

THE HANDS OF MYTH

A Continuous Campaign Mod For
MYTH



RULEBOOK

VERSION 2.0.1

Hope... the only thing we had left was hope. Darkness had fallen over the land and the last light was nothing more than a faint glimmer. Villages plundered and towns razed, the creatures that were born by the night could not be stopped by mere men. We retreated to our last fortress, awaiting the hordes that would attack. When all seemed lost our prayers finally were heard as a group of heroes approached our gates. Like torchlight in the darkness we still had hope...

Lharik the Sage



INTRODUCTION

Welcome to the *Lands of Myth!* This mod will allow you to play an continuous campaign, allowing your heroes to keep all their gained equipment, gold and abilities. You will venture out on an epic journey through the world, traveling through several regions while constantly trying to push back the Darkness. Will you be able to bring back hope to the people inhabiting these lands?

WORLD MAP

We first met many months ago in a small village near Three Rivers. Varlan, the Archer from Devonshire, and me were sitting in a tavern drinking beer that tasted like Grubber piss when the doors flew open. I will never forget the villagers gaping when they saw the three women that entered. One of them was bleeding like a stuck pig while the other two supported her...

Tuomas the Soldier

Below you can see a map of the Lands of Myth. During a campaign, your heroes will travel through these lands and visit several regions, fighting against the Darkness and trying to bring back hope to the people. Each region comes with an integrated module as well as several thematically integrated and fully developed quests. Your heroes will encounter new monsters and explore ancient ruins. To regain their health and trade for new and better equipment and consumables they will visit small villages and huge towns.



Components

Lands of Myth comes with a number of new game components that you will have to print yourself. All cards are provided both as images that can be used with <http://www.printerstudio.com> and in *.pdf format for self printing.



HERO ATTRIBUTE CARDS
(page 7)



FATIGUE HERO CARDS
(page 8)



INJURY HERO CARDS
(page 9)



SPECIAL HERO CARDS
(page 10)



WHITE ITEM CARDS
(page 10)



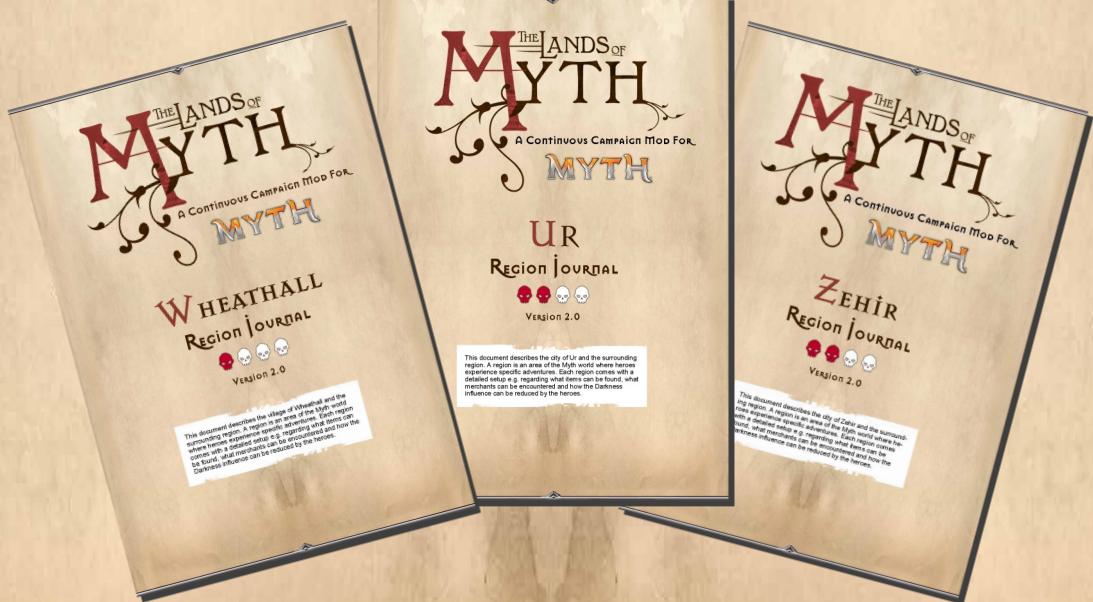
LAIR CARDS
(page 11)



LAIR MUTATION CARDS
(page 12)



CAPTAIN MUTATION CARDS
(page 13)



REGION JOURNALS
(page 14)

Rules



The following section contains all new or changed rules for *Lands of Myth*.
Feel free to adapt these rules to you taste.

KEEPING & RESETTING ITEMS ETC.

When we started our adventure, we had nothing but our trusted weapons and a few coins of gold. We kept dreaming of our glorious battles against the forces of Darkness and could already see the riches we would acquire while doing so. Oh, what fools we've been back in these days...

Keesha the Brigand



The most important change in *Lands of Myth* is that heroes do keep everything they acquire.

◆ Items, Gold, Serendipity

Items, Gold and Serendipity are never reset. Heroes only lose Gold and Serendipity if they spend it or a quest explicitly tells them to do. For example, failing a quest or fleeing from a quest may cause you to lose Serendipity.

◆ Potions

I recommend that each hero can only carry a maximum of 2 potions. If you receive a potion and all heroes already have 2 potions you should discard any one potion.

◆ Status effects (Poison, Curse ...)

Status effects are cleared normally at the end of an act or the end of a quest.

◆ Vitality

After each quest or module act played the heroes will usually return to their base of operations (often a village or town). Heroes **have to** choose one of the available options to rest and this will determine the starting Vitality for the next quest. Resting may have other effects like increasing the starting Darkness AP for the next quest.

UNLOCKING HERO CARDS

Each day we fought the Darkness we learned from our successes and failures and improved our abilities. We grew stronger, more able to fight against all these nightmarish creatures the Darkness threw against us. However, it seemed that at the same time the Darkness also constantly evolved...

Varlan the Archer

During their adventures in *Lands of Myth*, heroes will unlock new and powerful hero cards. Once a hero unlocks a card he can select any one of the described card type (Novice, Journeyman ...) and exchange it with an existing card in his hero deck. This change is not permanent however: heroes are free to build their hero deck based on all unlocked hero cards before starting to play a quest or module act. This allows players to try things out and optimize their hero decks.

TITLES

Heroes can gain titles normally and can have only a single title equipped at any one time. As heroes keep all items in *Lands of Myth* the “keep 1 item per title” rule is obsolete.

BRINGING IN NEW HEROES

If you want to bring in a new hero in an already ongoing campaign I advise you to do the following:

- ◆ The new hero receives all rewards (hero card unlocks, item rewards ...) that the group already unlocked.
- ◆ All remaining hero specific items are added to the appropriate item decks (see corresponding region setup)

Example: The group is in the 1st region and has unlocked 2 novice cards and gained 1 item from the white reward deck. A new hero joins the group. The hero will receive 2 novice card unlocks and gain a random item from the white reward deck. Any hero specific white items would be added to the white reward deck.

ATTRIBUTE CARDS

Keesha... I just love her. We've come a long way together since our childhood, playing tick. Never could catch her back then and today... well, I'm glad she is on our side as her skills to vanish in plain sight and appear behind her target are above and beyond...

Alena the Apprentice

In *Lands of Myth* each hero comes with his own unique Attribute Card, showing the 4 attributes **Tactics**, **Intellect**, **Cunning** and **Spirit**. The attribute value is the number of **D10** that the hero can roll when performing an Attribute Test.



ATTRIBUTE TESTS

I don't know how she does it... During our journeys we've encountered countless traps and locked doors, none of which every posed a challenge for Keesha. Without her we would have died many times, be it from poisonous darts or hidden stakes. And don't get me started on all these locked chests...

Sathine the Acolyte

To perform an attribute test the hero needs to spend 1 Movement Point (MP) and roll a number of **D10** equal to the required attribute. The test is successful if at least one die is equal to the required target number or higher. Some attribute tests may require to have multiple successes and this is shown by a gray circle.



Example: The Brigand shown above has a *Cunning* value of 3 so would roll 3 **D10** when performing a *Cunning* attribute test. On the left, there's an example challenge, requiring a *Cunning* test with target number (TN) 8. To succeed, the Brigand has to roll at least one 8 (or higher) on one of his 3 **D10**.



Example: The Brigand shown above has a *Tactics* value of 2 so would roll 2 **D10** when performing a *Tactics* attribute test. On the left, there's an example challenge, requiring a *Tactics* test with target number (TN) 6 and 2 successes needed. To succeed, the Brigand has to roll at least two 6 (or higher) on his 2 **D10**.

Required Successes

FATIGUE HERO CARDS

Three nights without much sleep took a heavy toll on our little group. All of us could feel the exhaustion and while we would have loved to rest and sleep we had to push on. If we stopped chances would have been that the Grubber and Mucker group that was following us would surely bring us down...

Tuomas the Soldier

Sometimes it may be necessary for a hero to overcome a certain attribute test. Many attribute tests specify that the hero may roll additional **D10** or reduce the required target number (TN) but in doing so the hero must draw a **Fatigue Hero Card** and add it to his hero deck. In addition, certain events during your adventures might also cause the heroes to have to add a Fatigue card to their hero decks. For example, being attacked while sleeping will result in the heroes having to add a Fatigue card.

Fatigue Hero Cards stay in the hero deck until the hero finishes a module act or the current quest. At that point all Fatigue Hero Cards are removed from the hero deck at no additional cost.

All Fatigue Hero Cards have the **Instant** keyword: when a hero has such a card in his hand he must play it before playing any other cards. The card is treated like a normal hero card in all regards i.e. it has an AP cost, can only be played with certain movement types etc.

Note that a hero may never have more than 4 Fatigue Hero Cards in his hero deck. Should a hero ever have to draw a 5th Fatigue Hero Card he immediately removes all Fatigue Hero Cards from his hero deck and adds a random **Injury Hero Card** instead.

GETTING RID OF FATIGUE HERO CARDS

Fatigue Hero Cards are added temporarily to a hero's card deck. There are two ways to remove a Fatigue Hero Card:

- At the end of a quest, module act or after leaving a dungeon (if you play *The Deep Dark*) all Fatigue Hero Cards are removed from the hero deck at no additional cost or drawback.
- If a hero would have to draw a 5th Fatigue Hero Card all Fatigue Hero Cards are removed but the hero has to draw a random **Injury Hero Card** immediately. This represents the hero hurting himself due to the constant strain and exhaustion.



DEFEATED HEROES

It seemed the small Grubber camp we had encountered was not something that would cause us trouble. To late we realized it was a trap, setup purely for us. We barely escaped alive but several from our group took serious wounds....

Keesha the Brigand



The following rules replace the “Defeated Hero Rules” of the Myth rulebook.

ZERO Vitality

If a hero's vitality is reduced to zero, that hero is defeated. A defeated hero is not removed from the game until the cleanup step of the Refresh Phase. This gives the other heroes a chance to save the defeated hero e.g. using Serendipity. If the hero cannot be saved, he is removed from the game in the Refresh Phase. However, once the current tile is cleared, the hero will return and can be placed next to any hero still in play. The hero starts with half his maximum Vitality (rounding up). Regardless of whether the hero has been saved or not, the hero gains a random Injury Hero Card and adds this card to his hero deck by placing it on the discard pile.

DEFEATED PARTY

Should all heroes of the party be reduced to zero Vitality, then all heroes gain a random Injury Hero Card and add them to their Hero Deck. In addition, the heroes lose 15 Gold as well as 5 Serendipity. Roll 2 **FD**: if at least 1 **C** symbol is rolled the heroes have been captured. Play the *Captured...* quest next (see the Quest section in this rulebook). Otherwise the heroes return to their current town / village.

Injury Hero Cards

Injury Hero Cards

All Injury Hero Cards have the **Instant** keyword: when a hero has such a card in his hand he must play it before playing any other cards. The card is treated like a normal hero card in all other regards i.e. it has an AP cost, can only be played with certain movement types etc. If several heroes have a death penalty card, players can chose the playing order as normal.

GETTING RID OF INJURY HERO CARDS

Injury Hero Cards are added temporarily to a hero's card deck. There are three ways to remove a Injury Hero Card:

- Visit a merchant with the **Healer** keyword and pay **15 Gold**.
- Spend **5 Serendipity**. Can only be used while in a village / town.
- Have another hero perform a **Healing Ritual**. A healing ritual can only be performed while in a village / town. The hero who performs the ritual must have at least one hero card with the **Heal** keyword in his deck. The ritual is automatically successful, however, both the hero who performs the ritual and the healed hero have to add 2 **Fatigue** Hero Cards to their hero deck for the next encounter.



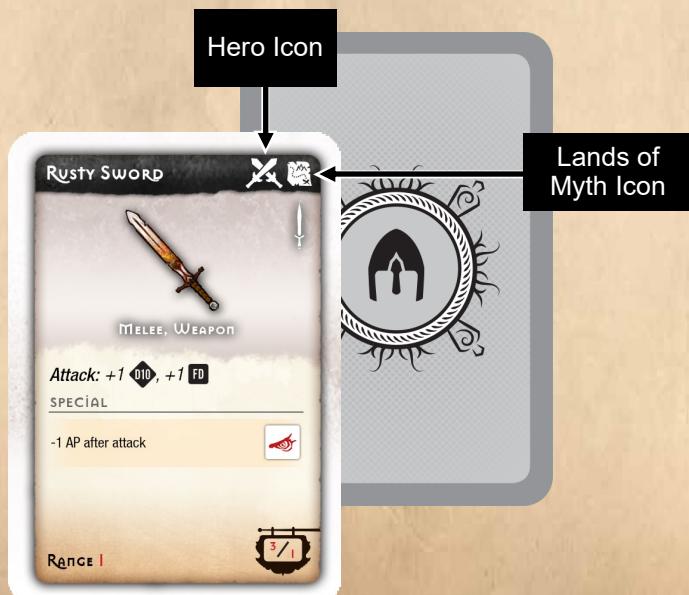
SPECIAL HERO CARDS

These new variant hero cards (with a yellow flame) allow for additional hero progression. They are usually gained as a special reward when completing a region and can be added to the hero deck without the need to remove another card for it. Each hero gets his own unique special hero cards



WHITE ITEM CARDS

These completely new white item cards allow for smoother item progression for your heroes. Each hero comes with his own unique set of items and individual regions may even add more item choices. Besides their white color they work as just as normal items.



LAIR CARDS

Lairs... we've seen countless of those foul gates, seeing them spew out endless streams of minions. We've destroyed them in any possible way you can imagine. I advise you: do not hesitate to destroy any lair you encounter as quickly as possible or you may find yourself surrounded by dozens of enemies...

Sathine the Acolyte

Lair cards act as a reference for spawns and can be used instead of the backside of the minion cards. They also allow you to easily generate a random lair by drawing one card from a deck formed of all lair cards. Lairs can be further customized by drawing one or more *Lair Mutation Cards*. Each lair card contains the following information:

- ◆ The lair name.
- ◆ The defense and vitality of the lair.
- ◆ The spawn details.

Note: There are also alternative Lair Cards available that have their Normal and Heavy Spawns based on the player number. I recommend to use these alternative Lair Cards if you want to increase the difficulty.



Lair Mutation Cards

This was very unusual. We had encountered countless lairs in the past but this one was special. It seemed as if the lair influenced the area around it, twisting and corrupting the land. We had to destroy it before the corruption could spread...

Alena the Apprentice

Lair Mutation Cards allow additional customization of lairs. Each lair mutation card has the following attributes:

- ◆ The mutation name.
- ◆ The valid lair types for this mutation. Note that some mutation cards are valid for any lair type while others are restricted to certain lair types.
- ◆ (Optional) a icon for the mutation.
- ◆ A detailed mutation description.
- ◆ (Optional) a bonus when defeating the lair.

Note: If you want to have a very thematic experience I recommend to only take the mutation cards that are specific to your lair + a few of the generic ones and draw from those.



CAPTAIN MUTATION CARDS

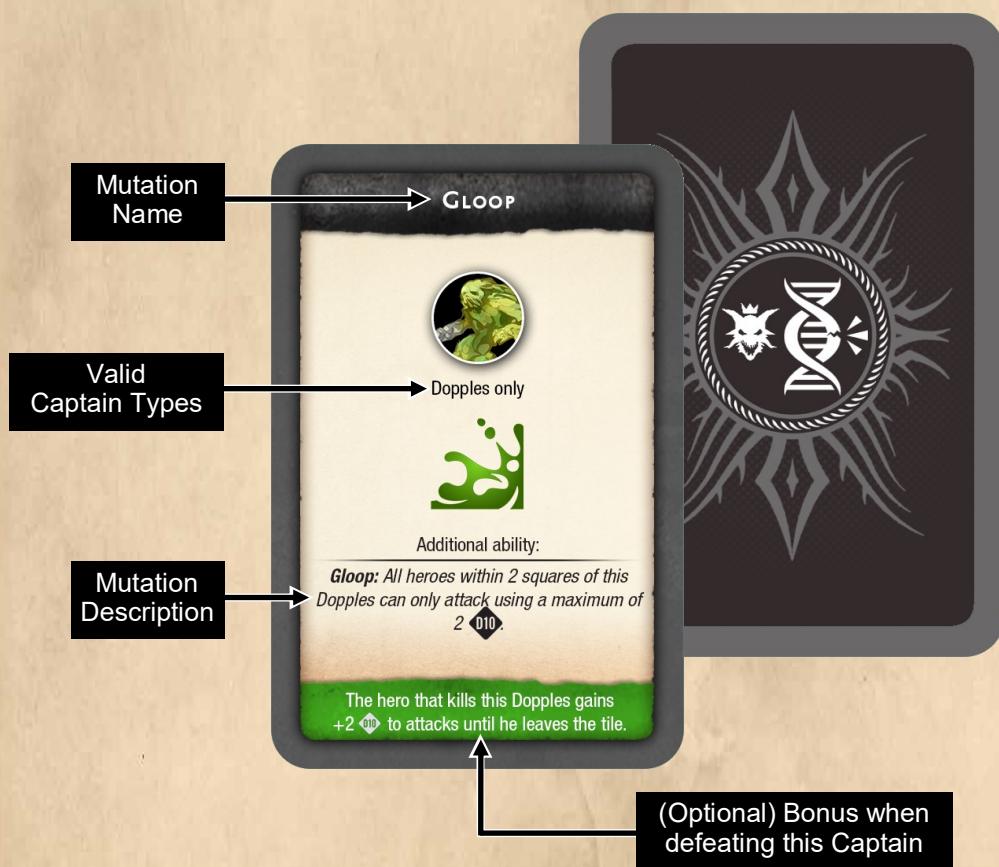
I carefully aimed and scored a direct hit to the eye of this Captain. For a moment it seemed as if it would fall and yet it still stood! This had never happened in the past, I could not explain why it survived. With an agonizing roar it pulled the arrow out and rushed towards us...

Varlan the Archer

Captain Mutation Cards allow additional customization of captains. Each captain mutation card has the following attributes:

- ◆ The mutation name.
- ◆ The valid captain types for this mutation. Note that some mutation cards are valid for any captain type while others are restricted to certain captain types.
- ◆ (Optional) a icon for the mutation.
- ◆ A detailed mutation description.
- ◆ (Optional) a bonus when defeating the captain.

Note: If you want to have a very thematic experience I recommend to only take the mutation cards that are specific to your captain + a few of the generic ones and draw from those.



REGIONS

The lands have fallen to Darkness. The corruption has spread and infested our villages and towns. We all could feel it and yet the common people seem not to realize this. We have to do our best to push the Darkness back and bring back hope to these lands...

Tuomas the Soldier

In Lands of Myth the heroes will travel from region to region, trying to push back the Darkness. Each region describes a part of the world and comes with his own **Region Journal**. This journal describes everything that is required to play that region. Each region integrates one of the official or fan-made **modules** and also comes with thematically integrated, fully described quests.



SETUP INSTRUCTIONS

Each region has a bunch of setup instructions. Be it the treasure bag, the various item decks or the merchants you can encounter. Make sure to prepare everything when you go to a new region! The different item decks (treasure, reward, merchant) are very important.



REGION SETUP

This section describes how to setup the card decks and treasure bag for the Wheathall region. This section alters the basic rules of Myth; specifically, the white treasure deck has been enhanced to allow for more gradual hero progression. The treasure deck is region specific; items to include in the treasure deck are listed below.

TREASURE BAG

 No treasure bag is used in the Wheathall region - all items are directly drawn from the White Treasure Deck instead.

WHITE TREASURE DECK

 This is the deck heroes draw when finding treasure in the Wheathall region. Note: Currency, Potions and Gems are returned to the item deck after Myth items are kept by the heroes and are not returned to the treasure deck.

Item	Item Set	Type	#
1 Gold	Base Game	Currency	1*
2 Gold	Base Game	Currency	1*
Anti-Venom Potion	Base Game	Potion	1*
Vitality Potion	Base Game	Potion	1*
Focus Potion	Base Game	Potion	1*
Shuffle all hero specific white item cards for your participating heroes. Draw 2 random cards / hero and add them to this deck.	Lands of Myth	Various	

WHITE REWARD DECK

 Based on the current Darkness Influence the heroes may draw from this reward in the Wheathall region.

Item	Item Set	Type	#
Lesser Ring of the Warrior	Lands of Myth	Accessory	1*
Lesser Ring of Thieves	Lands of Myth	Accessory	1*
Old Helmet	Lands of Myth	Armor	1*
Add all remaining hero specific white item cards that you did not add to the White Treasure Deck (3 cards / hero).	Lands of Myth	Various	

MERCHANTS

 During your visit in Wheathall you may encounter the following merchants. This section lists what items can be obtained from them and other special rules.

 Mondra Redken

Item	Item Set	Type	#
Old Greatsword	Lands of Myth	Primary & Secondary	1*
Old Hand Axe	Lands of Myth	Primary	1*
Old Flail	Lands of Myth	Primary	1*
1 random white item	Lands of Myth	Various	1*

Note: This white item is drawn from the White Reward Deck. In case the heroes buy this item no new item is drawn for this merchant.

* These items can only be bought once from Mondra Redken – even after playing a quest or module act they will not be available again.

 Viamen Tolfreia

Item	Item Set	Type	#
Old Leather Armor	Lands of Myth	Armor	1*
Old Chain Mail	Lands of Myth	Armor	1*
Old Breastplate	Lands of Myth	Armor	1*
1 random white item	Lands of Myth	Various	1*

Note: This item is drawn from the White Reward Deck. In case the heroes buy this item no new item is drawn for this merchant.

* These items can only be bought once from Viamen Tolfreia – even after playing a quest or module act they will not be available again.

 Temoss Firebreath

Item	Item Set	Type	#
Old Staff	Lands of Myth	Primary & Secondary	1*
Lesser Ring of Fate	Lands of Myth	Accessory	1*
Shadow Potion	Lands of Myth	Potion	1 / hero *
1 random white item	Lands of Myth	Various	1*

Note: This item is drawn from the White Reward Deck. In case the heroes buy this item no new item is drawn for this merchant.

* These items can only be bought once from Temoss Firebreath – even after playing a quest or module act they will not be available again.

* A maximum of 1 potion per hero can be bought when visiting Temoss Firebreath. After

6

15

REGION OVERVIEW

The region overview gives a short story introduction to the region. Each region comes with a map showing the most important module and quest locations. This is merely for setting the mood and giving heroes a better feeling for the world. The difficulty for the region is also again depicted by a number of skulls. While playing Lands of Myth, heroes will move from a starting region to subsequently more dangerous regions.

Introduction



WHEATHALL VILLAGE



The small village of Wheathall is located between Riverfalls and Fallen Guard. The once fertile lands allowed the town to prosper and grow - until the Darkness slowly tainted the land. This lead to a decline in the local population and today quite a few buildings are vacant. The once thriving local market has not seen any traders in a long time but at least the local tavern, The Leaking Keg, is still open. As you talk to the locals you notice that they are quite nervous. As it turns out two weeks ago a messenger from Riverfalls came, asking for help. According to the messenger it seems that some thieves stole a holy relic, and the town has been under attack ever since. The Wheathall Elder decided to send several men to help Riverfalls, but nobody has heard anything from them in two weeks. Maybe someone should go and investigate what's going on in Riverfalls?

Map





The map shows the "THREE RIVERS" region with several locations marked:

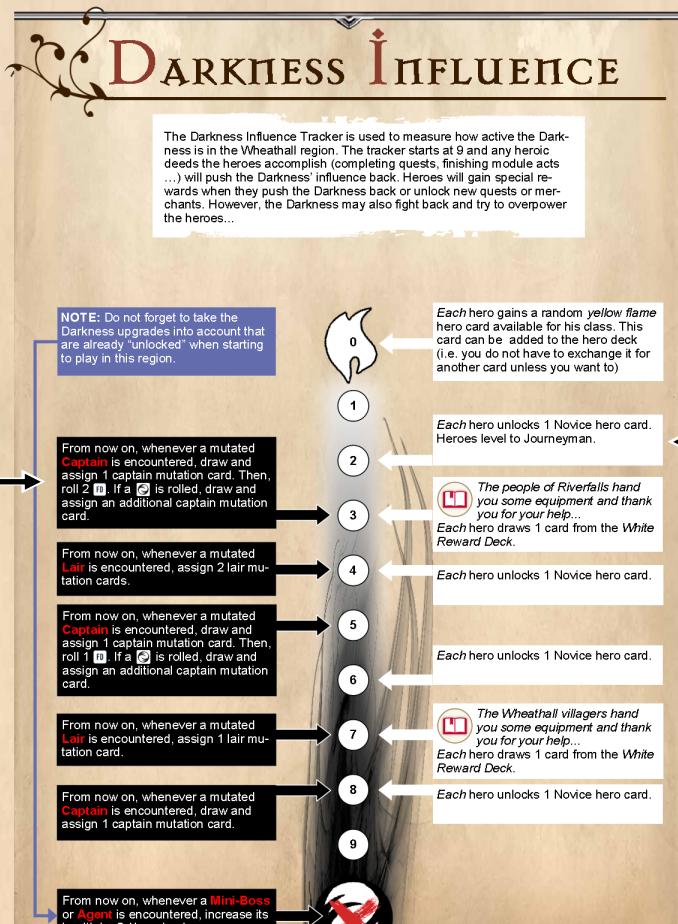
- Flowerwood
- Riverfalls
- Highgate
- WHEATHALL
- Fallen Guard
- Camp Waconda
- Ankheg's Lair
- The Stone of Life
- Breeding Chamber
- Stolen Treasure
- The Infested Ruins (A new Breed)
- Brakenburg
- UR

A compass rose is in the bottom left corner, and the number "8" is in the bottom right corner.

DARKNESS INFLUENCE

The **Darkness Influence** section is used to measure how active the Darkness is in the region. The tracker typically starts at 10 and any heroic feats the heroes accomplish (completing quests, finishing module acts ...) will push the Darkness' Influence back. Heroes will gain special rewards when they push the Darkness back or unlock new quests or merchants. However, the Darkness will not let go of their influence easily - it will fight back...

When reducing the Darkness Influence in a certain region just cross out one circle for each point of Darkness Influence reduced (starting at the bottom).



Darkness Influence Tracker

VILLAGE / TOWN ACTIONS

It was a great relief after all our travels to sleep in a proper bed and have a good meal and beer. Little did we know that this small, pictorial village was struggling as the Darkness ever drew closer. The villagers had not only lost their cattle and sheep to the countless attacks of Crawlers but several of the villagers themselves had disappeared lately...

Alena the Apprentice

Each region has a central location where the heroes start and where they can return to after each completed quest. Usually, this is a village or town. The village/town actions page describes what the heroes can do in each region. The individual actions will show what the required Darkness Influence is to perform them and how much the action costs. Actions also relate to modules and quests that the heroes can undertake. Some actions provide a way to mark your progress or note unlocked merchants. There are also actions that allow the heroes to travel to the next region (note that it is not intended for the heroes to move back to a previous region).

Note: Heroes must rest between each quest / module act unless otherwise stated. That means heroes have to choose one of the resting options regardless if they have lost any Vitality or not.

VILLAGE ACTIONS

These are the actions heroes can take when they are in the Wheathall village. Note that based on the Darkness Influence some actions may not be available. Don't forget that you have to rest between each Quest / Module Ad.

Rest Action

Village action including required Darkness Influence and possible cost

Note: All village action costs are per hero group unless otherwise stated.
Example: sleeping at the local inn costs 10 gold regardless of the number of heroes.

Donate Gold to the village elder
You help the village to be built up again. This may be done only once. Immediately reduce the Darkness Influence by 1.

Camp outside Wheathall village
Each hero restores his/her vitality up to maximum -2. On your next quest or module act the darkness starts with 2 AP. Roll 1 D6. In case of a 6 result immediately play the Night-Time Ambush quest (Lands of Myth rulebook).

Sleep at the Leaking Keg Inn
Each hero restores his/her vitality to maximum. After your first stay in the inn you may play the quest Camp Waconds. After your first stay in the inn you may play the quest Stolen Treasure.

Travel to Flowerwood
Once the Darkness Influence has been reduced to 2 or less you can travel to the small village of Flowerwood. If you can't or don't want to pay the travel costs apply the same results as if sleeping outside Wheathall village.

Investigate Riverfalls
Play the module Stone of Life
Act 1 □ Act 2 □ Act 3 □

Travel to Ur
Once the Darkness Influence has been reduced to 2 or less you can travel to the coastal city of Ur. If you can't or don't want to pay the travel costs apply the same results as if sleeping outside Wheathall village.

Shop at the Wheathall market
Draw a random White Merchant. You can visit him from now on when you shop at the market. Prices for all merchants are increased by 4 Gold.

The Infested Ruins
Play the quest A new Breed

Help the villagers
Play the quest Breeding Chamber
After completing Breeding Chamber you can play the quest Ankeg's Lair

10

QUESTS

The following section contains quests. In Lands of Myth, quests are similar to a single act in a module. Quests provide full setup instructions, including which tiles to use, which monsters to encounter, any special rules, etc. Quests can be used in place of quest cards, and are intended for players that want more guidance (and potentially a more cohesive story) for their adventure.

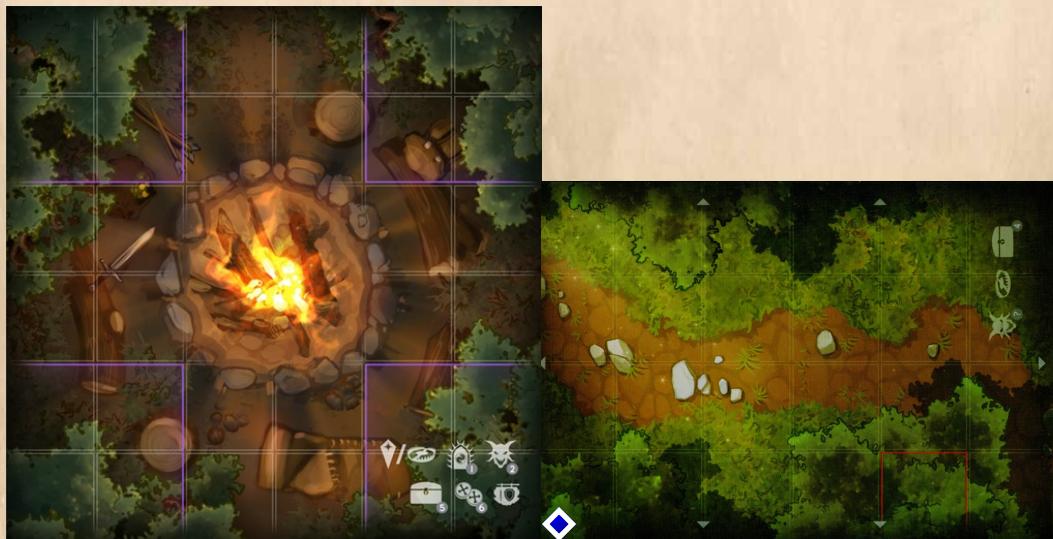
The following quests are not region specific and possibly can be encountered in various regions.



NIGHT-TIME AMBUSH



It is almost the end of your watch, in the middle of a moonless night. You stand near your fireplace under a small tree, watching over your sleeping friends. Suddenly, you hear some faint noises in the underbrush. A split second later they are all over you. You barely have enough time to shout a warning to your friends as you have to fight off the first attacker...



◆ These tiles are from the *Realm Tile Expansion 1*. If you don't have these tiles use any tile of your choice with the same size.

RESTRICTIONS

This quest can only be played if heroes camp outside the village/town and the corresponding event occurs.

GOAL

The heroes must defeat all enemies.

FAIL CONDITIONS

All heroes are defeated.

RWARD

- ◆ The heroes gain 1 Serendipity.
- ◆ Reduce the Darkness Influence by 1.

SPECIAL

Heroes can flee but will not gain any reward and may lose their armor (see "FLEEING").

REQUIRES



Minions matching the current region



Matching Darkness Deck

TILE I SETUP

Combined Tile



SETUP

- Ignore all realm tile legends. A maximum of 3 treasures can be gained.
- Randomly determine one hero that is on watch, all other heroes have slept and have just woken up. Place heroes on the corresponding starting squares.
- As you have been woken in the middle of the night, all heroes immediately add a **Fatigue** card to their deck.

RULES

- Heroes that have just woken up do not wear armor. During the fight they cannot equip their armor.
- The Darkness starts with 4 AP and only the hero on watch can take actions during the 1st hero cycle.
- When setting up enemies use the monster type and darkness deck you currently typically encounter in this region. Roll 1 **FD** and distribute the resulting monsters on the 4 start locations.

Spawn an *Initial Spawn*.

Other result

Spawn an *Initial Spawn + Heavy Spawn*. These captain(s) are mutated, draw captain mutation cards based on Darkness influence.



Spawn 1 Mini-Boss or Agent and an *Initial Spawn*.



- Additional spawns: roll 2 **FD** at the start of each Darkness Cycle as long as there are still enemies on the tile. In case of a darkness symbol spawn additional enemies based on the drawn event card at the shown enemy locations (marked with a **?**).

FLEEING

Heroes can decide to flee. In order to flee heroes must leave on the tile edge marked "FLEE". In addition each hero (except the hero on watch) that successfully flees rolls 1 **FD**. On a **?** result, the hero has lost his armor. Lost armor items are added to the *Treasure Deck* of that region.

RESOLUTION

SUCCESS

If all enemies have been defeated the heroes win this quest.

- The heroes gain 1 Serendipity.
- Reduce the Darkness Influence by 1.



You strike down the last attacker and hurry to equip your armor. Gathering all your belongings you decide to move your camp to another location for the rest of the night.

FAILURE

If all heroes are defeated the heroes lose this quest. Refer to the *Defeated Heroes* section of the *Lands of Myth* rules.



You knew that camping in the wilderness was dangerous but this time the Darkness brought everything to get you...



MUGGERS



It is already late in the evening as you search for a place to sleep this night. Most streets are deserted, only a few drunkards can be seen. As you move into a dimly lit alley you immediately realize that you better had avoided these streets. This looks like one of these alleys that are perfect to get robbed at night... Before you can even think of retreating from were you came several thugs emerge from the shadows, their weapons drawn...



◆ These tiles are from the *Myth Journeyman Modules*. If you don't have these tiles use any tile of your choice with the same size.



RESTRICTIONS

This quest can only be played if heroes sleep on the streets of a town/city and the corresponding event occurs.

GOAL

The heroes must defeat all enemies.

FAIL CONDITIONS

All heroes are defeated.

RWARD

- ◆ The heroes gain 1 Serendipity.
- ◆ Reduce the Darkness Influence by 1.

SPECIAL

Heroes can flee but will not gain any reward and may lose Gold (see "FLEEING").

REQUIRES



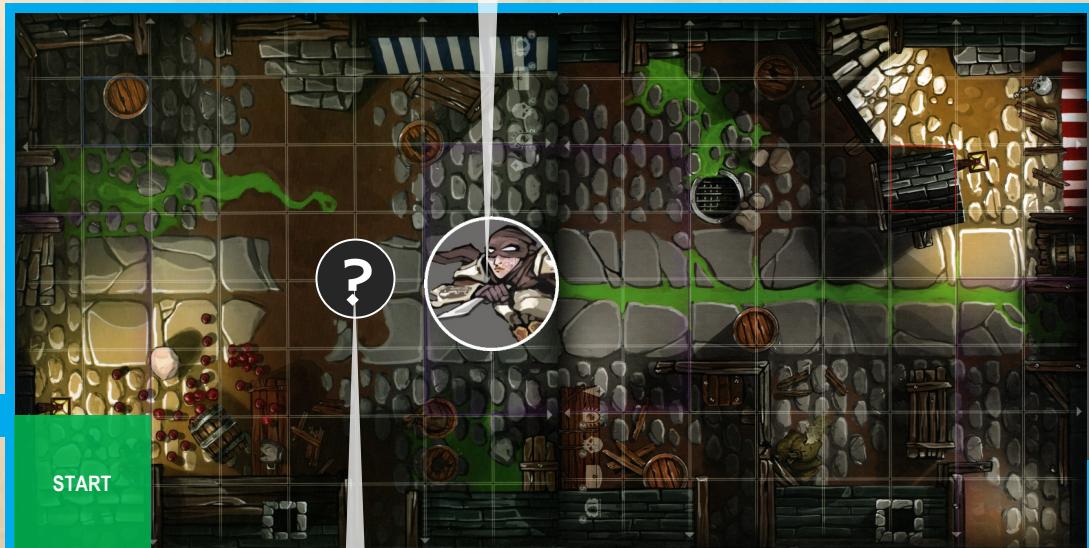
Blade captains and
Thieve minions



The Rat King
Darkness Deck

TILE I SETUP

Blade (Mutated)
Draw captain mutation cards based on Darkness Influence.



Combined Tile

START

FLEE

SETUP

Thieves

 Populate with an *Initial Spawn* (based on the number of heroes).

- Ignore all realm tile legends. A maximum of 3 treasures can be gained.
- Place an *Initial Spawn* (based on the number of heroes) of Thieves as shown.
- Place mutated Blade as shown: draw captain mutation cards based on Darkness Influence.
- The Darkness starts with 4 AP.

RULES

- Due to the bad light conditions all ranged attacks are limited to a maximum range of 3.
- Additional spawns: roll 2 **FD** at the start of each Darkness Cycle as long as there are still enemies on the tile. In case of a darkness symbol spawn additional enemies based on the drawn event card. These enemies spawn at the tile edge marked "FLEE".

FLEEING

Heroes can decide to flee. In order to flee heroes must leave on the tile edge marked "FLEE". In addition each hero that successfully flees rolls 1 **FD**. On a **Q** result, the hero has been pickpocketed and loses 5 Gold.

RESOLUTION

SUCCESS

If all enemies have been defeated the heroes win this quest.

- The heroes gain 1 Serendipity.
- Reduce the Darkness Influence by 1.



You strike down the last attacker and hurry to get out of this alley. Hopefully you will not be disturbed again this night...

FAILURE

If all heroes are defeated the heroes lose this quest. Refer to the *Defeated Heroes* section of the *Lands of Myth* rules.



Sometimes the streets of a town are not as safe as one assumes...



CAPTURED...



You slowly awake and open your eyes - but there's only darkness. Your head is aching and you have the metallic taste of blood in your mouth. The last thing you remember was hordes of enemies, surrounding you. One by one they struck your friends down until you were the last one standing. Then they overwhelmed you...



RESTRICTIONS

This quest can only be played if all heroes have been defeated and the event has been triggered (see Zero Vitality in the *Lands of Myth* rules).

GOAL

The heroes must defeat all enemies and escape the prison.

FAIL CONDITIONS

All heroes are defeated.

RWARD

- ◆ The heroes gain 1 Serendipity.
- ◆ Reduce the Darkness Influence by 1.

SPECIAL

Heroes cannot flee during this quest.

REQUIRES



Minions matching the current region



Random Agent



Treasure chest token



Matching Darkness Deck



The next day comes and with it you find out that you and your friends are in prison cells. You don't understand why the Darkness decided to capture and not kill you. Two days later you see a chance of fleeing when several minions try to beat you up in your cell. Using your improvised weapon you desperately attack...

TILE I

SETUP



Opened prison door.

As many minions as there are heroes.



Locked prison door,
can be opened only
from outside:

NCA,
TN:7



SETUP

- Ignore all realm tile legends. A maximum of 3 treasures can be gained on this tile.
- Heroes are split evenly into two groups. If possible, ensure that group 2 is the smaller group.
- Setup as many minions as the total number of heroes (not only group 1) outside of the cell next to group 1.

RULES

- Heroes start without their equipment. Instead each hero may take one of his brown starting items. This represents some improvised weapons the heroes made.
- The quest starts with the heroes in group 1 attacking the enemies.
- Heroes in group 2 have to wait until they are freed.
- Group 2 can be freed if a hero from group 1 moves next to the prison cell and successfully performs a **NCA, TN: 7** or a **Cunning Test, TN: 8** if using the Attribute hero cards. The hero may roll an additional 3 but has to draw a **Fatigue** card afterwards.
- Enemies do not attack, instead they try to flee. If any enemy leaves the "EXIT" edge add a *Heavy Spawn* to the



Read this after the tile has been cleared

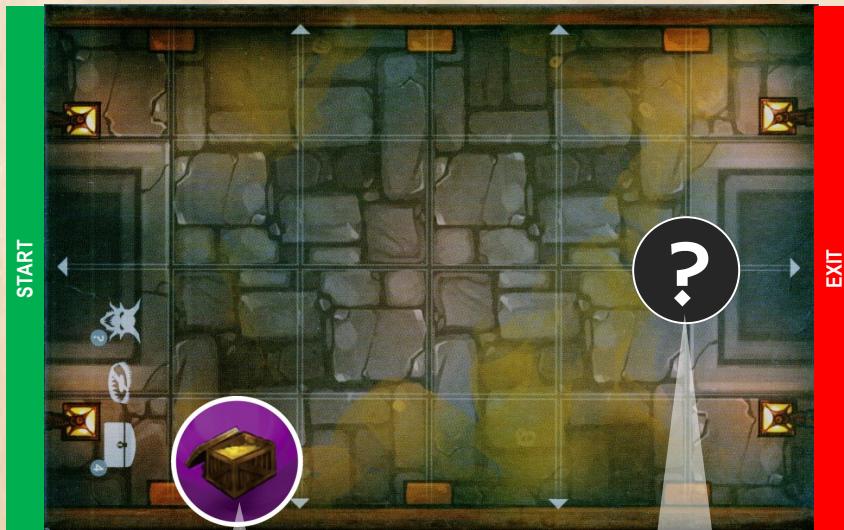
You are freed from your cells but still vulnerable. You must find your gear or get other weapons and armor to have a chance to get out of this prison...



As you flee the room with your prison cells you enter a hallway. You can see a chest next to the wall on your right and you hope that you can find something that might help you to escape this place. Just as you approach the chest you hear the noise of more enemies coming your way. Fleeing this place is not as easy as you might have hoped...

TILE 2

SETUP



Chest
(containing all heroes gear)

Place an *Initial Spawn*.
If any enemy escaped on tile 1 also place a *Heavy Spawn*.

SETUP

- ♦ Ignore all realm tile legends. A maximum of 4 treasures can be gained on this tile.
- ♦ Place an *Initial Spawn* (based on the number of heroes).
- ♦ If at least 1 enemy escaped on the previous also place a *Heavy Spawn*.
- ♦ Place the chest token as shown.

RULES

- ♦ The chest contains all the gear of the heroes. A hero that is next to the chest can spend 1 MP to get 1 piece of gear. Randomly draw 1 item (from the deck of all hero items that are contained in the chest). Primary, Secondary and Accessory items can be equipped immediately, all other gear can only be equipped once all enemies have been defeated.
- ♦ A hero can throw an item to another hero by spending 1 MP. The catching hero rolls 1 D10: on a 5 or more he manages to catch the item. If the hero misses, the item lands 1 square away behind the hero (hero chooses eligible from eligible squares) and can be picked up normally.
- ♦ During each Refresh Phase roll 1 D10. If you roll a Darkness symbol spawn as many minions as there are number of heroes. Enemies will spawn on the tile edged named "EXIT".
- ♦ Once there are fewer enemies on the tile than there are heroes, the enemies will no longer attack. Instead, they will try to flee. If any enemy leaves the "EXIT" edge add a *Heavy Spawn* to the next tile.
- ♦ Once the tile has been cleared no more enemies will spawn during the refresh phase. Heroes can now take their gear and equip it.



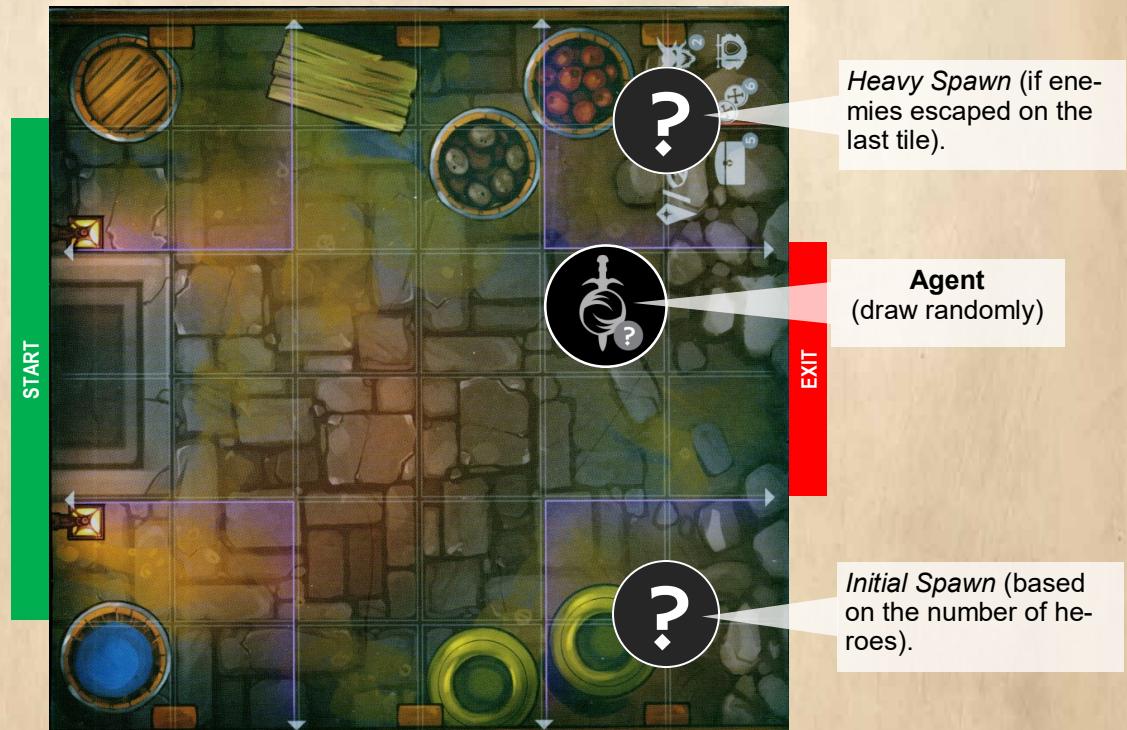
Read this after the tile has been cleared

Having the last enemy defeated you take and equip your remaining gear. You feel much more confident now, with all your weapons and armor. Now let's get out of this prison...



As you run into the next room you can see the outside through a shattered door. You almost made it, just a few meters... Suddenly, all hell breaks loose. Hidden enemies burst out of their hiding places, sending crates and their contents through the room. Then, slowly, an agent of the Darkness enters the room. "Hello my friends. You really want to leave us already? That's saddening me. We've planned a very special surprise for you...". Before you can react he immediately attacks you.

TILE 3 SETUP



SETUP

- ♦ Ignore all realm tile legends. A maximum of 4 treasures can be gained on this tile.
- ♦ Place an *Initial Spawn*. If at least one enemy escaped on the previous tile also place a *Heavy Spawn*. Place the spawns on the marked locations (?).
- ♦ Draw a random Agent place it one the shown location.

RULES

- ♦ The agent immediately activates and attacks the heroes.
- ♦ During each Refresh Phase roll 2 FD. If at least 1 O result is rolled, spawn as many minions as there are number of heroes. Enemies will spawn on the tile edged named "START".
- ♦ Once the Agent has been defeated no more enemies will spawn during the Refresh Phase.

RESOLUTION

SUCCESS

If all enemies have been defeated the heroes win this quest.

- ♦ The heroes gain 2 Serendipity.
- ♦ Reduce the Darkness Influence by 1.



As you strike down the Darkness servant you stumble for the exit and run for your lives...

FAILURE

If all heroes are defeated the heroes lose this quest.

- ♦ Play the quest *Doomed* next.



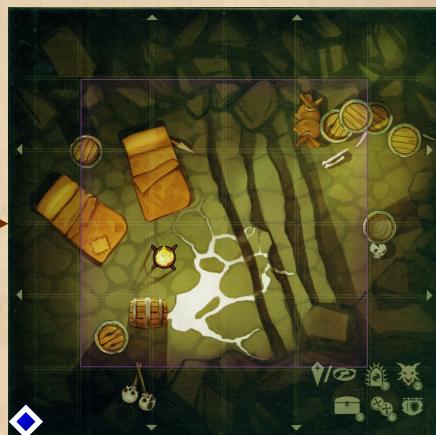
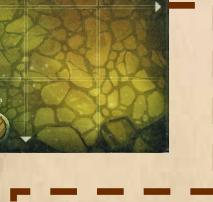
The Darkness has brought one of its strongest servants... too strong for you as it seems. The world goes dark around you. Once again...



Doomed...



You awake once more... You are chained to the wall, unable to move. You slowly begin to remember... they overwhelmed and captured you ... you tried to escape from their prison but failed... while you still try to remember everything that lead you to this miserable situation your attention is caught by movement coming from the corridor. Seconds later, several cloaked figures enter the room.



◆ These tiles are from the *Realm Tile Supplement 1*. If you don't have these tiles use any tile of your choice with the same size.

◆ These tiles are from the *Realm Tile Expansion 1*. If you don't have these tiles use any tile of your choice with the same size.

RESTRICTIONS

This quest can only be played if the heroes failed at the *Captured...* quest.

GOAL

The heroes must escape.

FAIL CONDITIONS

All heroes are defeated.

Reward

- ◆ The heroes gain 2 Serendipity.
- ◆ Reduce the Darkness Influence by 1.

SPECIAL

None

REQUIRES



Minions / Captains matching the current region



Random Agents



Matching Darkness Deck



Devadika miniature
(or token)

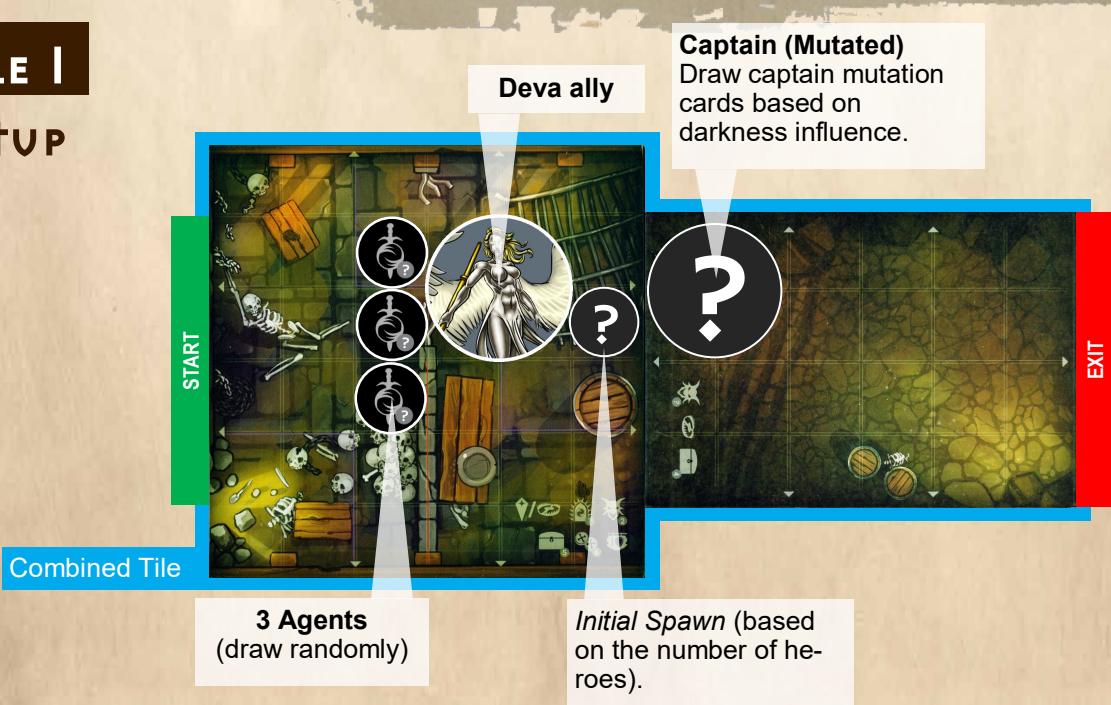


You can feel that the Darkness has sent some of its most powerful servants. One of them steps forward, slowly taking off his cape. In a dark, whispered voice he speaks to you. "This is all the Light has sent? Well my friends, don't worry, it won't take long...". The three Agents begin to chant, performing some dark ritual. More and more of the Darkness' minions pour into the room, silently watching ... Moments later you scream in pain. It feels like if your soul is ripped from your body. You cannot move. You cannot fight. There's no escape. Your are doomed. Is this the end?

As you are about to give up, succumb to the darkness, a blinding white light explodes in the room. A split second later, you are freed from your chains while the three agents fight against some kind of ... angel? The Light has come to your aid...

TILE I

SETUP



SETUP

- ♦ Ignore all realm tile legends. A maximum of 4 treasures can be gained on this tile.
- ♦ Place 3 random agents as shown.
- ♦ Place an *Initial Spawn* (based on the number of heroes) as shown.
- ♦ Place a mutated captain as shown: draw captain mutation cards based on Darkness influence
- ♦ Place the Deva ally as shown.

RULES

- ♦ The Darkness starts with 3 AP.
- ♦ All heroes gain the *Weakened Soul* status effect. (*Weakened Soul*: The hero rolls 1 fewer **D10** and 3 fewer **FD**).
- ♦ At the start of each Darkness Cycle, as long as at least one agent is still alive, roll 2 **FD**. In case of a darkness symbol, spawn additional enemies based on the drawn event card. Enemies spawn at the tile edge marked "EXIT".
- ♦ Heroes can decide to leave the tile on the edge marked "EXIT" even if there are still enemies left. Run while you can ...



Read this after the tile has been cleared or if the heroes have fled the tile

You can't believe you got away. That angel thing saved you at the last moment. You move as fast as you can and try to escape your prison...



You run through the corridors, searching for an exit. There are dozens of corridors to choose from. You take the one that seems ... right. Somehow, you manage to find the correct way leading towards the exit. Was it pure luck or did someone, something guide you? You have no time to further think about it. As you enter a last room, you can see sunlight. You've made it. The only thing that stands between you and your freedom are some minions and two captains that guard the door...

TILE 3 SETUP



Captain (Mutated)
Draw captain mutation cards based on Darkness influence.

Initial Spawn
(based on the number of heroes).

Captain (Mutated)
Draw captain mutation cards based on Darkness influence.

SETUP

- ♦ Ignore all realm tile legends. A maximum of 4 treasures can be gained on this tile.
- ♦ Place an *Initial Spawn* (based on the number of heroes).
- ♦ Place two mutated captains as shown and draw mutation cards based on Darkness influence.

RULES

- ♦ There are no special rules for this tile. Defeat all enemies and escape!

RESOLUTION

SUCCESS

If all enemies have been defeated the heroes win this quest.

- ♦ The heroes gain 2 Serendipity.
- ♦ Reduce the Darkness Influence by 1.



Against all odds you managed to escape certain doom. You will live another day, able to tell the tale...

FAILURE

If all heroes are defeated the heroes lose this quest. Refer to the *Defeated Heroes* section of the *Lands of Myth* rules.



This was too easy... The Darkness overwhelms you and the last thing you remember are more enemies closing in...

DESIGNER'S NOTES

I've designed *Lands of Myth* for my gaming group. We love Myth but there are several things we wanted to change. I will list these things and describe how I changed them. This will hopefully allow you to decide if *Lands of Myth* is for you (or not).

KEEPING ITEMS, GOLD, SERENDIPITY ...

Myth is designed so that heroes acquire items as well as gold and serendipity during a play session. If you play a module you can keep your items but after that you would reset things. I wanted to have a more RPG feel: heroes will keep everything they acquire. To achieve this, I needed to alter the way heroes gain items. I've thus created white item cards that allow heroes to progress from brown → white → to green etc. To make things more interesting, not all items can be gained everywhere. Instead *Lands of Myth* distributes items to regions - areas of the Myth map.

REGIONS

A region is a small part of the world of Myth. Heroes travel from region to region and each region has an certain difficulty. Many things are region specific: certain merchants, enemies that are encountered and the items the heroes can gain. For example, in the 1 skull difficulty regions heroes will be able to gain white items, while harder regions will award the players with more advanced items. A region will typically integrate with a module (3 acts) as well as several fully-fledged quests (each the length of a module act or shorter) and if combined with *The Deep Dark* heroes can even venture into truly horrific dungeons!

QUESTS

Quests in *Lands of Myth* come with pre-defined setup rules and are more like a (short) module act. If you prefer playing Free Form Adventures you are welcome to do so and I've provided a rough guideline how to integrate this form of questing into *Lands of Myth*.

HERO PROGRESSION

Developing a hero in Myth can take a very long time. I wanted to have a somewhat quicker progression. Over the course of 4-5 play sessions (each around 4-5 hours long) we wanted to bring a new hero to Journeyman and complete the first region. In addition, there are special hero cards (with a yellow flame) that can be added to a hero deck once unlocked.

DEATH & INJURIES

Myth can be quite harsh and heroes may die. For a continuous campaign I wanted to change this. In order to have a death penalty I've developed special Injury Hero Cards. These special hero cards are played just like other hero cards but have negative effects for the hero. Injury hero cards are added to a heroes deck and are a reminder that you failed. Of course, there are ways to get rid of them - at a cost.

MONSTER AND LAIR VARIATIONS

The last thing I've added are monster and lair variations via the so called mutation cards. I always thought that captains and lairs could need some love and the mutation cards allow for some additional difficulty scaling as well as variation when encountering them.

A NOTE ON DIFFICULTY

Depending on personal preferences you may want to change the difficulty when playing a *Lands of Myth* campaign. There are a lot of variables that can influence how difficult you experience Myth and unfortunately I think it is currently impossible to satisfy everyone's taste out of the box. Here are some tips to change the difficulty even on the fly during your play sessions:

- ◆ Use the Enhanced Spawn Lair cards if you play with 3 or more heroes as the increased Normal / Heavy Spawns will make it more challenging.
- ◆ Assign more/less mutation cards to captains and lairs or change the mutation deck (remove easy/hard cards).
- ◆ Spawn more/less monsters from lairs by a fixed number e.g. 1 minion/hero.
- ◆ Visit the dungeons from *The Deep Dark* - these provide a real challenge to even the best heroes!
- ◆ If you really like a hardcore experience you can activate the Darkness at 5 instead of 6 AP.

