Composite	Entangle	Imitate	Denizen	Prison
5	Safety	Decayed	Illusion	Lure	Fall	Runes
6	Known / None	Elemental	Immune	Obscure	Fire	Shrine
7	Trap	Inscribed	Magic	Summon	Light	Storage
8	Feature	Intimidating	Paralyze	Surprise	Path	Vault
9	Key	Levitating	Pierce	Surround	Poison	Well
0	Treasure	Nightmarish	Ranged	Trigger	Projectile	Workshop

Location		1d100				
		North				
West	0-3	4-7	8-11	12-15	16-19	
	20-23	24-27	28-31	32-35	36-39	
	40-43	44-47	48-51	52-55	56-59	
	60-63	64-67	68-71	72-75	76-79	
	80-83	84-87	88-91	92-95	96-99	
		South				
		East				

# Dungeon Generator

This is a simple, dynamic dungeon generator in which you generate it as you explore, room by room. Alternatively, you can use it to pregenerate a map and explore it after the fact.

## Heading

The heading encodes the basic rules in a compact format. It reads:

NA: 1d10@- Until Doubles, Then NA: 1d10@+

This means, any time you are generating the Next Area, you roll 1d10 with Disadvantage on the Next Area table and use that result. However, once you get doubles, from that point on you always roll 1d10 with Advantage on the Next Area table.

I have more details about this procedure later on in the document.

# Next Area

Roll	Next Area
1	Passage
2	Small Chamber: 3 Doors
3	Large Chamber: 3 Doors
4	Small Chamber: 2 Doors
5	Small Chamber: 1 Door
6	Locked Door
7	Known / Expected
8	Exit / Stairs
9	Connection to Previous Area
0	Passage

Skew	Effect
Disadvantage	Sprawling, Branching Dungeons
Advantage	Interconnected Dungeons with many Exits

## Passage

The next area is a passage. Roll on the Passage table. This is like a hallway to somewhere else.

## Chamber

The next area is a chamber with some number of doors (including the door you just walked through; 1 door means dead end!). For large chambers, you can roll on the Encounter table twice.

## Locked Door

You are going to need a key to get through.

You can use your system's rules to attempt to bypass locks via checks or magic; I usually roll DCs with disadvantage in this case, in order to incentivize finding the key.

Alternatively, this can represent a path that is blocked for some reason, such as fallen rocks.

## Known / Expected

If you had something on your "Known" list / index card, roll or choose it and cross it off. Otherwise, just imagine what you would have expected this room to be, based on what you have seen up to this point.

## **Exit / Stairs**

You found an exit! Or possibly stairs to a deeper level.

## **Connection to Previous Area**

Instead of this being a new area, the path connects to an area you have previously found. Hook it to an unexplored door, or add a secret door that was undiscovered.

It might also be the other side of a locked door, in which case the door can be opened from this side without the key.

# Passage

Passages connect Areas, like “nodes” and “edges” in a graph. You can tune your dungeon shape and size by selecting the die size and skew on this table.

Roll	Passage
1	Dead End
2	Narrow Crawlspace
3	Bridge
4	Long
5	Wide
6	Expected
7	Right Angle Turn
8	Side Passage
9	3-Way Intersection
0	4-Way Intersection

Die Size	Effect
D6	Linear Dungeons
d10	Branching Dungeons

Skew	Effect
Disadvantage	Smaller Dungeons
Advantage	Larger Dungeons

## Dead End

This passage doesn't go anywhere. It could be blocked by debris.

## Narrow Crawlspace

You can crawl through this tunnel, but its risky.

## Bridge

Either natural or crafted, you risk falling, and who knows what is down there...

## Long

This passage is abnormally long.

## Wide

This passage is abnormally wide.

## Expected

A normal passage connecting two areas.

## Right Angle Turn

The turn obscures your vision.

### **Side Passage**

Like a T-shape, but one that juts off to the side. It could just be a small pocket alcove, or another area.

### **3-Way Intersection**

Fork in the road. I like to do Immersion Checks in both directions to see which way to go.

### **4-Way Intersection**

A crossroad, so many options!

# Condition

As you explore, different rooms will be in different conditions. You can use the theme you generated for the dungeon to determine what die size and skew you should be using.

Roll	Condition
1	Partially Collapsed
2	Holes in Floor
3	Flooded
4	Ashes / Burned
5	Damaged
6	Expected
7	Stripped Bare
8	Used as Campsite
9	Converted to Other Use
0	Pristine

Die Size	Effect
d6	Indicates the area is unoccupied
d10	Indicates the area is occupied

Skew	Effect
Disadvantage	Worse Conditions
Advantage	Better Conditions

You don't need to roll a condition for each room individually, sometimes it makes more sense to roll a condition every few areas and apply that condition to the group. For example, if you come across a flooded area in a cavern, it wouldn't be unlikely that adjacent areas are also flooded.

# Dungeon Encounter

Each time you enter a new Area or Passage, you roll a d10 on the Dungeon Encounter table to see what you come across. If you are lingering in a non-Safety area for more than 10 minutes, roll on the Encounter table again, this time with a d6.

Roll	Encounter
1	Monster
2	Natural Hazard
3	Challenge
4	Immersion
5	Safety
6	Known
7	Trap
8	Feature
9	Key
0	Treasure

Die Size	Purpose
d6	Use when lingering in an unsafe area for more than 10 minutes
d10	Use when entering an area for the first time

Skew	Effect
Advantage	Better Encounters
Disadvantage	Worse Encounters

## Heading

The heading says:

10m 1d6 (NH: d6); Trap: 10m AP@+ A/L, PP L/T

This is a compact shorthand for "Every 10 minutes, roll another encounter using 1d6 (if you get Natural Hazard, use 1d6 on that table)."

For traps, there is more information on the Trap section later in this document, but the header says: "You can spend 10 minutes to do an Active Perception check with advantage. Pass: Avoid, Fail: Locate. Otherwise, do a Passive Perception check. Pass: Locate, Fail: Trigger"

Avoid: You find the trap and can completely avoid it, no issues.

Locate: You find the trap, but must do something to disarm or bypass it.

Trigger: You trigger the trap and must suffer the consequences.

## **Monster**

There is a monster in this room. Use the Dungeon Monster table to describe it.

## **Natural Hazard**

Some other hazard is in this room, use the same Natural Hazard table that is over on the Wilderness page. If this is your first time entering the room, roll a 1d10 on the Natural Hazard table. If you have been lingering more than 10 minutes in this area and get this result, roll a 1d6 on the Natural Hazard table.

## **Challenge**

You need to pass a Challenge. Perform the Challenge procedure, and Pay The Price if you fail.

## **Immersion**

Perform an Immersion check to add some flavor to your exploration.

## **Safety**

This place is safe! You can take time to camp, eat, etc. You do not need to roll another encounter every 10 minutes in a safe area.

## **Known**

Roll on your Known list, what ever you get is in this room. Cross it off. If your Known list is empty, there is nothing in this room.

## **Trap**

There is a trap in this room. Go to the Trap section of this document to learn more about how to handle traps.

## **Feature**

You found a unique feature of this dungeon. Roll on the Dungeon Feature table.

## **Key**

You found a key! This is like a Zelda key, in that it can open any locked door in this dungeon. Once you have used it, it is gone.

## **Treasure**

You found some treasure. Roll on the Treasure table to determine what.

# Monster

Unlike Wilderness Monsters, which are concrete selections for that specific biome, Dungeon Monsters are abstract. You will roll once on each table, then imagine the monster it might represent.

Roll	Description	Ability
1	Agile	Climb
2	Beast	Detect
3	Clothed	Drain
4	Composite	Entangle
5	Decayed	Illusion
6	Elemental	Immune
7	Inscribed	Magic
8	Intimidating	Paralyze
9	Levitating	Pierce
0	Nightmarish	Ranged

## Examples

- 0,4: Nightmarish, Entangle: Some kind of dark vine?
- 8,9: Intimidating, Pierce: A Minotaur with a spear?
- 3,1: Clothed, Climb: Could be a Drow assassin?

# Trap

To generate a Trap, roll on these two tables and imagine what kind of trap it would be.

Roll	Action	Subject
1	Ambush	Alarm
2	Collapse	Barrier
3	Divert	Decay
4	Imitate	Denizen
5	Lure	Fall
6	Obscure	Fire
7	Summon	Light
8	Surprise	Path
9	Surround	Poison
0	Trigger	Projectile

There is a detailed Trap procedure later in this document that explains how to handle Traps when solo roleplaying.

# Feature

Every now and then you will come across a unique feature that sets this area apart from the others.

Roll	Feature
1	Library
2	Mural
3	Mushrooms
4	Prison
5	Runes
6	Shrine
7	Storage
8	Vault
9	Well
0	Workshop

There is something special about this feature. It is important somehow, or perhaps out of place.

# Location

The location grid is one of those tools that really isn't necessary, yet comes in handy often enough that I like to include it.

The grid itself is 5x5, colored like a bullseye. With a 1d100, each cell has the same probability of being rolled.

The grid can be used two different ways.

## Compass Method

First, imagine your PC being in the center of the bullseye. When you want to know where something is, such as the next closest town, roll 1d100. You will get both a direction (such as North East) and a distance (Close or Far) depending on which ring you land on.

It is abstract, but it can be used to populate your hex map, determine how many travel days are needed, determine which direction the road goes, etc.

## Zoom Method

The other way to use the location grid is via iterative zooming. Pretend that the grid is an overlay for your world map. Roll 1d100, and "zoom" into the region you land on.

Now, pretend that the grid is an overlay for that regional map. Roll and zoom into a particular section of that region (maybe a settlement?).

Then, imagine that settlement map with the grid overlay. Roll to select a specific building.

You can keep going as long as you want until you have an answer to whatever you are looking for.

I sometimes use this for Remote Events that I roll on the Random Event table, to determine where that Remote Event occurs. I have also done this for "hiding" the legendary treasure somewhere in the world that the PC needs to get to. It works better if you are using a pregenerated map instead of building your own map as you explore.

# **Left Extension**

NPCs make the world feel alive. Talking with them can help you world-build, give you side quests, or give information that your character would otherwise not have access to.

But lets be real: The Dialog Grid mini game can be slow and tedious. This extension page provides an alternative set of tables with all sorts of NPC Topics, Statements, and Responses.

## **Information**

Roll 2d100 to determine what an NPC is talking about. It might be a response to you asking them for information, or it might be something you overheard them talking about from the next table over.

## **Companion Response**

Chances are, your character has a companion traveling with them. This table has simple responses to "the plan". It is roughly ordered such that bigger numbers are more in favor with "the plan", and smaller numbers are more opposed to "the plan", so you can roll with Advantage / Disadvantage as necessary.

## **Dialog Topic**

Have I mentioned that talking with NPCs makes the world feel alive? But what are they talking about?

This table has more topics than the standard one. It can also be used for News, the contents of letters, books, writing on walls, etc.

## **Right Extension**

Flip the right “wing” up to reveal a half page of abstract icons! This is for those who like pictures instead of words.

## **Abstract Icons**

Roll 1d10 + 1d6 to pick an icon. These selections were inspired by Rory’s Story Cubes.

# Common Tasks

Now that we have discussed the tables individually, it is time to talk about how they can be used together during play.

## Sandbox Play

A decent template for sandbox play is to start from a relatively blank state, then define some basic truths for your world. You don't need a ton of detail here; most of the worldbuilding will happen naturally as you play.

Then, draw a single hex and place a settlement in the center. This will be your starting point. Generate the Type/Environment of this hex, as that will have a direct effect on the settlement.

Give your settlement some establishments, then generate some NPCs and talk to a few. You are just looking for a few different sidequests to kickstart your adventure. Once you have 3 sidequests to pick from, choose your favorites and set out.

As you go through the above process, you will start to slowly build your world through the questions you ask and the details you generate. What may start off as a few unrelated sidequests may morph into something larger.

From the settlement, you will begin exploring the wilderness around you. Through your exploration, you may find more settlements, or you may find dungeons. Exploring dungeons can net you experience and treasure.

Throughout this process, you will face challenges that will require your skills to overcome. The Challenge procedure can be used to create scenes for you to interact in, and consequences should you fail.

Sandbox play can be harsh, especially if you are wandering around aimlessly. Try to use those first couple sidequests to establish relationships with the NPCs that may lead to larger mainline quests. Having a solid objective can help you progress your story forward, building the world around you along the way.

# **Region Creation / Exploration**

If you follow the above template, you will be starting out in a settlement located in a specific type of environment (such as the Snowy Mountains). As you explore outwards, you will traverse from hex to hex, dealing with whatever encounter you find along the way.

As you enter a new hex, roll 2dF and make that jump from your current environment. Then roll 1dF to select the type relative to that new environment. Finally, roll on the Encounter table to see what you encounter in this hex.

The Encounter table will prompt you to deal with obstacles, fight monsters, handle the changing weather, etc. It will also present you with opportunities to find new settlements, explore dungeons, or simply advance your story forward.

# Settlement Creation

Whenever you arrive at a new settlement, you should take note of the type of environment it is in. This should have a direct effect on how the inhabitants of the settlement live their lives. Roll a name for the settlement, and envision how this place may have gotten that name. Then, roll two properties, such as "Major Style" and "Minimal Weight". Use these to help you get a better idea of what this settlement might look like.

Decide if this place is a "village" or a "city". You can use a Fate or Expectation check to decide for you if you wish. For villages, roll 1d6 at disadvantage to determine how many establishments to make. Cities use 1d6 at advantage.

Once you know how many establishments to make, roll them up. You will use a d6 for villages and a d10 for cities.

You will then want to name each establishment. One trick I like to do is use "Color" + "Object". This will do a few things:

- Each establishment has a (hopefully distinct) color to help you mark it on a map.
- Each establishment has an object they use as their emblem on the storefront sign.
- The color/object pairing can also give some hints as to the theme of that establishment.

For example, a tavern may get the name "The Crimson Hourglass". Sorta gives the vibe of your life force draining away, which could be due to this place being a bit sketchy, like a drug den or brothel.

Or maybe a stable gets the name "The Violet Claw". Makes me wonder if instead of horses, they have giant ravens?

For each establishment, generate a simple NPC as the owner. You may want a few additional NPCs for places like a tavern.

Finally, generate some News that you might hear throughout your visit to the settlement, something that the NPCs might be talking about. This can give you hooks for quests, and you can chat with NPCs to get more details.

# NPC Creation

I wanted to be able to generate NPCs quickly, so it should only take a few steps. First is to give them a name. Next, given them a Personality, Need, and Motive.

Example Simple NPC:

1d20 on the Name Pattern table: 5 -> "23-" -> 11,1 -> "Rondan"

This has a masculine sound to me.

3d10 on Personality, Need, Motive: 0,2,9 -> "Sensitive, Shelter, Treasure"

Rondan is a kind, perhaps shy character, who has wanderlust and desires adventure and treasure, but is too scared to leave his home and set out.

For a more complex NPC, such as one that you would keep with you as a sidekick, roll a color and two properties. You can optionally give them a secondary personality trait. You can also do this for any simple NPC that you want to "flush out" a bit more.

I also tend to roll the Need with advantage for people NPCs, and disadvantage for Monsters.

Example Complex NPC:

1d20 on the Name Pattern table: 2 -> "12" -> 6,4 -> "Demor"

2d10 on the Personality table: 9,5 -> "Confident, yet Reserved"

1d10 @ Advantage for Need: 9 -> "Recognition"

1d10 Motive: 7 -> "Wealth"

1d10 Color: 3 -> "Highlight Yellow"

1d10 + 1d6 Property: 5,3 -> "Mundane Quality"

1d10 + 1d6 Property: 0,1 -> "Minimal Weight"

Demor is someone with high self esteem who always sees the best in people, and yearns for people to someday see the best in them as well. They are trying to earn money. Demor has average looks and is pretty thin.

During a conversation with this NPC, they might bring up that they are trying to earn some money, which could lead to the PC hiring them to do something. Discover Meaning or the extended NPC tables could reveal what they need the money for, which could lead to a sidequest.

# Quest Creation

Whether it be a quest from a job board or a rumor heard at the tavern, you will be using the Quest table to generate a sentence, then interpret it to turn it into a quest. Likely, you will need to ask a few questions to ascertain the details of the quest, and you can do this either out-of-character using Fate questions, or in-character by talking to NPCs.

Roll up a quest using 5d10. Many of the tables reference other tables, so you will be rolling a few more dice to get all the results.

5d10 -> 3,8,1,4,0 -> "Deliver Mystical Enemy Near Wilderness Feature"  
1d10 on Wilderness Feature -> 3 -> "Chasm"

This could be interpreted as "You need to deliver something to the mystical enemy near the chasm", but it could also be "You need to deliver the mystical enemy to the chasm".

I expect it is the first, lets test it.

Expectation Test: "+ 0" -> Expected

Ok, so what do we need to deliver?

Detail Check: 5 -> History -> 3 -> Something from a previous Thread

Think of some object (or person!) from a previous thread that a mystical enemy near the chasm might want. Then, try to come up with a reason why. You now have a quest, and potentially a new thread.

Of course, you don't need to follow the quest exactly as written. Lets say this all happened because you received a letter from the dark wizards demanding you bring them the magic stone you acquired in the past, or they will murder your family. That could be one interpretation of the quest you generated, but maybe the Thread you start and follow is more along the lines of "defeat the dark wizards" or "get your family to safety", because you can't let that stone fall into the wrong hands. Or, maybe you already gave the stone to the authorities, and now you need to do a heist mission to retrieve it again.

In other words, the Thread that spawns from generating a quest doesn't necessarily need to be the prompted quest itself.

# Dungeon Creation / Exploration

When you first discover a dungeon, you roll on the Dungeon Name table. This sets the general theme of the dungeon. You will incorporate that theme into the rest of the rolls.

There are a couple different ways to handle Dungeons: One-Pass and Two-Pass.

## One-Pass

In the One-Pass style, you will be generating the dungeon on the fly. This is the way I like to play. As you explore, you will be alternating between rolls on the Next Area table and on the Passage table, drawing your map as you go. For each Area and Passage, you also roll on the Condition and Dungeon Encounter tables to describe how that room looks and what is inside. The Encounter table fans out to multiple different tables to generate a random and dynamic dungeon.

If you are exploring this dungeon because you KNOW something is inside of it somewhere, keep track of that on a "Known" index card. If it is a room, it will eventually be a result from the Next Area table, and if it is an object or monster, it will eventually be a result on the Encounter table. This allows you to eventually reach your objective as you explore.

There is no "end" to the dungeon generation; as long as you keep exploring, it will keep generating new places to explore. That said, the "disadvantage -> doubles -> advantage" mechanism will have the effect of making the dungeon first feel like it is expanding, but later provide less options for exploration and more options for leaving. Eventually, all the passages will either lead to dead ends, locked doors, or exits.

This is designed to mimic the "Skyrim" dungeon style, where you take the long way to your objective, but once you reach your objective, there is a convenient shortcut that gets you back out quickly.

One other important note; I personally use "Zelda" style keys, where any key found in the dungeon can unlock any locked door in that dungeon, but then that key is lost. This makes it much easier to keep track of things. Note that it is entirely possible to come across more locked doors than there are keys, it all depends on your Encounter rolls.

## Two-Pass

The Two-Pass method is similar, but with a specific difference; You pregenerate the entire map before doing any exploration.

That is, for the first pass you only use the "Next Area" / "Passage" / "Condition" tables; you do not use the "Encounter" table. Doing this allows you to draw out the map of the dungeon by randomly generating it rather quickly.

There is an additional rule: If you roll “doubles” a second time, then every unrevealed path immediately becomes a “Small Chamber: 1 Door”. In other words, you will start by rolling 1d10 with Advantage, switch to Disadvantage on the first set of Doubles, then stop generating the map on the second set of Doubles.

After you have a map, you begin the second pass. This is where you actually play it out, by traversing through your map, rolling on the Encounter table each time you enter a new room. All the rest of the stuff is the same.

One of the bonuses for this distinction is that you can skip the first pass and just do the second pass of the Two-Pass method on ANY pregenerated map; it doesn’t have to be a Juice map. This essentially boils down to skipping the entire “Dungeon Generator” set of tables and relying only on the “Dungeon Encounter” tables.

Said another way, this is how you explore premade maps.

# Challenge Procedure

In normal D&D 5e gameplay, the DM will present a scenario, the players will state their actions, the DM will call for skill checks and describe the results. This loops around again.

In solo play, the concept is similar. As you explore the wilderness or dungeons, you will be prompted to complete a Challenge. Think of it like a mini-game. The Challenge Procedure is a combination of 3 things:

- 1) A Mythic Scene
- 2) A D&D 5e style Skill Check
- 3) An Ironsworn style Move with a Pay The Price consequence

First, you will roll two Challenges: 1 Physical and 1 Mental. For each, you will roll a DC. If you are using D&D 5e you have your skill checks. For another system, try to map the challenge you rolled to the skills or stats you have. You can use the DC value that was rolled as a general difficulty gauge, where 5 is easy and 20 is hard.

Next, (this is the mini-game aspect), you need to take the two challenges you rolled, combine it with the current context, and come up with a Scene or situation where these challenges make sense.

For example, if I rolled a difficult Athletics challenge, and an easy Investigation challenge, and I combine that with the context of my character exploring a cavern, then perhaps I have arrived at some sort of gap in the floor between me and the next area. The pit is a decent length, but there are clearly footprints on both sides of the pit. It is possible that there is a hidden rope that can be used to get across.

Using the rolled challenges plus the current context, I came up with a scene where the two options make sense.

Lets pretend my character was good at jumping. They could just try to go for it and attempt the jump with an Athletics skill check and risk falling into the pit. Or, perhaps they take some time to do the Investigation (which might take 10 minutes) to look for something to help them across. If they pass the Investigation check, you could then do a Fate Check to see if there actually was a rope (likely).

Each challenge should invoke a skill check, have some sort of differentiation that affects the choice, and have a consequence to failing.

Failing a check means you need to Pay The Price. Use your best judgment here, as sometimes choosing the most logical result is better than rolling on the table. For example, failing the Investigation check would mean you don't find the rope (whether it is there or not), leaving you no other option but to try to make the jump. However, if you had instead chosen to attempt the jump first, and fail, that means you probably fell into the pit and are at the bottom, possibly injured. Being at the bottom of the pit means you don't really have the option of searching for the rope anymore.

In other words, your character will always have a choice between two paths forward, and they only need to pass one challenge to progress. One challenge will require a physical trait and one will require a mental trait. Failing one may lock out the other option, but not necessarily. The difficulty of the challenge indicates

the risk vs reward.

# Trap Procedure

## How to handle traps in solo play?

When you enter an area, before rolling on the Encounter table, decide if you are going to search the room for traps. Once you decide, you must commit to this action.

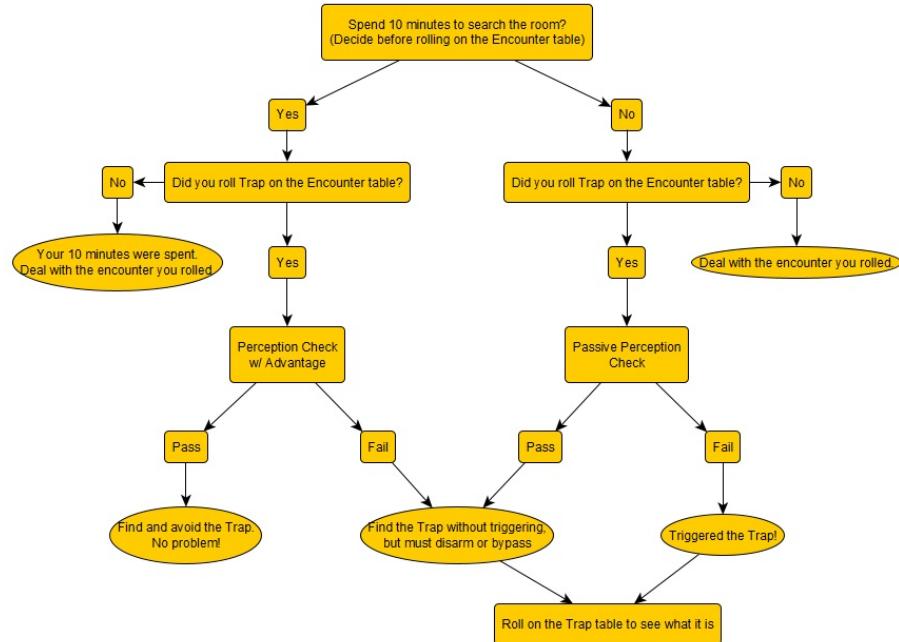
Searching a room for traps takes 10 minutes. In fact, doing any sort of action in a room (such as looking for secret doors, taking a break, eating a ration, investigating, etc) takes 10 minutes. This means in general you can do one action per room without consequence. If you spend more than 10 minutes in a non-Safety room you need to roll another encounter (this time with a d6). Therefore, lingering around in the dungeon is dangerous. You can choose to search every room for traps, but this choice will either limit the number of other actions you can take, or will increase your risk of stumbling upon trouble.

After you decide, roll on the Encounter table. If you chose to search and didn't roll Trap, you spend your 10 minutes before dealing with the encounter you rolled (unless it is Monster; you can deal with the monster first).

If you chose to search the room, roll a normal DC, then make a Perception Check with Advantage (or whatever the equivalent is in your system). If you pass, you find and avoid/bypass the trap. If you fail, you find the trap and do not trigger it, but you need to figure out how to bypass or disarm it. This is when you roll on the Trap table, then use the appropriate checks to deal with it.

If you do not search the room, use your Passive Perception to make the check. If you pass, you find the trap and do not trigger it, but you need to figure out how to bypass or disarm it. If you fail, you trigger the trap and suffer the consequences. This is when you roll on the Trap table.

Here is a flowchart:



## What about parties?

The above works regardless of party size. For parties (more than one character exploring the dungeon), only one character needs to search for traps. All characters can do their single 10-minute action simultaneously in parallel. But if any one character wants to do a second 10-minute action, then you will need to roll on the encounter table again (using a 1d6 this time).

If no one in the party searches for traps, then you need to randomly roll to determine which party member will perform the passive perception check. If they fail, it is that party member who triggers the trap. Roll on the Trap table. Use your best judgment around who might be moving around the room to trigger a trap, and who else might get caught in the trap as well.

# Item Creation

The Object / Treasure table is the largest table in Juice, mainly because I wanted a way to be able to generate a large variety of unique objects.

To create an item, first roll 4d6 on the Object / Treasure table. This will give you a decent starting description of the object, but you will want to then roll two properties for it to flush it out even more.

For example:

4d6 -> 4,3,4,5 -> "Accessory: Simple Silver Necklace"

Property: 1d10+1d6 -> 9,5 -> Major Value

Property: 1d10+1d6 -> 5,4 -> Moderate Power

So at first glance, this appears to be a normal silver necklace, however it grants some sort of ability that greatly increases its value.

Presumably the character would need to "identify" the necklace before its true nature is revealed, and whether that power is actually a curse or not (Fate Check).

For some objects, you may also want to roll a color that describes how it looks, or maybe what elemental powers it may have.

# Examples

Now, I will provide two “Actual Play” examples that showcase Juice in action.

For the first example, I will be fudging some rolls in order to explicitly trigger certain tables, as a way to demonstrate how each table and the procedures work.

For the second example, I will roll randomly and move forward with the results I get, unmodified (you will just have to trust me), as a way to get a feel for how Juice truly behaves during play.

Just keep in mind that I am not a very good writer, so don’t judge me... The purpose of this section is to showcase how Juice works, not necessarily to create an engaging story.

Oh, and if it seems like I am skipping out on details, it is because I do my best to only generate the minimum of what I need to progress, and let the world (and the characters) flush itself out over time. For example, conversations or interactions later on may end up filling in some of the blanks we left open. Furthermore, it is perfectly okay to retcon and replace details with better ideas as they pop up. The idea is to have fun; you don’t need to be 100% consistent.

Finally, the story / journal will be in this normal font.

*My rolls and commentary will be in this italics font.*

# Forced

For this example, I am going to specifically railroad through the following steps, in order to hit each table and demonstrate how the oracle as a whole works together:

- Character Creation
- Settlement Creation
- Quest Generation
- NPC Interaction
- Wilderness Exploration
- Dungeon Exploration

That is, we will start with a new PC in a settlement. They will stumble upon a quest and talk to an NPC to get more information about the quest (which will be a fetch quest to retrieve an item from a dungeon). They will then set off through the wilderness towards the dungeon, then traverse through the dungeon itself until locating the treasure.

I will be using a D&D 5e 2014 character sheet, but with Ironsworn's resolution system (as described near the beginning of this document) so you can get a feel for how these two systems interact.

For the character, I will use "Human Fighter 1" from the pregenerated characters on D&D Beyond: [https://media.dndbeyond.com/compendium-images/marketing/character\\_sheets1\\_10.zip](https://media.dndbeyond.com/compendium-images/marketing/character_sheets1_10.zip)

This is a level 1 Fighter, with the following stats:

STR: +3  
DEX: -1  
CON: +2  
INT: +1  
WIS: +0  
CHA: +2

And the following proficiencies:

- STR Save
- CON Save
- Athletics
- History
- Intimidation
- Perception

You can get Ironsworn for free here: <https://tomkinpress.com/collections/free-downloads/products/ironsworn-digital-edition-rulebook>

# Character Creation

*Lets give our Fighter a name: 16 -> "23-i" -> 11,6 -> Rondini.*

*Personality x2: 5,8 -> "Reserved and Compassionate"*

*Need: 2 -> "Shelter"*

*Motive: 6 -> "Superiors"*

*Color: 6 -> "Crimson Red"*

*Property: 1d10+1d6 -> 5,6 -> "Maximum Rarity"*

*Property: 1d10+1d6 -> 1,3 -> "Mundane Age"*

*I expect that her family is either dead or missing.*

*Expectation Check: "+ -" -> Next Most Expected*

*So her family is missing somehow.*

Rondini is a young orphan. Her eyes are a deep, blood red, a trait so rare that her parents assumed she was cursed or a monster. They abandoned her at a young age out of fear.

She has struggled most of her life, generally keeping her guard up and slow to trust a stranger. However, she does her best to show kindness to others in hopes that they can see past her eye color and the fear it causes.

Rondini has joined the local military in order to have a place to live. In exchange, she follows her orders diligently, lest she be cast back out to the street.

# Settlement

Lets figure out where Rondini is right now.

Environment:  $1d10 \rightarrow 1 \rightarrow$  Arctic

Type:  $1dF \rightarrow "+" \rightarrow$  Rocky

Settlement Name:  $2d10 \rightarrow 5,9 \rightarrow$  Ravenstone

Properties x2 ( $1d10+1d6$ )  $\rightarrow 6,4,7,1 \rightarrow$  Moderate Rarity, Minimal Size

Due to the size, Ravenstone is likely a village.

Number of Establishments:  $1d6 @ Disadvantage: 3$

3x Establishments ( $1d6$ ):

- 6  $\rightarrow$  "Artisan"  $\rightarrow 1d6 \rightarrow 1 \rightarrow$  "Artist"

- 1  $\rightarrow$  "Stable"

- 2  $\rightarrow$  "Tavern"

"What kind of artist are they?"  $\rightarrow$  "Discover Meaning"  $\rightarrow 1,4 \rightarrow$  "Ancient Control"

I'll interpret this as someone who works with clay and pottery.

Name of the Potter: 1,5  $\rightarrow$  "The Black Claw"

Name of the Stable: 5,7  $\rightarrow$  "Cobalt Hourglass"

Name of the Tavern: 7,6  $\rightarrow$  "Royal Hook"

And lastly,  $1d10$  on the News table: 6  $\rightarrow$  Remote Event.

Ah, something is happening far away from here. I haven't rolled a Random Event  $\rightarrow$  Remote Event yet, so instead of referencing that, we will just need to make something up. I'll use the location grid to get the general location:  $1d100 \rightarrow 61 \rightarrow$  Pretty far west, and slightly south.

"Is this location another settlement?" Fate Check: "- + 2"  $\rightarrow$  "No, But... (Minor)".

So the event isn't happening in a settlement, but perhaps just outside of one.

Lets name it:  $2d10 \rightarrow 2,7 \rightarrow$  "Highrock".

Finally, I'll roll on the Event table to see what it was:  $1d10 \rightarrow 7 \rightarrow$  Escape.

Sounds like someone may have escaped from jail in Highrock and fled the city. If the people of Ravenstone are hearing about it, then this person must have been pretty high profile.

Lets see what the weather is like today. "Rocky Arctic" means rolling " $1d6$  at Disadvantage +2"  $\rightarrow 4 \rightarrow$  "Thunder Storm".

Rondini is staring down at her half full glass of ale, watching the condensation drip down the side. She glances instinctively towards the window as a boom of thunder briefly covers up the familiar sound of rain hitting the thatched roof.

Despite sitting at the same table as her three coworkers, she feels a bit out of place. The rest of them have been chatting about something this whole time, but Rondini's mind was somewhere else. She glances around the candle-lit tavern and notes that it is less busy than usual.

"... Yea, I wonder if they are headed this way. We will need to stay alert" her coworker says. Rondini snaps back to reality. "Who?" she asks. "Haven't you been listening? <insert name here> has escaped from prison! Those jokers in Highrock sure bungled that one..."

*I need a name: 1d20 -> 17 -> "23+" -> 6,11 -> "Derond". Discover Meaning: 11,1 -> "Artificial Burden"*

"Wait, you don't mean that guy with the metal arm, do you?" Rondini exclaimed. She had heard stories of a man with a missing hand, who had attached a dagger in its place. He would hide the blade in his sleeve and stab his victims from the shadows.

"But why would he come way out here to this frigid hellhole?" another coworker questioned. It was true, not many folks visited Ravenstone. The winters were harsh, and even the locals had a tough time surviving.

The door to the tavern swings open.

*Side note: Here, we have set the scene, we have introduced a possible thread that could be followed up on later, and we are about to introduce a quest to kick off the adventure.*

# Quest

*Ok, someone important is about to walk in with a quest. But before we determine who, lets generate the quest. That might help indicate who the quest giver is.*

*5d10 -> 1,7,4,5,3 -> "Attain Hidden Environment On Top Of Dungeon"*

*Environment -> 8 -> Water*

*Dungeon: 3d10 -> 7,5,1 -> "Mine of Forbidden Blades"*

*Oh, wow, this one is a bit tricky. Maybe the town gets all its fresh water from this underground lake? But then, does that mean the rainwater is somehow not safe?*

*Fate Check: "Is this underground lake the town's source of water?" -> "> 0 4" -> "Invalid Assumption (Moderate)"*

*Ah, I assumed it was a lake of water, but it must be some other type of liquid!*

# NPC Interaction

*Lets make another NPC.*

*Name: 1d10 -> 12 -> "123" -> 8,3,3 -> "Lideler"*

*Personality: 6,7 -> Outgoing and Critical*

*Need / Motive: 5,0 -> Stability, Focus -> 7 -> Information*

Rondini and the others glance up as they see their commander approaching them, his uniform dripping with rain water. He has a slight frown on his face as he places his hand on the edge of the table.

Lideler: "Well, we may have a lead on that issue we have been tracking down. Another hunter has reported seeing a scarred deer, seemingly completely healed from an injury. It is the third case in the last two weeks, and all three cases have been spotted to the north, near the mines. We think it is possible that someone, or something, is healing the animals. I want two of you to check it out."

*I need names for the coworkers...*

*NPC Name: 1d20 -> 4 -> "23-o" -> 5,8 -> "Barono"*

*NPC Name: 1d20 -> 15 -> "23-a" -> 19,0 -> "Sarkusa"*

*NPC Name: 1d20 -> 17 -> "23+" -> 11,18 -> "Rondice", however this is too close to the PC so I'm going to reroll: 1d20 -> 15 -> "23-a" -> 17,4 -> "Graniana"*

*NPC Dialog: 8,1 -> Action, Aggressive, Them*

Barano: "Take one of them, I'm already busy dealing with those thefts from the other day"

*NPC Dialog: 7,7 -> Denial, Aggressive, You*

Sarkusa: "Ha, you sure look real busy, sitting there on your third ale..."

Barano shoots Sarkusa a sharp glance as Sarkusa smugly grins.

*NPC Dialog: 1,1 -> Fact (Past), Neutral, Them*

Graniana: "Lideler, you did assign Barano and Sarkusa jobs recently... Let Rondini and I handle this." She turns to Rondini. "Are you good with that?"

Rondini: "Yes" she nods with a slight sense of relief. "How about we head out first thing in the morning?"

Lideler: "Sounds good. Make sure to prepare properly, the mines are a trek away and we don't know what you will find inside."

*Graniana will be a sidekick. Lets flush her out a bit more.*

*Personality: 2d10 -> 9,0 -> "Confident, yet Sensitive"*

*Need: 1d10 @ Advantage -> 2 -> "Shelter"*

*Motive: 1d10 -> 8 -> "Equipment"*

*Color: 1d10 -> 8 -> "Metallic Silver"*

*Property x2 -> 1d10+1d6 -> 8,6,5,5 -> "Maximum Style, Major Quality"*

Graniana has been with the force for a long time. She takes pride in her armor, which she has meticulously handcrafted herself as a hobby. She integrates trinkets and keepsakes found during her adventures into her armor, wearing them like girlscout badges. Graniana has always been kind to Rondini, standing up for her when the others bullied her, and Rondini was put at ease knowing that she wasn't paired up with Barano for this mission.

# Wilderness Exploration

*Weather: 1d6@- +2 -> 4 -> "Thunder Storm"*

*From Kibble's Weather Effects: Visibility is limited, travel pace is slowed to half speed, ranged weapon attacks have a -2, and navigation checks are at disadvantage.*

*I'll do the Wilderness Exploration procedure as normal, but the first roll of "0" will mean "Lost".*

The two step out of the barracks and pause under the awning. The air is dark and cold. Normally they can hear the birds chirping through the crisp breeze as the sun peeks over the mountains in the distance, but not today. Instead, they hear the sounds of the rain thumping on the roof, the water streaming down the support pole and pooling at their feet, the mud squelching with each step. A flash of lightning briefly lights up the area, reflecting off of Graniana's shiny armor and highlighting the fur cloaks draped over each of their shoulders.

"Aw man, why do we have to do this in the rain? This is miserable!" Graniana complains, as she takes her first steps out into the open. Rondini follows behind at first, but then picks up the pace to walk at her side. "Lideler said the mines were to the north about 6 miles. We normally could have made it in a couple of hours, but with this weather slowing us down..." Rondini trails off as they approach the edge of the village.

*They are headed out without a map or guide, just a vague idea of where the mines are, so they will be doing straight rolls on the Encounter table. On the way back home, they will roll with Advantage since it will be easier to find their way back.*

*Environment: 2dF -> "+" -> "+0" -> "Arctic"*

*Type: 1dF -> "+" -> "Rocky Arctic"*

*Encounter: 1d10 -> 4 -> Challenge*

*Challenge: 5,9 -> "Intimidation, History"*

*DCs: 2d100 -> 38,90 -> "13, 10"*

Not even an hour into the journey, the severity of the storm is rising. Rondini, drenched and covered in mud, notices the shine of Graniana's armor has been replaced with a dull matte of frost.

Rondini: "Graniana! This is too dangerous! We need to turn back before we freeze to death!"

Graniana, arm up to her face to shield her eyes from the relentless rain: "Oh come now, we can't go back empty handed, you know how Lideler gets! Besides, I think I remember there being some shelter near here..."

*In this scene, Graniana will be performing a History check to see if she can remember where the shelter is, while Rondini will be doing an Intimidation (more like an aggressive persuasion) contest against Graniana's Insight to try and force her to turn back.*

*For this, we need Graniana's D&D 5e stats for INT and WIS. I'll give her +1 to INT and +2 to WIS, since she is a veteran on the force. She likely has proficiency in Insight, but I'll say she doesn't have proficiency in History.*

*Rondini has a +4 to Intimidation, but she will be rolling at disadvantage due to Graniana out-ranking her.*

For the context, I'll use D&D 5e rules. Rondini rolls Intimidation as 1d20+4 at Disadvantage, vs Graniana's Insight as 1d20+4: 6 vs 7 -> Rondini's Intimidation failed.

If this were a check between Rondini and the world / environment, I would roll Pay The Price to determine the result. However, since this was a contest with a companion, I will instead roll on the Companion Response table, with disadvantage to indicate that Graniana disapproves of Rondini's request.

But before that, I want to do Graniana's History Check, to gauge her confidence.

This time, since it is not a contest, I will be using the modified Ironsworn resolution for D&D 5e. That is, I roll 1d12+1 vs 2d20: 3+1 vs 7,13 -> She failed her History check.

Pay The Price: 1d10 -> 9 -> "Surprise Complication"

Graniana's response:

1d100 -> 84 -> "Let's Go!"

Rondini, grabbing Graniana's shoulder and tugging back: "No, don't be foolish, we can try again tomorrow"

Graniana looks back and pulls her shoulder away: "No, YOU are being foolish! We know for a fact that there are no shelters back where we came from, which means we are more likely to find safety by staying the course. Now come on, we are wasting time and energy."

I think it is obvious that the duo is now Lost, under the threat of freezing, with no shelter in sight. Still, Graniana's instinct is to keep moving forward, for she knows that if they just sit out here they are done for.

Being Lost means encounters are now rolled with a d6. This will extend the number of encounters before a result of Destination can be reached.

Rondini reluctantly follows Graniana, but looks back over her shoulder. The storm cuts down on visibility, and she cannot see the village in the distance. She isn't even sure which direction it would be back there. She snaps out of it as she realizes Graniana is right to press forward in search of shelter, and rejoins the search with new determination.

Entering the next hex.

Environment: 2dF -> "+ 0" -> "+ 1" -> "Mountains"

Type: 1dF -> "+" -> "Expansive"

Encounter: 1d6 -> 1 -> "Natural Hazard" -> 1d6 -> 5 -> "Rockslide"

Fate Check: "Is there a cave nearby?" -> "< 0 6" -> "Yes, But... (Maximum) + Random Event"

Random Event: 1d10 -> 5 -> "Immersion"

Immersion: 5d10 -> 4,2,2,5,3 -> "You Hear Fire Behind and it causes Anger because it may be valuable"

I expect that this is some of Rondini's and Grandiana's friends searching for them, but it could also be something like a group of Goblins.

Expectation Check: "- -" -> "Opposite (Intensified)"

The two continue forward, pressing through the treacherous storm, but clearly losing stamina. Rondini's hands shiver as she does her best to position the heavy fur cloak across her chest. The muddy ground has been getting more slippery, and for a while now there has been a mild incline as they approach the mountains that seemed so far away just this morning. Graniana squints into the darkness, before pointing

and looking back at Rondini. "There! I think there is a cave!"

The team carefully approaches, but quickly enters just far enough to get out of the rain. Rondini immediately begins wringing the water out of her muddy cloak, but Graniana is more focused on surveying the cave itself, trying to assess if they are alone. "Get a torch ready" she instructs Rondini, as she tosses a rock deeper into the cave, listening to the echo as it bounces along the ground.

They advance inward. The flickering light of the torch casts stalagmite-shaped shadows across the walls as Graniana finally relaxes, removing her hand from the sword at her side. Turning to Rondini, she lets out a sigh. "We should be safe here for now, as long as we stay near the exit. Lets get a campfire going and dry off."

Rondini drapes the soaked cloaks against the wall, hanging on some jagged rocks. The small campfire was built offset to one side to dry the cloaks and provide enough room to walk around. Graniana squats near the fire, first warming her hands before reaching for a ration. Her armor, while dry, doesn't reflect the fire light nearly as much as expected due to the mud smeared across it.

The two seize in fear as an intense roar is heard outside, one that drowns out even the furious thunder of the storm. That sound could only be one thing: a dragon.

Rondini runs to the mouth of the cave, looking up to the sky to try and spot the source. Meanwhile, Graniana instead turns inwards, observing the floor and wall for signs she missed during the first pass. "Rondini! This is a dragon cave! We need to get out of here now!" she shouts, grabbing her pack and cloak.

But Rondini doesn't move. She stares at the sky in fear, watching as the dragon descends, an orange glow growing in its throat. She is pulled backwards by Graniana, who yanks her into the cave and around the wall to the side. The cave briefly lights up as the dragon lets out an intense flame, incinerating their meager campfire. The dragon lands hard, grappling the rocks outside of the cave. The ground shakes, and the opening collapses, sealing Rondini and Graniana in pitch black darkness.

*This feels like a good time for a scene change.*

*I expect we will be exploring deeper into the cave to look for another way out.*

*Next Scene: 2dF -> "+" -> "Alter (Add)" -> 1d10 on the Focus table -> 1 -> Enemy*

*Seems they aren't alone in here...*

*Side note: I had fully intended to do a bit more wilderness exploration before reaching our destination dungeon, but it seems the oracle had other ideas. Instead, this cave will become the dungeon that I use to show the dungeon exploration procedures.*

# Dungeon Exploration

Rondini clutches her chest, breathing fast and trying her best to fend off her panic as the unsettling sound of the dragon's claws scratch and scrape at the rubble. Graniana wastes no time fumbling with her pack to retrieve her firestarter, and gets a torch lit. "Come on, we need to go!" she gestures deeper into the cave.

*Side note: The dungeon generator is intended to help you draw a map as you explore. I will draw the map and post an image at the end, but I am not going to be posting each individual step.*

*Next Area: 1d10@Dis -> 4 -> "Small Chamber, 2 Doors"*

*Condition: 1d6 -> 3 -> "Flooded"*

*Encounter: 1d10 -> 8 -> "Feature" -> 1d10 -> 1 -> "Library"*

The two cautiously, but quickly, make their way towards the back of the cave. There, they discover that the cave continues back, around a corner. The ground is wet, with various puddles forming, and a small trickle of water bubbling gently along the wall coming from deeper in.

Rondini: "Rainwater from the storm? That must mean there is another exit deeper in, right?"

Graniana nods as she walks toward the source of the water, but glances up at the wall along the way. "Look at these markings. Are they words? I can't read them".

The wall appears to have symbolic engravings carved into the stone. Not pictures, more like a pattern with structure. Neither soldier had seen a language resembling it before.

*Next Area: 1d10@Dis -> 6 -> "Locked Door"*

On the other side of this room was another pile of debris blocking the path. Torchlight illuminated the ground on the other side through holes in the rubble as the duo peered through.

Rondini: "Hey! There is more cave on the other side! If we can get through, I don't think that dragon will be able to fit!"

Graniana: "Help me move these rocks. We only need enough space to squeeze in."

Graniana sets down her pack and begins moving the rocks. Rondini helps.

*Here, we will do an Athletics check, using the PC's stats but with Advantage since they have help. Doing it Ironsworn-style, so 2d12+5 vs 2d20: [5,7]+5 vs [2,16]. 13 vs [2,16] is a Weak Hit / Partial Success.*

Just as they get one of the larger stones out of the way, they hear a deep screech coming from the entrance to the cave. The dragon had finally gotten in! Rondini pulls Graniana in through the hole, though Graniana's pack gets left behind as the two scurry deeper in.

*Next Area: 1d10@Dis -> 0 (Doubles!) -> Passage*

*Passage: 1d10 -> 6 -> "Expected"*

*Encounter: 1d10 -> 7 -> "Trap"*

*Since I rolled doubles, I will be rolling the Next Area with Advantage from now on.*

*Also, I never declared that either character was spending time searching for traps (they have been in quite the hurry).*

*Rondini's Passive Perception is 12 (+2), and Graniana's is 14 (+4). Lets roll the DC for detecting the trap: 1d100 -> 11 -> DC 15. (I arbitrarily chose to use the normal D&D 5e-style check instead of the Ironsworn-style check since it was passive and not active.) They both fail to spot the trap, so it is triggered. Note that if either of them had spotted it, they wouldn't auto-trigger it, but would need to find a way to disarm or bypass it to continue forward.*

*Now that we know the trap is triggered, lets see what kind of trap it is.*

*Trap: 2d10 -> 0,5 -> "Trigger Fall"*

The two hurry down the passage, which is much narrower than the previous sections; they don't think the dragon will be able to follow. As they run, Rondini slips on a wet rock and falls to the ground, which crumbles beneath her as the floor of the cave collapses down!

*Rondini Dexterity Save: 1d12-1 vs 2d20 -> 7 vs [14, 19] (Miss)*

*Graniana Dexterity Save: 1d12-1 vs 2d20 -> 9 vs [11, 13] (Miss)*

Rondini tries to catch the edge but her hand slips due to the slick moss covering the rocks. Graniana turns and reaches out her hand to catch, but is too late. Rondini falls into a pit.

*HP: 12 minus one hit die (1d10) -> 12 - 9 -> 3*

Graniana: "Rondini! Are you ok? Can you hear me!?"

Rondini: "Ugh, ouch... Yea, I'm alive, but that wrecked my leg..."

Graniana: "Hang on, I'll get you out!"

*The problem here is that Graniana had to leave her pack behind; Rondini has the supplies down in the pit with her.*

*Fate Check: "Does Rondini have a rope?" -> "+ - 1" -> "Yes, But... (Minimal)"*

Rondini: "I have a rope in my pack, but I don't know if I can get it up to you... Wait, I might have an idea!"

*Her character sheet says she has a javelin and can throw it 30 feet. It should be more than enough to tie the rope to it and throw it up. Though since I said her leg was injured, I would use her Second Wind ability to heal the damage, allowing her to stand. This is an example where instead of rolling on Pay The Price for failing the trap checks, the consequence for failing was resource usage.*

Graniana catches the javelin and pulls Rondini up. "Whew, that was a bit of a tough spot. We need to be more careful!"

Collecting themselves, they continue following the passage, this time more cautiously.

*Now that they know the cave is more dangerous than it first appears, they will spend some time in each area looking for traps.*

*Next Area: 1d10@Adv -> 8 -> "Exit"*

*Encounter: 1d10 -> 0 -> "Treasure"*

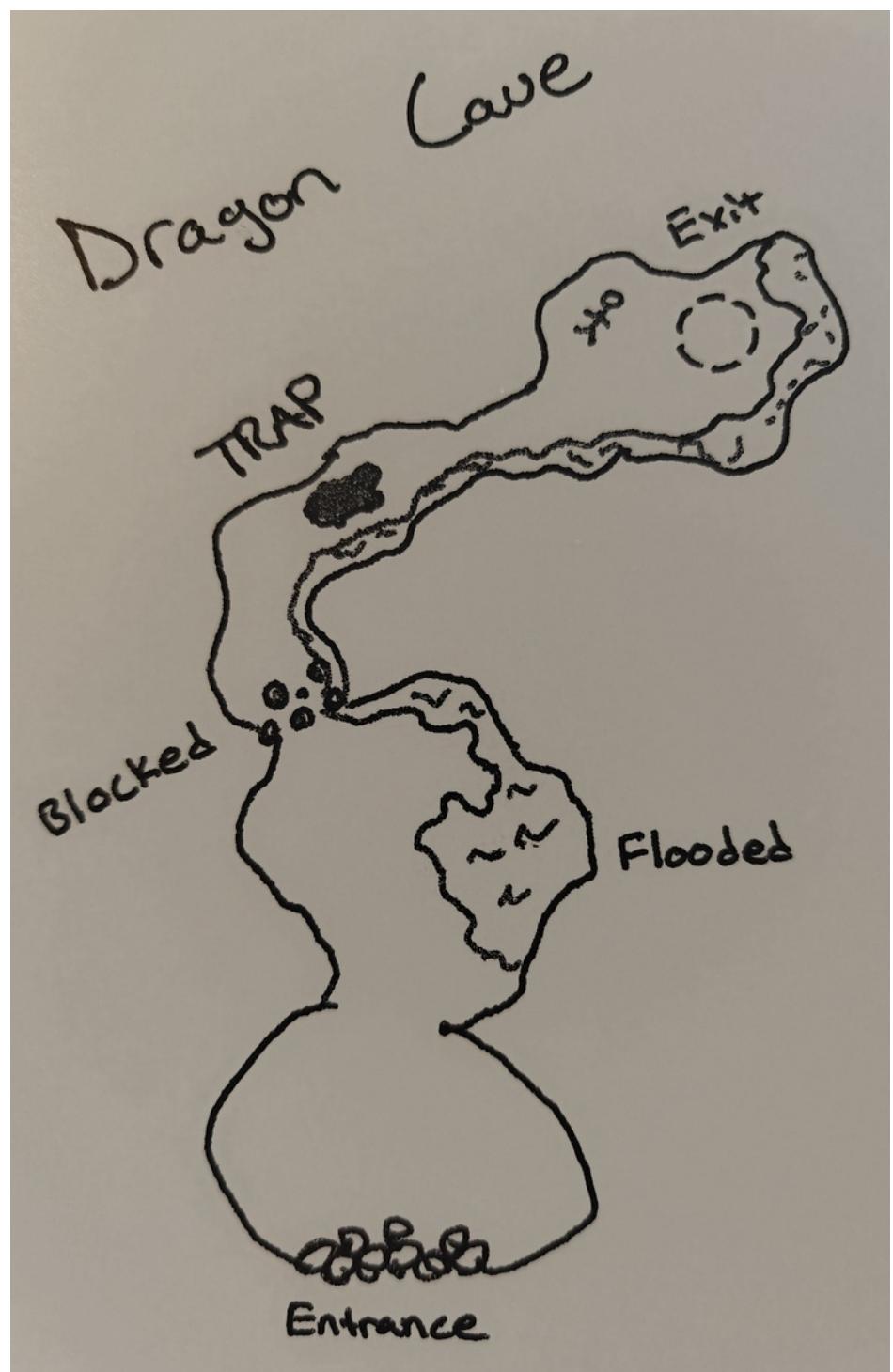
*Treasure: 4d6 -> 6,3,2,4 -> "Armor: Tattered Leather Gloves"*

The passage continued a short way, before opening up to another chamber. The sound of the rain and thunder had been getting louder, and now the pair learned why; a hole in the ceiling was letting the rain water in. It trickled down the side of the wall and along the floor back to where they came from.

The hole was high, but narrow enough that they didn't need to worry about the dragon. At the bottom of the hole, half buried in the mud, were the bones of a skeleton. It appeared as if someone had fallen into the hole long ago. Many of the bones were broken, some with torn cloth wrapped around them, as if the person had tried making a tourniquet. A pair of tattered gloves lay next to a worn pack full of holes chewed by animals.

Fate Check: "Anything useful in the pack? (Unlikely)" -> "No (Moderate)".

Rondini and Graniana look at each other, then up at the hole. "Well, now what?"



# **Conclusion**

Through that example, I hit almost every table in Juice at least once. I actually fudged way less rolls than I thought I was going to have to, I tried my best to work with the rolls I got so it didn't seem too forced, and I am pleasantly surprised with how it went. I had a pretty clear cut goal in mind, but things happened, the direction changed, and I just went along for the ride.

And that is how solo roleplaying should go; Have a vague idea of what you want to do, don't get hung up on the details, just start rolling and get lost in the story. Tackle things as they pop up, let the dice throw curve balls, and you will be surprised at how much you can surprise yourself!

# Random

Now, I will walk through a completely random example.

This time, I'm not going to follow the above template. That is, I won't be starting in a settlement looking for a quest. I also won't be starting with any specific goal in mind. And I won't be fudging any rolls.

Frequently, I see posts on Reddit of people asking how they can get started, and I want to show you that you don't really need any prerequisites; just start rolling and see where it takes you.

Additionally, I won't be using any system; I want to prove that Juice can really be used standalone to have a great solo roleplaying session.

So lets dive in!

---

*Name: 1d20 -> 20 -> "123+" -> 5,10,10 -> Upenosa*

Upenos slowly opens her eyes to a blaring alarm, her vision blurry and head woozy. There is an iron taste in her mouth as blood slides down her face, dripping down into her lap. She fumbles with her harness as smoke fills the cabin.

Her ship is small, designed for quick hops between stations, not for falling from orbit. Luckily, all ships in this class are required to have parachutes for emergency reentry.

Upenos pulls the release lever in a jarring motion, ejecting the hatch above her with a pressurized force that sucks the smoke out with it. She wipes her forehead and climbs up the ladder, squinting as her eyes adjust to the light.

*Type/Environment -> 1d10 + 1dF -> [0, -] -> "Sandy Desert"*

*Weather -> 1d6@Adv +4 -> 7 -> "Heavy Clouds"*

Upenos stands atop the crashed ship, nose half buried in the sand. Her heart sinks as she stares out across miles of rolling sand dunes, not a sign of civilization in any direction. The rear of the ship has now caught fire, with thick black smoke billowing up into the air. She slides down the side of the ship and her boots sink softly into the dry sand.

Pieces of scrap metal sparkle in the sand around the site. The parachute ripples in the breeze, tugging on the cords, but the ship itself doesn't budge. Unzipping the top half of her suit is difficult due to her shaky hands from the adrenaline. As it falls down to her waist, she checks her torso for any undiscovered injuries, the sweat from her arms evaporating in the desert heat. Surprisingly intact.

Next up is an inventory check, and a momentary panic overcomes her as she runs towards the side of the burning ship. Each vessel is equipped with an emergency kit for this very reason, and she had to retrieve it before the fire consumed it.

*Fate Check: "Is she able to retrieve an undamaged emergency kit?" -> "Yes But (Minor)"*

She reaches for the handle to open the storage panel, but the metal is too hot. Reaching down, she grabs the sleeve of her suit hanging from her waist and wraps it around her hand a few times. A quick tug releases the panel, exposing the red kit, its plastic coating slightly warped by the heat. She retreats back from the ship and drops to the ground, analyzing the contents.

Inside, her eyes immediately fixate on the laser pistol. She had seen one many times; they were commonly carried by guards at the stations. However, she had never actually held one, and was a bit hesitant to pick it up. Continuing to the right, there were items embedded into foam pockets of the case: A quad scanner, a fixed blade knife, a metal cylinder, a large pack of individually wrapped food rations, and a few other miscellaneous items packaged in a small bag.

Collecting the items, she cuts some cordage and material from the parachute, then picks a direction and starts walking.

*Alright, I have set the scene, dropped my character into a completely blank world, and defined a basic inventory. Realistically, in this situation it might make most sense to just stay put; the smoke from the ship will be a pretty clear signal to anyone in the area, and she can at least scavenge the site to build a makeshift shelter. However, as a player, I want to explore, so off we go.*

*Next Scene: 2dF -> "- 0" -> "Normal"*

*Encounter: 1d6 (We are lost) -> 1 -> "Natural Hazard" -> 1d10 -> 1 -> "Creature Tracks"*

*Monster: "1d6@Adv + 4" -> 8 -> "Zombie"*

Upenosha presses on, her legs strained from walking in the sand. The air is hot and dry, but the clouds have been keeping the direct sunlight from scorching her skin. Distracted by the screen of the quad scanner, she stumbles as her foot bumps against something.

Draped across her boot is a sand covered entrail. "Ew ew ew!" she squeals, jumping back, before slowly squatting down to investigate. The meat is rotted and slightly green, with an atrocious odor. She swings her head around to the left and right, scanning the area.

*Immersion Check: 8,0,9,5,-,7 -> "You smell soil on the ground and it causes anger because then it is suddenly gone"*

With a closer look, there were bits of rotted flesh covered in sand speckled all around. The smell was faint, periodically cleared by the breeze. To Upenosha, it appeared that something was killed here, and she didn't want to stick around to meet the killer.

*Fate Check: "Is there anything else here?" -> "+ + 6" -> "Yes And (Maximum)"*

*Fate Check: "A dangerous creature?" -> "+ + 1" -> "Yes And (Minimal)"*

But as she took the next step, some piles of sand began to shake around her. A skeletal hand rises out of one, bits of flesh dripping off into the sand. Then, another, and a third, as decayed bodies crawl out of the ground emitting a groaning sound. They limp toward her.

Upenosha draws the laser pistol, shakily aiming it towards one of the beings, closes her eyes and pulls the

trigger. A high pitched sound fills the air as the bone of an arm is severed, dropping to the ground. However, the creature itself appears unaffected as it continues its advance.

She aims again, this time taking a deep breath and bringing her offhand up to stabilize the shaky weapon. She aligns the creature's leg between the sights, and pulls the trigger.

*Fate Check: "Does this defeat the zombie?" -> "+ +" -> "Yes And (Major)" (3 Yes Ands in a row!?)*

The monstrosity drops to the ground, unable to balance on a single leg. Its unnerving groan continues unfazed as it attempts to crawl forward with its remaining arm, but it only manages to pull loose sand toward itself.

Upenosa spins, aiming for the leg of another. The creatures are thankfully slow, and she is able to drop each of them to the ground with a few shots. She lowers the weapon, taking a moment to observe the creatures struggle in the sand as her rapid breathing is brought back under control. Satisfied, she turns away from the pillar of black smoke in the far distance and continues forward, this time with the quad scanner stowed in her pocket.

*Next Scene: 2dF -> "0 +" -> "Normal"*

*Environment: 2dF -> "+ +" -> (Desert +2 is still Desert)*

*Type: 1dF -> "-" -> "Sandy"*

*Encounter: 1d6 (Still Lost) -> 1 -> "Natural Hazard" -> 1d10 -> 3 -> "Flood"*

The horizon over the sand fluctuates in the heat. Upenosa has lost track of time, and around her in each direction is nothing but sand dunes. Glancing over her shoulder, she can no longer see the pillar of smoke.

As she crests another of the countless mounds of sand, she pauses, blinking and trying to comprehend what lies in front of her. Shimmering at the bottom of the hill is... an oasis? The lake beckons her, its crystal waters rippling gently in the breeze.

No, this must be a trick of the mind. Her cylinder of water had run empty long ago, and her body is giving out. Still, there is hope that it is real, right? The hope drives her forward, half sliding down the sand towards the blue. The most beautiful blue she had ever seen.

Approaching the edge of the lake, she reaches down, dipping a hand in. It is surprisingly cool. She brings her other hand down to scoop some up, but pauses and instead retrieves the quad scanner.

*Fate Check: "Is this water safe to drink?" -> "+ - 5" -> "Yes But (Major)"*

*I'm not sure what the "But" here could be...*

*Discover Meaning: 2d20 -> 18,9 -> "Peaceful Shadow"*

The quad scanner's familiar low pitched tone prompts Upenosa to raise a cupful of water to her lips. A wave of refreshment washes over her as she drinks the liquid. After splashing some onto her face, she retrieves the metal cylinder and dips it into the lake.

"Who are you?"

The hairs on her neck stand on end as she whips toward the sound. In the shadow of the dune she

descended sits a figure draped in light brown cloths, with an arm resting on one knee in the air.

*Ok realistically, Upenosa wouldn't be able to understand whatever language this person speaks. However, for the sake of gaming, I am just going to handwave that away. I enjoy conversing and interacting with NPCs, and I don't want to deal with the language barrier.*

She takes a step backwards, exclaiming "Who am I? Who are YOU!?"

She was so startled it didn't even cross her mind to ready her weapon.

*NPC Dialog: 2d10 -> "6,6" -> "End Conversation"*

The figure tilts their head, then stands up without responding.

*I expect that they will approach Upenosa, but they could also turn to some sort of hideout and gesture her to follow.*

*Expectation Check: 2dF -> "0 -" -> "Unfavorable"*

*Ok, I guess that means they will either brandish a weapon or sound an alarm.*

*Expectation Check: 2dF -> "0 +" -> "Favorable"*

The figure slides his foot across the sand, eyes locked on Upenosa. He presses down in a specific spot, and the sound of a bell begins ringing. In an instant, shutters hidden in the sides of the surrounding dunes pop open with a small cloud of dust. Multiple figures poke out, bows aimed at Upenosa. An underground structure in the sand?

The figure approaches: "You are coming with us"

*Next Scene: 2dF -> "0 0" -> "Normal"*

Upenosa is kicked to the floor, landing on her knees. She looks around, hands tied behind her back. The room is large, with walls composed of rusted metal, lit by yellow glowing stones. A loosely organized ring of about 20 soldiers surround her, though they have distanced themselves far back. Only the two behind her have weapons displayed.

A tall man with a tattered cloak draped over his shoulders steps forward, hands folded behind his back.

Man, in a stern voice: "Where is the rest of your team?"

Upenosa: "Team? I.. I'm alone"

*NPC Dialog: 2d10 -> 7,3 -> "Action, Aggressive, Me"*

*Simple Name: 3d20 on column 1 -> 3,19,20 -> Itato*

Man, frowning: "You dare lie to me? No one can survive the desert alone. Not with the Itato."

Upenosa: "Itato?"

Man: "The dead that refuses to die. Where did you come from?"

Upenosha pauses before responding: "The sky"

A few of the other people in the background turn to each other in whispers.

*NPC Dialog: 2d10 -> 8,7 -> "Denial, Aggressive, You"*

*Fate Check: "Have they found the wreckage?" -> "0 + 1" -> "Favorable (Minimal)"*

*I think it would be most favorable if they have, since that would put some truth behind Upenosha's words.*

Man, squinting: "Such a thing cannot be." He places his fingers on his forehead, "Yet, your presence here has no other explanation..."

He gestures towards your items sitting on the nearby table.

Man: "These things are not known to us. And your arrival here after the mysterious black fire in the east..." He squats down in front of Upenosha, studying her and her dusty suit. "Perhaps the sky truly did spit you out."

He stands and turns his back to her, raising his arm and flicking his hand. A soldier behind her slices the ropes tying her hands.

Man: "You are free to go. We will be keeping your things." He turns his head back to Upenosha. "Cause any problems and you will be stripped and thrown out to the Itato."

Upenosha: "I.. What?"

Man: "You are one of us, at least for the time being. Take the evening to recover. Tomorrow your work begins."

He turns to a soldier to his right: "Show her to the sleeping quarters, and provide her a meal."

The soldier nods, approaches Upenosha, and extends down his hand.

*Alright, now we have a safe place, some NPCs to talk to, and a good way to spin off some quests. For the next scene, I will use the Dungeon Generator's "Next Area / Passage" tables to map out this base, then assign rooms by interpreting rolls on the Settlement Establishment tables.*

*We also have the start of our worldbuilding. This is a vast desert, and we are so deep into it that it is inconceivable for someone to simply wander out this far alone. It isn't even clear yet if there are other biomes. There is an active threat of the Itato, a zombie-like monster that is prevalent in the desert. And there is a small, close knit group of survivors hiding in underground structures. They are humanoid like us, yet clearly they see us as alien or foreign to their world. Still, to accept Upenosha so quickly, I wonder why...*

*I can use the "Extended NPC Conversation Tables" and Fate Checks to further flush out the details of this world, as my character will likely be asking NPCs a lot of questions. And for the scene after that, I will generate a quest that Upenosha will be brought on.*

*In other words, the story has approached a point where we are essentially in a settlement with NPCs, where quests will spawn off that push the character out into the world. It mirrors the adventure template we discussed earlier.*

*For that reason, I think this is a decent spot to stop the example. But hopefully, you can see how easy it is to start from nothing and just roll the dice to see what happens. And Juice is here to help you along the way.*

# Credits

## This Oracle is based heavily off of:

- [Mythic GM Emulator \(MGME\)](#)
- [Mythic Variations 2 \(MV2\)](#)
- [The Adventure Crafter \(TAC\)](#)
- [The Location Crafter](#)
- [The Creature Crafter](#)
- [Mythic Magazines \(MM\)](#)
- [Mythic-Style Hex Flower Chaos Emulator \(HF\)](#)
- [DM Yourself](#)
- [Freeform Universal \(FU\)](#)
- [GameMaster's Apprentice \(GMA\)](#)  
(Online version [here](#) by James Turner)
- [Ironsworn / Delve](#)
- [Elminster's Guide to Solo Adventuring](#)
- [Toki Pona](#)
- [MUNE](#)
- [Motif Story Engine](#)
- [Recluse](#)
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- [Tome of Adventure Design](#)
- [Solo Adventurer's Toolbox 1 and 2](#)
- [Worlds without Number](#)
- [GM's Miscellany - Urban Dressing](#)
- [Game Icons](#)
- [Kismet's Name Compendium](#)
- [Rationalized DCs](#)
- [Pocket Lands](#)
- [TOFU](#)
- [D8 Random Dungeon][https://www.dandwiki.com/wiki/D8\\_Random\\_Dungeon\\_\(5e\\_Variant\\_Rule%29](https://www.dandwiki.com/wiki/D8_Random_Dungeon_(5e_Variant_Rule%29)
- [Character Lifepath](#)
- [Random Hair and Eye Color] [https://www.dandwiki.com/wiki/Random\\_Hair\\_and\\_Eye\\_Color\\_\(DnD\\_Other%29](https://www.dandwiki.com/wiki/Random_Hair_and_Eye_Color_(DnD_Other%29)
- [Pathfinder Background Generator](#)
- [Lazy DM](#)
- [Kibbles Reasonable Weather Effects](#)

- [Random Item Generator](#)

An I am sure there is more. I did my best to keep track of sources, but it is inevitable that I missed some. Sorry!

## Credits go to:

- [Tana Pigeon](#)
- [Goblin's Henchman](#)
- [Tom Scutt](#)
- [Nathan Russell](#)
- [Nathan Rockwood](#)
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As well as everyone on Reddit / Itch / Discord who has used Juice or provided feedback. Thank you!

# Use of AI

Was AI used in the making of Juice?

Well, yes and no. Technically, AI was used at some points during the process, but not for the types of things this question is usually asking about.

First, this entire document was written by hand - no AI generation. Second, every word on every table in Juice was hand selected.

So how was AI used? I frequently use AI for brainstorming and checking my tables for balance, poking holes in the procedures, etc. Basically as a rubber duck I can bounce ideas off of. For example, AI helped me find flaws with the Dungeon and Wilderness exploration procedures, which led me to changing how it works or rearranging some of the table entries.

In other words, I use AI for the design aspect, but not the final product.

For the tables, in many cases my process is this:

- 1) Combine a bunch of wordlists from various sources, such as Mythic or Ironsworn
- 2) Use a variety of techniques to filter and sort the wordlists
- 3) Expand the lists using synonyms and antonyms via Wordnet
- 4) Use a local LLM embedding model to convert words to vectors, then cluster them
- 5) Use a variety of heuristics to select a single word from each cluster
- 6) Use diversity filtering to narrow down the list to the top 50

After that, sometimes I use AI to read my list of 50 and add other candidates to the list. Sometimes I give AI two words and ask it to find a word that exists "between" them, things that I can't normally get from a Thesaurus. Afterwards, I rerun the pipeline to get back down to 50. And from the list of 50, I hand select my favorites to make a table.

You see, the main problem with AI is that it is not deterministic; if I were to use AI to make any tables, it would generate completely different tables each time. There would be no way to judge which is best. I don't like that. Using it as an embedding model with standard NLP techniques retains the determinism, and helps me iteratively create better lists.

Not every table is made this way; some come from very specific sources (like NPC Personality coming from the OCEAN method), some come from other content creators (which I credit!), and some I just populate myself without the above pipeline (like the Dungeon Passage table for example).

By the way, my code is here: [https://github.com/jrruethe/wordlist\\_filter](https://github.com/jrruethe/wordlist_filter)

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