

MYTH
MODULE

STONE of LIFE



STORY BY Brian Shotton



How to USE THIS MODULE

Myth Modules are detailed story events that take place over numerous realm tiles. The decisions that players normally get to make when setting up a realm tile have been removed. Instead, all the decisions have been made for you. The players enter and exit tiles as dictated in the Tile Setup sections.

First, players should look at the upcoming map for the act, the goal, and fail conditions. Then players should proceed to the current act header starting with act 1. Read the lore aloud for each player, giving them the background for the current story.

Next, one player should set up the current tile based on the information found in the Tile Setup section. Once this is finished, one player should read the intro text for the current tile. Then, players encounter the tile. Once this tile is cleared, proceed to the next section.

Finally, when an act is completed, one player reads the resolution and performs any required steps found in this section. At this time players also receive rewards listed at the beginning of this act on the map page.

GENERAL RULES

Ignore all realm tile legends and lairs do not start with an initial spawn.

Use the Terror with 1000 Legs darkness deck.

For this module, setup the treasure bag with the following numbers: 30 white treasure tokens, 15 green treasure tokens.

DIFFICULTY

This module is a one skull difficulty. This means that the players should attempt this with novice heroes, starting gear, and no upgrades.

IMPORTANT NOTES:

Intro text should always be read before encountering the tile and is preceded by the following icon: 

If there is an interlude between tiles it should be read after clearing a tile but before setting up the next tile. Interlude text is preceded by the following icon: 

Setup sections and any reference required for these sections have a white background.

REQUIRED COMPONENTS



Myth Base Game



Crawler models and monster cards.
(Terror with 1000 Legs boss,
Stalkers, Crawlers)



Crawler Lair x2, Quest tokens x4, Green Trigger token, Rune tokens x4, Web tokens x5, Crate tokens x3, Bookcase tokens x2, Table token x1, Poison tokens x5, Burned Bodies token x1, Anti-Venom Potion x2, Altar to la token x1, Iathi Lair token x2, and Underground Entrance token x1.

These stories have been broken up into three acts. The successful resolution of each act is a great stopping point between game sessions.

TEACHING MODULE

If you have played Myth and feel comfortable with how Myth is played, then you may proceed to Act 1 on page 3.

If you have never played Myth, then prepare the area with the required components using the instructions on page 3. Open the Teaching Module book to page 1; this book is meant to be used side-by-side with the Stone of Life module.



RIVER FALLS

Restrictions

Heroes cannot abandon any realm tiles.

Goal

Get to and protect Piper.

Fail Conditions

The heroes lose if all the heroes die, if they abandon a tile, or Piper dies.

Reward

The heroes gain 2 Serendipity and 8 gold.

Special

At the end of the act, the players may visit two merchants.
If you are using the **Teaching Module**, do not add AP to the Darkness
Meter during Tile 1.

Act

I THE JEWEL IN THE WATER

Ill-fated fortune has brought you to River Falls. Heat shimmer bathes the hard-packed dirt. A hot wind blows dust up into your eyes. You begin to think River Falls' name was ill-conceived.

Gaunt faces greet you, drawn and starving. Hopeless eyes trace your path into the center of town. A man rises from the shade of a dying tree and walks over to you. He lowers a makeshift dust mask from his face. He introduces himself as Warren, River Falls' lay-leader.

Dire words follow. He weaves a tale of hardship and woe. It seems a sacred jewel has been stolen from a local holy site. He goes on to explain the founding of River Falls. Though you could not tell now, it is located next to a once-mighty river. Behind the waterfall the town is named after is a shrine that held a stone—an unpolished jewel.

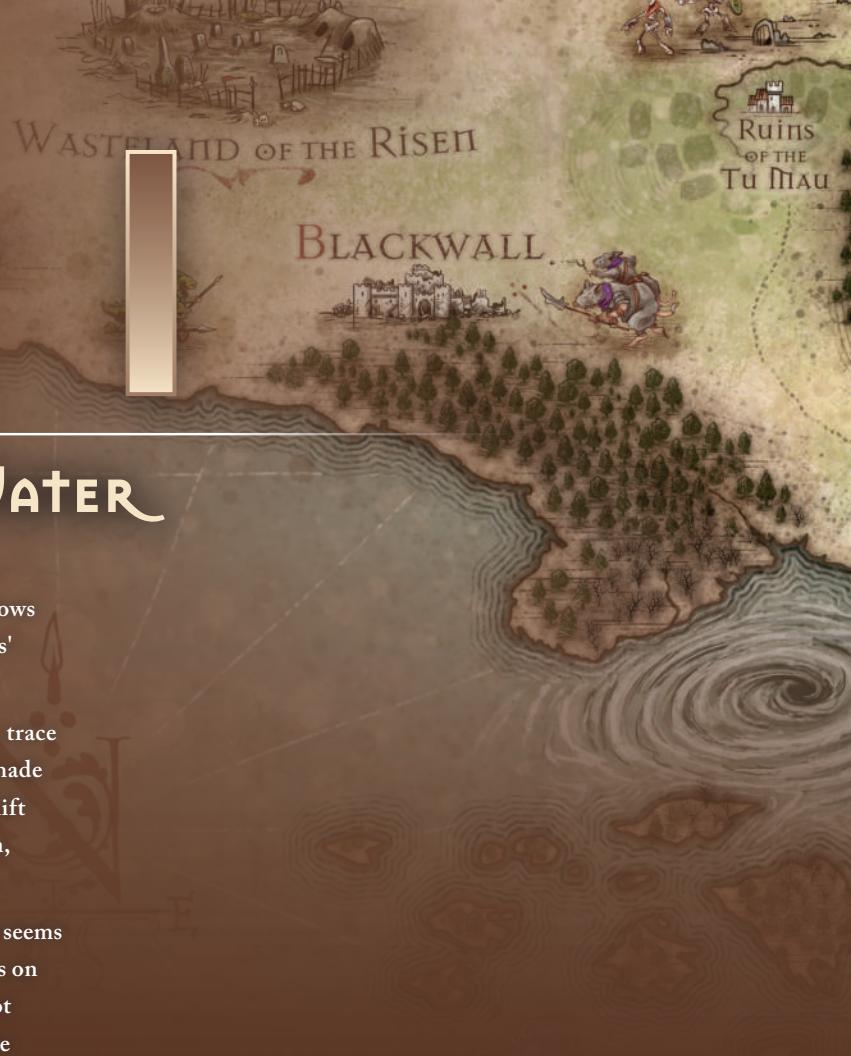
"The jewel protects this place. We have left it unprotected and a thief has taken it from us. Our apathy has offended the Mother. Now the crops wither and the river has dried up. We are lost unless we can recover the Stone of Life.

"None who know what that jewel does would dare enter the cave, let alone steal it. The stone brings life as long as it rests upon the altar. Separated from the shrine, the stone brings death.

"It is prophesied that the jewel and prosperity are interwoven. Not just prosperity for River Falls, but for the whole of the four kingdoms. This darkness will spread.

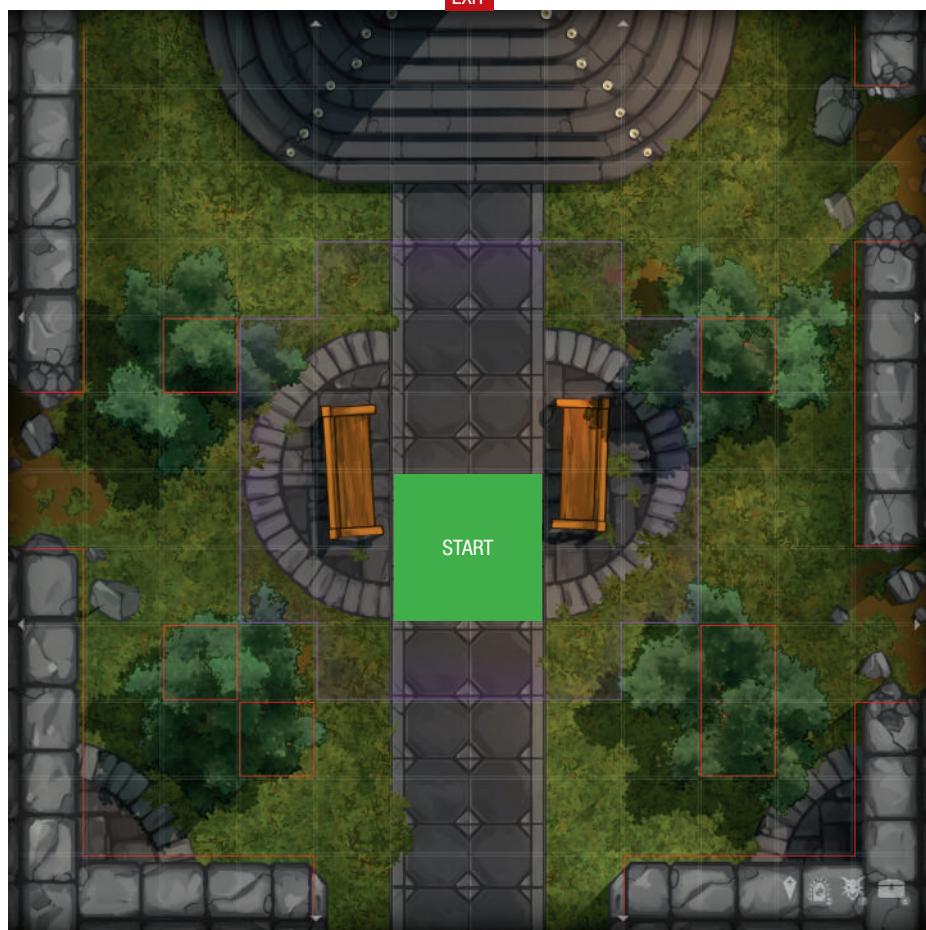
"To steal the jewel would be to bring death down upon all people and yourself. Whoever did this...doom will surely find them."

He tells you they are holding a stranger in the garrison, but she refuses to talk. Her name is Piper. She says she knows nothing of a jewel, but her eyes speak of fear and lies. He suggests you start with her.



TILE I

SETUP



REFERENCE

1. **Shaken Ground Trap:** Refer to the Shaken Ground trap card.



 After Warren has spoken with you for a time, the people of River Falls begin to appear in windows and doors. Too curious to not see what is going on; not brave enough to leave the shelter of their homes.

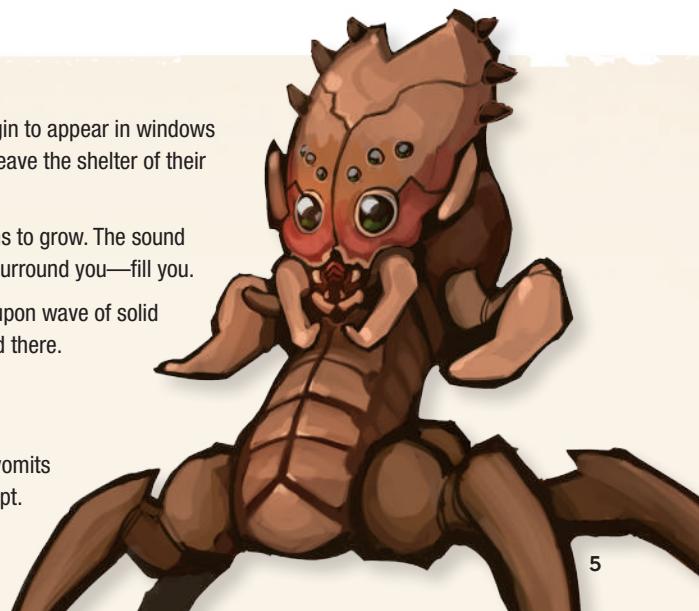
Warren is about to direct you to Piper, when the clicking of Crawler mandibles begins to grow. The sound becomes increasingly loud. Warren, frightened, begins to run. The sound seems to surround you—fill you.

Suddenly, the ground buckles and groans. Earth made malleable. Water-like, wave upon wave of solid earth radiate from the middle of town. Ground gives way. Sinkholes appear here and there.

The dry earth, void of strength, crumbles.

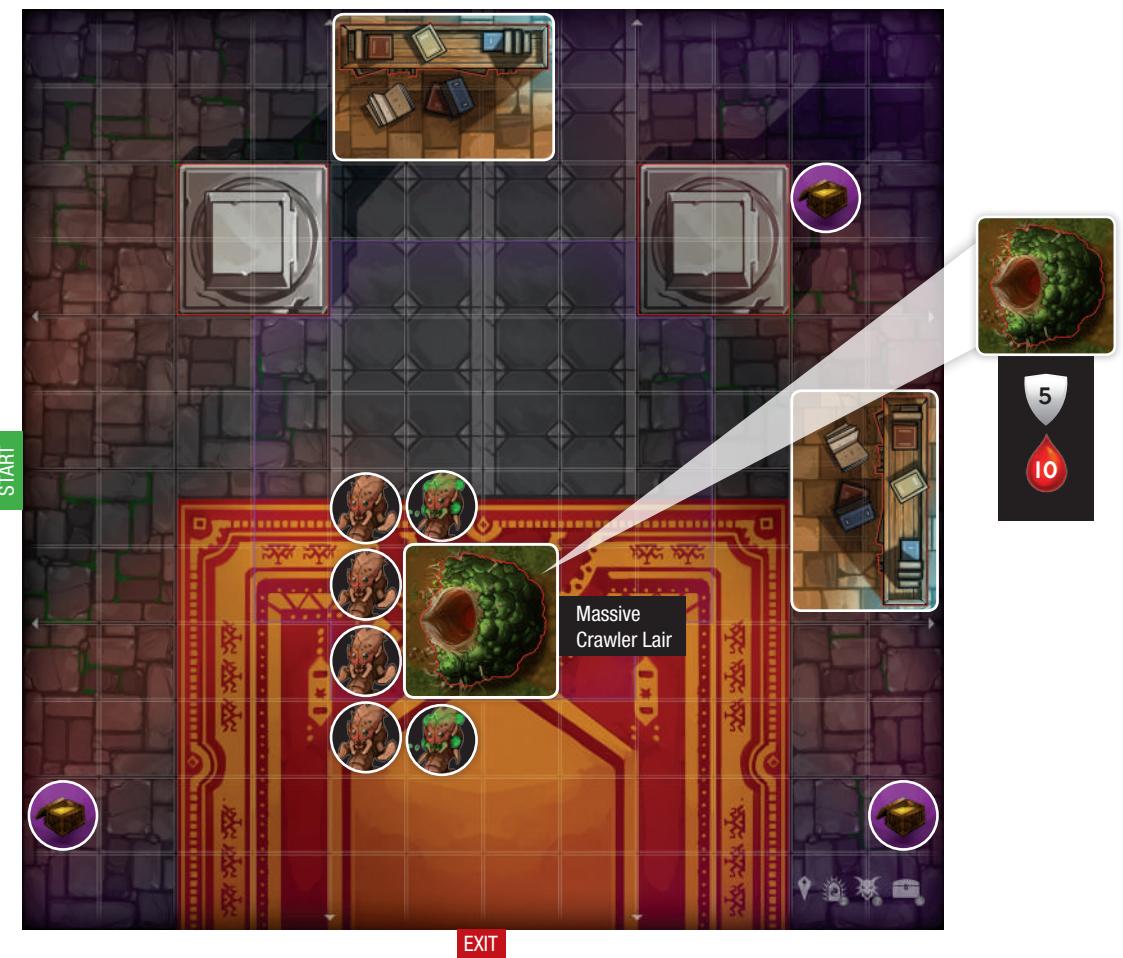
Death has come for River Falls.

Near the walls of the prison a larger sinkhole opens. A mass of chittering Crawlers vomits from the newly-formed abscess and pours into the garrison where Piper is being kept.



TILE 2

SETUP



REFERENCE

- 1. Crate (Crate token):** Crates may be searched by a player who ends their turn adjacent to a crate and spends 1 MP. Discard the token and then roll 1 on the following table:



- 3. Bookcase:** Each bookcase may be searched once by a player who ends their turn on the bookshelf realm object and spends 1 MP. That player then rolls on the following table:



Roll	Reward
1-5	Gain 2 gold.
6-9	Gain 4 gold.
10	Draw 2 Green items then choose 1.

Roll	Reward
1	Gain 2 gold.
5-6	Gain 1 Anti-Venom potion.
7-9	Gain 4 gold and 1 Anti-Venom potion.
10	Draw 1 Green item card and 1 Anti-Venom potion.

- 2. Massive Crawler Lair:** This Crawler lair has more vitality and greater defense than normal lairs.





Outside the small, stone-walled garrison the earth still rolls like the waves before a storm. The faces that once peered out of windows and doors have vanished. In their place, fearful screams cover River Falls.

You have never seen anything like this before. You have to get to Piper. She must be saved and convinced to lead you to the stolen jewel.

The garrison has clearly not been used in many years. It has become more of a storage building than the last line of defense for the town. Dusty bookcases, overturned tables, and stacks of crates dot the walls.

In the center of the empty barracks room is a massive Crawler lair, unlike any you have seen before. The surface is covered in Crawlers. They swarm and move around it. They protect it.

To the left of the lair, you can hear a woman screaming. It must be where Piper is being kept.

TILE 3

SETUP



REFERENCE

1. **Webs Trap:** Refer to the Webs trap card.



2. **Piper (Quest token):** Piper has been bit and is poisoned. The heroes must cure her of the Poison status effect within 5 hero cycles or she dies.



Piper may be cured by a player who ends their turn adjacent to her, and uses an Anti-Venom Potion or a Hero ability that cures poison.





The small room is crowded.

In the corner of the far cell is an unconscious woman. She doesn't look well.

Between you and her is a small hunting pack of Crawlers and one Stalker.

The unholy thing's stinger still drips with poison. It turns to face you completely, its claws clicking instructions to the Crawlers it accompanies. Quickly, the creatures form ranks. They clearly don't want you to save Piper.

RESOLUTION

The attack on River Falls was unlike anything you had ever witnessed. Crawlers were not smart and rarely organized, yet their purpose here was clear—the attempted assassination of Piper.

They were almost successful. Though still recovering from her near-death poisoning, she is already willing to tell you everything.

She is in over her head, that much is clear. She tells you that she is from Fallen Guard. That a stranger visited her a fortnight before and paid her handsomely to steal a stone. He provided a map and all the instructions she needed.

"I couldn't believe how easy it was to get behind the Finger. I mean, who would even try to go there, but there I was. It was easy money," she says. "There was nothing special about it. The stone. It was just an old rock. Maybe twice the size of a chicken egg. It was sitting in a worn and broken statue of a giant insect.



"But after I took it, climbing back up the slope along the river north of the Finger, a great sense of dread fell over me. From the cave behind the waterfall, I heard an inhuman shriek. Then the ground started to shake and roll. I fell and the stupid stone tumbled from my hands into the water.

"Crawlers chittering began to sound around me, so I ran. I ran here. To River Falls.

"I had no idea. You have to believe me."



REWARD

The heroes gain 2 Serendipity and 8 gold.

The heroes may also visit two merchants.
Merchant draws are random.





A Many-Legged Question

Restrictions

Heroes cannot abandon any realm tiles.

Goal

Defeat the weakened Terror with 1000 Legs and destroy all the Egg Sacks.

Fail Conditions

The heroes lose if all the heroes die or if they abandon a tile.

Reward

Each surviving hero may manipulate their hero deck with 1 advanced hero card.



Act 2

A MANY-LEGGED QUESTION

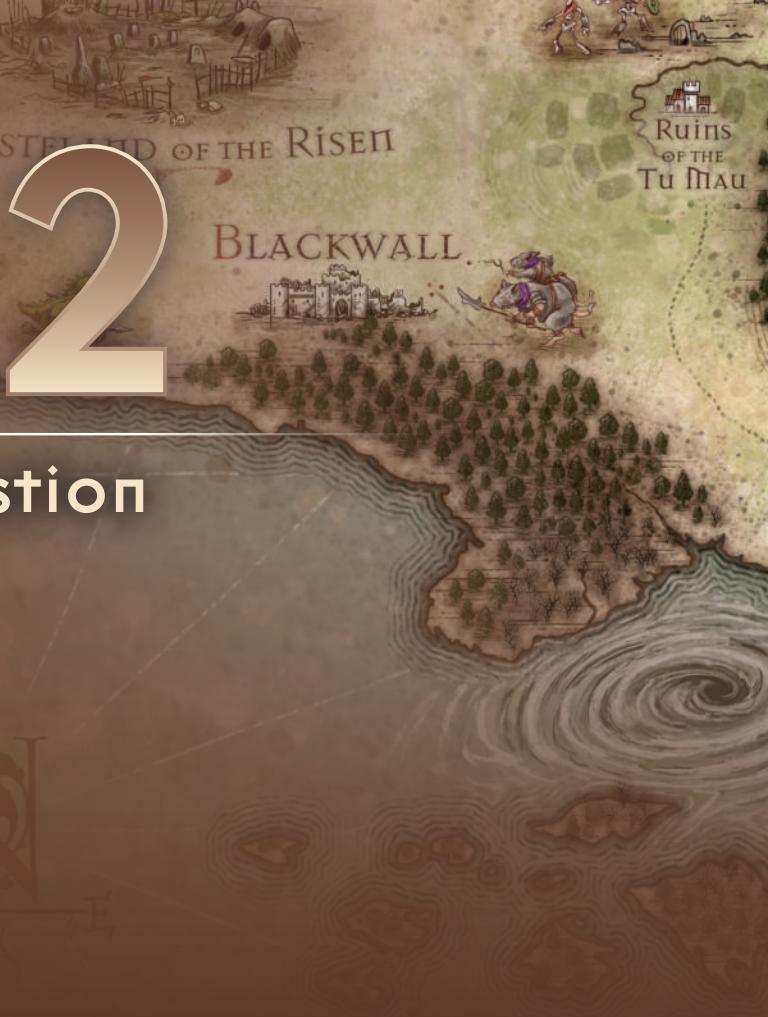
River Falls is located upriver from the mighty waterfalls. You carefully move up toward the Finger, south of River Falls. They call the place the Finger of God. It is a sight to be seen, for sure. In that one place, the two largest rivers in the four kingdoms, the Faeduin and the Esme, pour down into a massive gorge. To the east lay Fallen Guard and Waconda. To the south, the seat of power Three Rivers.

The majesty of the Finger cannot be easily understood. It takes all that you are and makes it feel tiny—insignificant. Water roars down from the Finger in violent white water. But not today. Today, the dry stones of the once mighty Faeduin lay bare for all to see.

Tracing the path Piper used to escape, you descend into the Finger's basin. Off in the distance, to the south and west, you can just make out Moonglow Spire rising from the dark green of the Blackwood.

Already, the basin is drying up. The water is already a woman's height under the moss-line. Trees and other flotsam create a surface over what water remains. You step carefully down the rocky slope.

Curiously, you have yet to encountering any of your crustaceous friends. In fact, if the river wasn't dried to your right, and the sun wasn't cooking you in your armor, and the wind wasn't hot and smelling of too-green insect goo, and if you didn't have this weird feeling you were being watched, it might be pleasant.

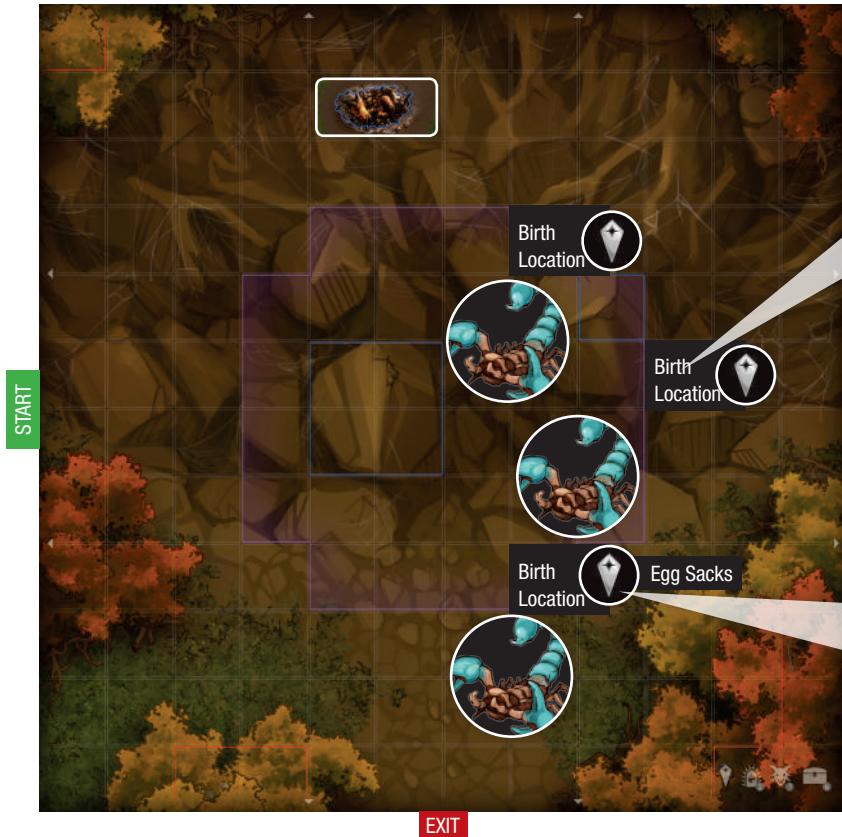


The Finger no longer feels otherworldly. It feels tainted. Feral. Every step becomes more difficult. You don't want to go farther down. The place feels sacred and your intrusion wrong. Fear begins to creep along the edges of your mind. Thoughts of death and sacrilege hunt you. But, on you step. Slowly. Carefully. Down.

Something doesn't feel right. You had heard tales of bad fortune, but nothing like what Piper described. There is something sinister here.

Off to the right, in the direction of the cave, you can hear rustling—the movement of dry underbrush and the clicking of Stalker claws.

Tile I Setup



REFERENCE

- Egg Sacks (Quest token):** There are three Egg Sacks on this tile. Mark the Egg Sacks using Quest Tokens. In the Trap Results of the Refresh Phase, each Egg Sack on the realm tile performs Birth.

Egg Sacks may be targeted by an attack: TN 3, Vitality 3. When an Egg Sack is defeated, remove it from the realm tile.
- Birth (Poison Counter):** Place 1 larva in each Birth Location with an adjacent Egg Sack. Each larva may be targeted by an attack: TN 3, Vitality 1. In the Quest Results step of the Refresh Phase, each larva is replaced by a melee Crawler which activates immediately.
- Stalkers:** The Stalkers protect the Egg Sacks. Ignore their normal Priority. They will stay within two squares of an Egg Sack if they or the Egg Sack has not received damage. When a Stalker is attacked or an Egg Sack is attacked, the Stalkers attack the first Hero to do damage until that Hero has been killed. The Stalker cannot be taunted away through any Hero ability card. If a Hero dies, then the Priority is reset. If the Egg Sacks are destroyed, the Stalkers reset to their normal Priority.



- Desiccated Bodies (Burned Bodies token):** Bodies may be searched by a player who ends their turn adjacent to the **Burned Bodies Token** and spends 1 MP. Discard the token and then roll 1 on the following table:



Roll	Reward
1-5	Gain 2 Malice tokens or gain 1 gold.
6-9	Gain 3 gold.
10	Place 1 blue treasure token into the treasure bag.



The sound grows louder until you enter a clearing and see them. Three stalkers move around four large clusters of eggs. They drag bodies here and there, placing them close to the egg sacks. They are preparing for births...

The Stalkers notice you, but do not move to attack. Instead, they continue with their work. Dragging bodies over the dry brush.

You have never seen a Stalker not act on instinct, attacking at first sight. Something is controlling them. Guiding them.

TILE 2 SETUP

REFERENCE

- Stone of Life:** Create a quest cup with the 4 Rune Tokens.



Place three Quest tokens along the dry river bed as shown. Quest tokens may be searched by a player who ends their turn adjacent to the Quest token and spends 1 MP. Discard the token, draw from the Stone of Life cup, and consult the table:

Rune Token	Reward
	Yellow Rune Ring of Niria Blue Item
	Blue Rune 1 green item of the player's choosing
	Red Rune Helm of Command Blue Item
	Green Rune Stone of Life (if drawn, read Stone of Life Interlude)



The path leads to the edge of the basin. The receded water has laid bare things that have not seen the light in an age or more. Clumps of debris and moss-covered baubles call to you.

You remind yourself you are here for a reason, but the promise of treasure is overwhelming.



STONE OF LIFE INTERLUDE

Could it be?

You brush off moss to reveal more and with it comes a large piece of crusted dirt. Deep blue crystal peeks from within the earth shell. With a little more work the whole of the Stone of Life is revealed.

It shines. Light enters and never escapes, eternally bouncing from facet to facet.

Hope wells within you. You must return the Stone of Life to its altar. You place it into a small bag at your belt and continue.

TILE 3

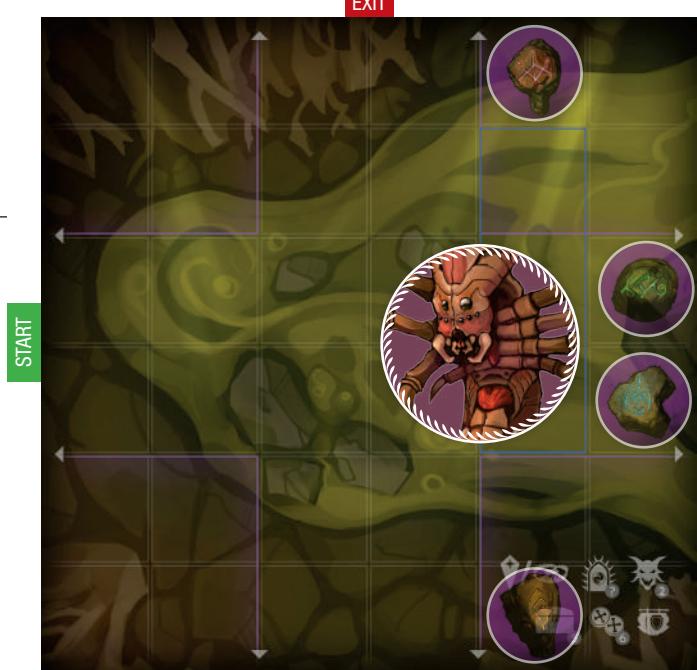
SETUP

REFERENCE

- Weakened Terror:** The players must defeat Stage 1 of the Terror with 1000 Legs. In this case, the Terror does not advance to Stage 2. When the Weakened Terror is defeated, read the Terror Interlude.

- Stone of Life:** Place the remaining Rune tokens from the quest cup into the specified squares on the realm tile. If the Terror is defeated without recovering the Rune tokens on this realm tile, remove them all except for the Green Rune token.

If the Stone of Life interlude has not been read, read it once the Weakened Terror is defeated.



In front of you is a massive creature with too many legs to count. A monstrous centipede thing attached to a semi-translucent egg bag. Within the bag float a dozen more egg sacks. It is planting them.

It sees you and unleashes a high-pitched piercing scream that seems to fold over on itself as if the scream was of many and not one.

This one isn't driven by instinct. You have found their mother.



TERROR INTERLUDE

As it writhes in pain, it screams louder and rips itself from the cumbersome egg bag. You prepare for the final battle, but it doesn't come. Once removed from the sack, the Terror rises up. Across its abdomen, where the egg bag was attached, is an opening the size and shape of the Stone of Life.

Though injured, the Terror moves with blinding speed. It retreats deep into the cave behind the waterfall.

You realize that the Terror with 1000 Legs is the altar for the Stone of Life. Without the Stone in place, the Terror awoke.



STONE OF LIFE INTERLUDE

Could it be?

You brush off moss to reveal more and with it comes a large piece of crusted dirt. Deep blue crystal peeks from within the earth shell. With a little more work the whole of the Stone of Life is revealed.

It shines. Light enters and never escapes. Eternally bouncing from facet to facet.

Hope wells within you. You must return the Stone of Life to its altar. You place it into a small bag at your belt and continue.

RESOLUTION

How are you going to return the Stone of Life? That thing is a monster. You just gave it everything you had and it made it worse. It made it angry and free.

But, you have to try. You prepare yourself for the long, dark of the caves. You will track it down and plunge the Stone into its chest even if you have to die doing it.

Into the black of the cave you challenge the darkness, "Prepare yourself, thing. Heroes come for you."

Only your echo comes back to you. You don't feel more brave. You only feel foolish. It always sounded heroic in the stories, when the heroes would shout brave words to themselves and to heaven.

Now you know better. Now you know those things never actually happened. Ignorance is bliss. Ignorance is living.

You remember a man telling you this several months ago. You were in a tavern searching for rumors. Searching for adventure. An older man, but not too old, turned toward you and said "Ignorance is living."

He had burn scars across his face and scalp. His left eye was cloudy. His left arm was missing under the elbow. When he knew you had heard, he just laughed. Laughed and smiled.

Rearranging your gear, you take your first step into the cave. With every step the temperature drops. The cave was cool. Quite a change from the burden of the unforgiving sun.

It will be easy to follow the Terror. It isn't hiding. It left a trail.



The Terror crawled silently from the burrow. None of the townsfolk of River Falls noticed it emerge from the hole in the shadow of the barracks. It scuttled along the edges of the buildings unseen. As it moved, it spread its webbing.

When it finally struck several hours later, there would be no escape for anyone in River Falls. They ran and screamed until they were caught up in the Terror's trap. They screamed and died.

None escaped.

Later tomorrow, the heroes would emerge from the same burrow and witness the horror brought upon the town of River Falls. They would weep and be forever changed.



REWARD

Each surviving hero may manipulate their hero deck with 1 advanced hero card.



RIVER FALLS

RESTRICTIONS

Heroes cannot abandon any realm tiles.

GOAL

The heroes must defeat The Terror With 1000 Legs.

FAIL CONDITIONS

The heroes lose if all the heroes die or the heroes abandon the tile.

RWARD

See resolutions for rewards.

SPECIAL

Players cannot use Serendipity to summon Merchants this act.



Act 3

A CHILD OF THE MOTHER

Nature is both amazing and frightening.

She at once made the Crawlers and that thing you hunt with all the legs. She also made the Finger of God and the cave which you walk through now.

You had expected something different. Having been in caves before, you knew they were dark and menacing things. But this cave is not.

The cave has minerals that glow with a soft, pleasant green light. A small underground stream flows out toward the cave entrance and the Finger's basin. Waterfalls under waterfalls.

Bright colored crystals grow in clumps near the glowing minerals, refracting the light around the walls of the cave.

You encounter a Crawler here and there. In small numbers, Crawlers are no threat to you. You had expected and continue to expect more.

From what you can tell, you are walking steadily upward. Every so often the cave contracts, bringing feelings of anxiety and being forever lost. But, those moments are few and far between. For the most part, the cave stays quite open and large.

The trail continues to move away from you, deeper into the cave. You expected to have fought the things again. You had expected an ambush or trap, but always the trail keeps leading away from you.

Up ahead the cave closes-in. On the other side, it opens again. It seems brighter. The sound of chittering Crawlers resonates against the stone.

Perhaps you had reached the final battle at last.



TILE I

SETUP



REFERENCE

1. Kelemite Deposits (Iathi Lair Realm Object):

The two lathi lairs are Kelemite deposits. They are not considered lairs for this module. They may be searched by a player who ends their turn adjacent to them and spends 1 MP. Discard the lair and then roll 1 on the following table:



2. Altar to Ia:

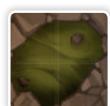
The Altar to Ia token may be searched by a player who ends their turn adjacent to the this token and spends 1 MP. Discard the token and then roll 1 on the following table:



Roll	Reward
1-9	Nothing
10	Kira's Tear Blue Item

3. Hole (Underground Entrance Realm Object):

The hole token is the exit up and out of this tile. If any hero ends their turn adjacent to the hole, they may leave the tile and cannot return.



Roll	Reward
1-2	Lucky Potion
3-6	Vitality Potion
7-8	Focus Potion
9-10	Shadow Potion



The cavern is large. Larger than any you have seen so far. It is also unnatural. It had been excavated. It had been made. On the far side of the cavern, the dug out earth slopes up to a hole that shines with the bright light of the day. It is the first hint of the sun that you have seen since entering the cave. And it is blinding.

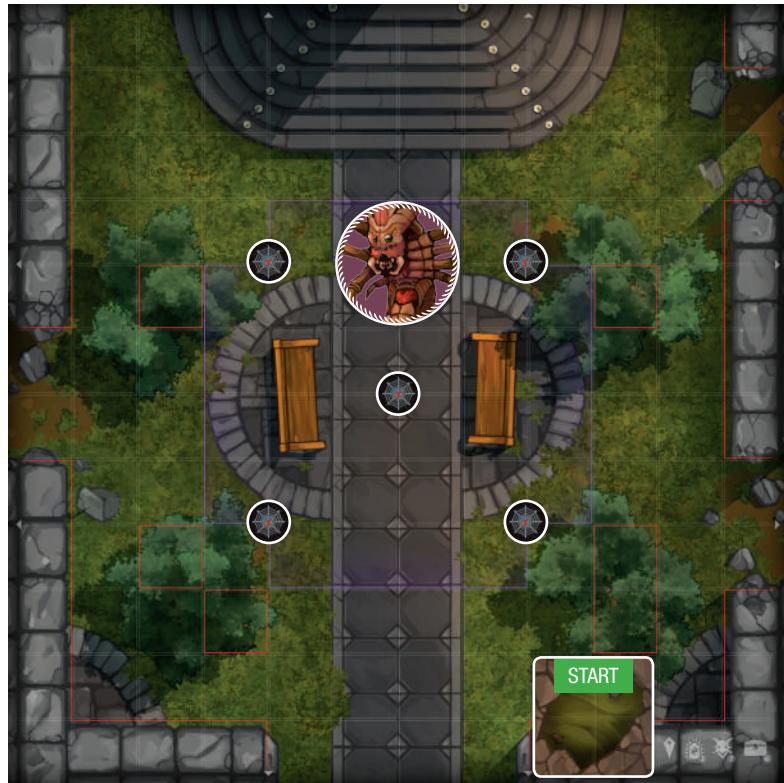
You must have walked all night. The trail clearly leads up and out.

In the middle of the cave is a Crawler nest. Around it walks a Stalker. Fighting through this would not be easy, but it isn't enough to stop you.

In your marrow, you know the Terror is waiting for you above. That it is indeed a trap. A trap you will spring.

TILE 2

SETUP



REFERENCE

- Terror with 1000 Legs:**
Use the Terror boss card. Use Stage 2 only.



- Stone of Life Altar (Terror with 1000 Legs):** The only way to defeat the Terror with 1000 Legs for good is to return the Stone of Life to its resting place inside the chest of the Terror.

To do this a player must be in the front two squares, adjacent to the Terror, have performed a successful Attack, and pass a NCA of TN 7.

If the Stone of Life Returns, the Terror goes dormant and is considered defeated.

- Webs Trap:**
Refer to the Webs trap card.



What have you done...

You were not ready. You had thought you knew what to expect, but nothing had prepared you. It is River Falls. The damn thing led you back here. It had taken out its anger and rage on the innocent people of River Falls.

You were here just a few days before. It is changed. The entire town is covered in a web of death. Strung up among the webbing, sealed in silk cocoons are the people of River Falls.

Most appear dead. Maybe some are alive. You won't know until after you deal with the Terror.

Above you, upon the roof of the garrison, the monstrosity waits. It hadn't been running from you; it had been leading you. Only now do you realize what you have done. You freed this thing and now innocent men, women, and children have suffered and died.

There, in the middle of the courtyard, is the body of Piper. She is not wrapped in silk. She is bloated with poison, her face frozen in fear and anguish.

You fight back tears and fail. You scream and curse at this thing you have unleashed. It doesn't appear to care. Ever-so-slowly, it slithers down to meet you in the middle of River Falls.

Resolution

The task is over. Though exhausted, you hurry to each cocoon and hope. In the end, not all the townsfolk are dead. Many are, however.

Warren lived. He thanks you for saving him and doing what you could for the town. He was adamant that without the Stone of Life returned everyone would have been dead anyway.

In the center of River Falls, the great stone form of the Terror rises high. In the center of the living-statue, the Stone of Life pulses bright.

It will be easier to protect here. The townsfolk can maintain it and pass on the story to later generations. They would be the protectors of the Stone.

You stay for the next few days to help clear the town of webbing, seal the burrow, and bury the dead.

The townsfolk keep thanking you. You wish they would stop. You don't want their gratitude. Why aren't they angry with you? Why don't they curse you with every shovel of dirt dug to bury a loved one?

They may be right, but you can't bring yourself to accept their thanks yet. You succeeded, yes...but the cost was high. Too high.

You feel guilt for what you couldn't do. And, you feel guilt for surviving, for living through something so many people didn't. You don't know how to marry the success and failure.

Already water returns to the Faeduin. The sun doesn't seem to be so hot. A cool autumn breeze blows in from the west. And far to the south, you can make out the roar of the Finger of God.

Life goes on. Ignorance is living. So is accepting.

Epilogue

Long ago, five jewels were fashioned. Keys to a prison long since forgotten to all but a few. Each jewel kept a child of the Mother dormant.

Deep under the basin of the Finger of God, the Mother waited—imprisoned. Awake and knowing. She could feel her creator moving things. Touching the fabric of this world. Directing everything toward her escape. An agent of Darkness sent that thief to steal one of the five keys and free one of her children.

Causation. Interconnection. Seemingly unrelated events. Even the Bright Legion couldn't see how they were linked. But she could. She could always feel him. She could always feel her children.

He would continue to work, unseen in this world. Her children would be free and in turn free her. It was only a matter of time.

Forgetfulness and disbelief is always the bane of the future. Generations pass, and the whither and whyfors are forgotten. So history repeats itself. Again and again. Over and over with each new age.

Reward

Each surviving hero earns the title Life-bringer.



Additionally, the heroes gain the Blue item Stone of Life.



Nice job completing your first module. There are many places players can go from here. There are more modules or you can try your hand at Adventuring (see page 28-29 of the Game Rules).

If you choose to do another module, maintain your characters, and make a campaign out of it, we suggest you do Avatar of Shadow next.

You'll find several free to play modules on our website: www.megacongames.com/downloads. Additionally, there are several more modules that exist that may be purchased.

The Terror crawled silently from the burrow. None of the townsfolk of River Falls noticed it emerge from the hole in the shadow of the barracks. It scuttled along the edges of the buildings unseen. As it moved, it spread its webbing.

When it finally struck several hours later, there would be no escape for anyone in River Falls. They ran and screamed until they were caught up in the Terror's trap. They screamed and died.

CREDITS

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