

THE LANDS OF MYTH

A Continuous Campaign Mod For
MYTH

WHEATHALL REGION JOURNAL



VERSION 2.0

This document describes the village of Wheathall and the surrounding region. A region is an area of the Myth world where heroes experience adventures. Each region comes with a detailed setup e.g. regarding what items can be found, what merchants can be encountered and how the Darkness Influence can be reduced by the heroes.

NEEDED OFFICIAL COMPONENTS

In order to play the Wheathall region you need the following official components:

MYTH BASE GAME

- The Myth Base game. In particular you will need:
- ◆ Crawler, Stalker, Grubber and Mucker miniatures and corresponding cards.
 - ◆ Tokens as described in the quests.

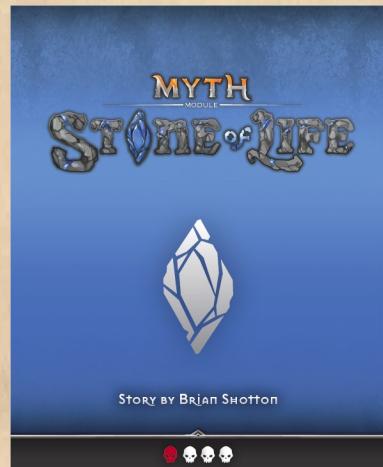


ADDITIONAL GAME MATERIAL

- ◆ At least one Agent miniature and corresponding cards, e.g. from the *Agents of Darkness* expansion.
- ◆ Tiles from the *Realm Tile Expansion 1*, *Realm Tile Supplement 1* and *Blackwall Warrens*. These tiles are not necessarily needed, just use other tiles if you don't have them.

STONE OF LIFE MODULE

The Stone of Life is a free downloadable module provided by Megacon Games. Ensure that you also have the needed cards (traps, item) ready.



NEEDED ADDITIONAL COMPONENTS

The Wheathall region comes with some additional 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. You will need these components in addition to all components from the Lands of Myth base set.



NEW MONSTERS

The Wheathall region features some special monsters that the heroes will encounter during their quests. You will need the corresponding monster cards (provided in a separate file) to use them.

LANDS OF MYTH MATERIAL

The Lands of Myth game material:

- ◆ Rulebook
- ◆ White items cards.
- ◆ Special hero cards.
- ◆ Attribute hero cards.
- ◆ Injury hero cards.
- ◆ Fatigue hero cards.
- ◆ Lair & Captain mutation cards.



MONSTER TOKENS

If you don't want to buy miniatures for the new monsters you can use these provided tokens. You can find the tokens together with the monster cards in a separate file.

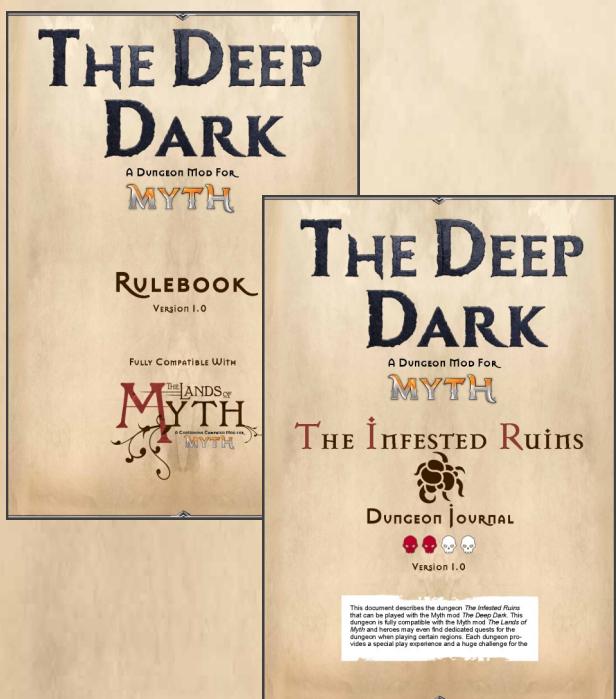
5 WHITE MERCHANT CARDS

These merchants are selling white items only and can be encountered in the Wheathall region. The merchant cards are provided in a separate file.



OPTIONAL COMPONENTS

Below are some optional components that you can use when playing the Wheathall region. These components will enhance your play experience in the Lands of Myth but could be left out.



THE DEEP DARK & THE INFESTED RUINS

The Wheathall region allows you to venture into the dreaded dungeon called The Infested Ruins. You will need all components from The Deep Dark as well as The Infested Ruins dungeon.

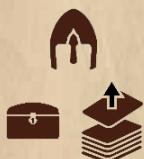
REGION SETUP

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 being drawn. All *Lands of Myth* items are kept by the heroes and are not returned to the treasure deck.

Item	Item Set	Type	#
1 Gold	Base Game	Currency	10
2 Gold	Base Game	Currency	2
Anti-Venom Potion	Base Game	Potion	2
Vitality Potion	Base Game	Potion	2
Focus Potion	Base Game	Potion	2
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	2 per hero in play



WHITE REWARD DECK

Based on the current Darkness Influence the heroes may draw from this deck as a 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	Helm	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	3 per hero in play



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			
Note: This white item is drawn from the <i>White Reward Deck</i> . In case the heroes buy this item no new item is drawn for this merchant.	Lands of Myth	Various	1*

* 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 Tolfrea

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			
Note: This item is drawn from the <i>White Reward Deck</i> . In case the heroes buy this item no new item is drawn for this merchant.	Lands of Myth	Various	1*

* These items can only be bought once from Viamen Tolfrea – 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			
Note: This item is drawn from the <i>White Reward Deck</i> . In case the heroes buy this item no new item is drawn for this merchant.	Lands of Myth	Various	1*

* 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 playing a quest or module act potions will be available again.



Sumond Leeroc

Item	Item Set	Type	#
Major Vitality Potion	Base Game	Potion	1 / hero ✘
Focus Potion	Base Game	Potion	1 / hero ✘
Anti-Venom Potion	Base Game	Potion	1 / hero ✘

✖ A maximum of 1 potion per hero can be bought when visiting Sumond Leeroc. After playing a quest or module act potions will be available again.



Gedocen Neth'san

Item	Item Set	Type	#
Lesser Ring of Vitality	Lands of Myth	Accessory	1*
Lesser Ring of Defense	Lands of Myth	Accessory	1*

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



Talek Three Dunes

Item	Item Set	Type	#
Vitality Potion	Base Game	Potion	1 / hero ✘
Focus Potion	Base Game	Potion	1 / hero ✘

Note: Can only be encountered when the heroes summon him (and are able to do so). He will not have green items in the Wheathall region.

✖ A maximum of 1 potion per hero can be bought from Talek Three Dunes when he is summoned.



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?

REGION MAP



DARKNESS INFLUENCE

The Darkness Influence Tracker is used to measure how active the Darkness is in the Wheathall region. The tracker starts at 9 and any heroic deeds 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 may also fight back and try to overpower the heroes...

NOTE: Do not forget to take the Darkness upgrades into account that are already "unlocked" when starting to play in this region.

From now on, whenever a mutated **Captain** is encountered, draw and assign 1 captain mutation card. Then, roll 2 **FD**. If a **Q** is rolled, draw and assign an additional captain mutation card.

From now on, whenever a mutated **Lair** is encountered, assign 2 lair mutation cards.

From now on, whenever a mutated **Captain** is encountered, draw and assign 1 captain mutation card. Then, roll 1 **FD**. If a **Q** is rolled, draw and assign an additional captain mutation card.

From now on, whenever a mutated **Lair** is encountered, assign 1 lair mutation card.

From now on, whenever a mutated **Captain** is encountered, draw and assign 1 captain mutation card.

From now on, whenever a **Mini-Boss** or **Agent** is encountered, increase its health by 2 / hero in play.



1

2

3

4

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6

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8

9

Each hero gains a random *yellow flame* hero card available for his class. This card can be added to the hero deck (i.e. you do not have to exchange it for another card unless you want to)

Each hero unlocks 1 Novice hero card. Heroes level to Journeyman.

The people of Riverfalls hand you some equipment and thank you for your help...
Each hero draws 1 card from the *White Reward Deck*.

Each hero unlocks 1 Novice hero card.

Each hero unlocks 1 Novice hero card.

The Wheathall villagers hand you some equipment and thank you for your help...
Each hero draws 1 card from the *White Reward Deck*.

Each hero unlocks 1 Novice hero card.

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 Act.



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.

NOTE: Don't forget that you must rest between each quest / module act unless otherwise stated.



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 Waconda*
- ◆ 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.

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 2 **FD**. In case of a **Q** result immediately play the *Night-Time Ambush* quest (Lands of Myth rulebook).



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.



- ◆ 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 2 Gold.



- ◆ Draw a random White Merchant. You can visit him from now on when you shop at the market. Prices for all merchants are as stated on the merchant card.



The Infested Ruins (Dungeon)

- ◆ Play the quests for the Wheathall region (See *The Deep Dark* and the corresponding dungeon journal)



Help the villagers

- ◆ Play the quest *Breeding Chamber*
- ◆ After completing *Breeding Chamber* you can play the quest *Ankhug's Lair*

MODULE

This section describes rules for the associated module of this region. To achieve a continuous hero progression we need to make small changes to the modules, especially regarding any rewards that you might get.

MODULE: THE STONE OF LIFE

Please apply the following changes when playing the Stone of Life module during a Lands of Myth campaign.

Act 1

Tile 2

- ◆ Instead of drawing a green item card, draw from the *White Reward Deck*.

Tile 3

- ◆ The Stalker is mutated: draw mutation cards based on Darkness Influence.

Special

- ◆ Ignore the special rules.

Rewards

- ◆ Heroes gain 2 Serendipity.
- ◆ Reduce the Darkness Influence by 1.
- ◆ Do not rest between Act 1 and Act 2 and don't travel back to Wheathall village. Heroes will regain full health after Act 1.

Act 2

Tile 1

- ◆ As there's no treasure bag no blue token is put into it. Draw a single item (not per hero) from the *White Reward Deck instead*.
- ◆ One of the Stalkers is mutated: draw mutation cards based on Darkness Influence.

Tile 2

- ◆ Yellow, Blue, Red Rune: Draw from the *White Reward Deck* instead.

Rewards

- ◆ Reduce the Darkness Influence by 2.
- ◆ Do not rest between Act 2 and Act 3 and don't travel back to Wheathall village. Heroes will regain full health after Act 2.

Act 3

Tile 1

- ◆ Instead of gaining Kiara's Tear draw from the *White Reward Deck*.
- ◆ The Stalker and lair are mutated: draw mutation cards based on Darkness Influence.

Tile 2

- ◆ If you are using the Hero Attribute cards perform a **Spirit Test, TN: 8** to return the Stone of Life. The hero may not manipulate this test through adding a **Fatigue** card.

Rewards

- ◆ Life-Bringer (Title) for all heroes. Note that heroes can only have a single active tile at any one time.
- ◆ Reduce the Darkness Influence by 2.
- ◆ Heroes travel back to Wheathall village.

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. Note that the Lands of Myth is meant to be a flexible story system; feel free to use quest cards in place of predefined quests. Myth is a free form system that doesn't strictly adhere to the rulebook; Lands of Myth was defined with a similar philosophy.

FREE FORM ADVENTURING

Instead of playing the suggested quests you may play free form adventures. The players are responsible for making meaningful decisions and if needed modifications to quest rewards etc.

Recommendations

- ◆ Either do not encounter merchants outside of the village or draw them from the Wheathall merchant deck.
- ◆ After 2-3 tiles played reduce the Darkness Influence by 1.
- ◆ Draw only from the prepared treasure decks and do not gain green or higher items.



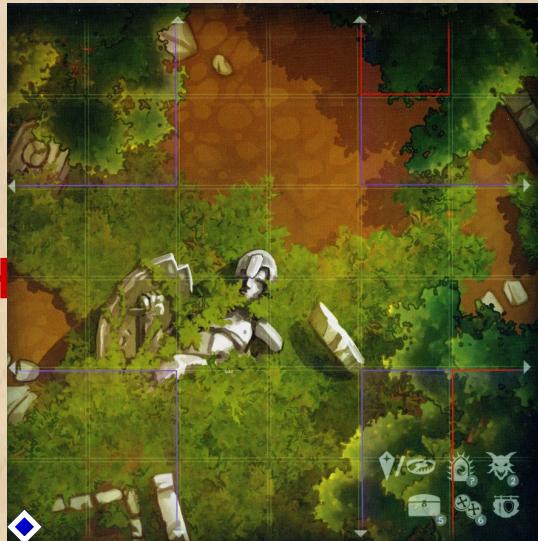
STOLEN TREASURE



"Pardon me." The voice was sad and quite. He introduced himself as Talek Three Dunes, then proceeded to spin a tale of want and woe. It was a story of such amazing misfortune that you begin to think he might drop dead before you. Suddenly, he brightens. "It is fate, you see. I was meant to meet you, here at the bottom of this pit my life has become. You have come to help! Reclaim my treasure the Grubbers have stolen. Please, get it back for me.



JUMP



- ◆ 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

Can be played after the heroes stayed at the Leaking Keg inn.

GOAL

The heroes must defeat all enemies OR leave with the treasure chest token.

FAIL CONDITIONS

All heroes are defeated.

Rewards

- ◆ The heroes gain 1 Serendipity.
- ◆ The heroes receive 10 Gold.
- ◆ Reduce the Darkness Influence by 1.

SPECIAL

None

REQUIRES



Tribal Lair
Token



Mucker and
Grubber
miniatures



Orcneas
Darkness Deck



Treasure
chest token



You travel along the road Talek Three Dunes described to you. As you get closer to the location where Talek got ambushed, you have the feeling you are being watched. Suddenly, Grubbers are all around you. This must be the Grubbers that robbed Talek Three Dunes. Let's find out...

TILE I SETUP

Grubbers

Initial Spawn based on number of heroes (see Grubbers card).



SETUP

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

RULES

- At the start of each Darkness Cycle, as long as the Mucker is still alive, roll 2 FD. If at least 1 ⚡ result is rolled, spawn additional enemies based on the drawn event card. Enemies spawn from the tile edge labeled

FLEEING

Heroes can decide to flee. In order to flee, heroes must leave on the tile edge marked "START". Heroes lose 2 Serendipity. In addition each hero rolls 1 FD. On a ⚡ result the hero adds a Injury Hero Card to his hero deck.



Read this after the tile has been cleared

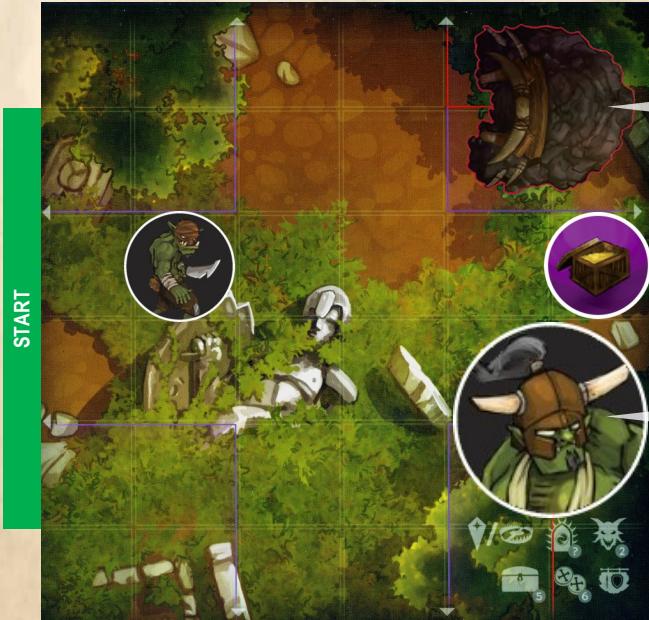
You let the last Grubber escape, hoping that you can follow him to their camp. He runs through the woods, not realizing that you pursue him...



You pursue the fleeing Grubber deeper into the forest. After quite some time you notice an increasing number of ruins, this must be one of the old cities of the forefathers. As the Grubber reaches a small clearing he slows down. It seems you finally reached their camp...

TILE 2

SETUP



Tribal Lair (Mutated)
Populate with an *Initial Spawn* (based on the number of heroes). Draw lair mutation cards based on Darkness Influence.

Mucker (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.
- ♦ The Mucker is mutated: draw captain mutation cards based on Darkness Influence.
- ♦ The Tribal Lair is mutated and is populated with an *Initial Spawn*. Draw lair mutation cards based on Darkness Influence.

RULES

- ♦ Heroes can try to take the treasure chest and leave the tile through the tile edge marked "START".

FLEEING

Heroes can decide to flee. In order to flee, heroes must leave on the tile edge marked "START". Heroes lose 2 Serendipity. In addition each hero rolls 1 FD. On a ☰ result the hero adds a Injury Hero Card to his hero deck.

RESOLUTION

SUCCESS

- If all enemies have been defeated OR heroes leave with the treasure chest the heroes win this quest.
- ♦ The heroes gain 1 Serendipity.
 - ♦ The heroes receive 10 Gold.
 - ♦ Reduce the Darkness Influence by 1.



As you strike down the last of the Grubbers you take the treasure chest. Going back to Talek Three Dunes he tells you: "Thank you my friends". From now on you can summon Talek Three Dunes.

FAILURE

- If all heroes are defeated the heroes lose this quest.
- ♦ Refer to the *Defeated Heroes* section of the *Lands of Myth* rules.
 - ♦ You may try this quest again.



More and more Grubbers surround you until you get overwhelmed. The last thing you see are several Grubbers that move into your direction...



CAMP WACONDA



A six and a half foot tall warrior bursts into the Leaking Keg, introducing himself as "Marcus the Ready". He speaks: "The Darkness will soon attack Camp Waconda. Let us rally now! This is our last chance to defend Camp Waconda before it will fall and the Darkness fortifies. We must draw the line here: here and no further! Will you heed the call? Will you be heroes?".



JUMP



- ◆ 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

Can be played after the heroes stayed at the Leaking Keg inn.

GOAL

The heroes must defeat all enemies or flee.

FAIL CONDITIONS

The heroes lose if all heroes are defeated.

Rewards

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

SPECIAL

Heroes can flee but will not gain any reward.

REQUIRES



Fire Token



Tribal Lair Token



Marcus the Ready



4 x Torch Token



Mucker and Grubber miniatures



Orcneas Darkness Deck



Two days later you've almost reached Camp Waconda. You did not see a single enemy during the last days and you begin to think that the tale Marcus the Ready told was nothing but a heap of nonsense. You are setting up camp as the night draws closer. While Marcus starts to light a fire you decide to do a quick scout of the area. On your way back you hear noises of an ongoing battle. Rushing back to your camp you see Marcus next to the fire, a stream of Grubbers pouring from the forest...

TILE 1 SETUP



SETUP

- ◆ Ignore all realm tile legends. A maximum of 6 treasures can be gained on this tile.
- ◆ Place the Fire Token in the middle of the realm tile.
- ◆ Place a Tribal Lair in the corner of the tile. Draw lair mutation cards based on Darkness Influence.
- ◆ Populate the Lair with an *Initial Spawn* (based on the number of heroes).
- ◆ Place Marcus the Ready adjacent to the Fire Token.

RULES

- ◆ Any enemy attacking a hero or ally that is within 2 squares of the Fire Token has TN+1.
- ◆ Marcus is the 1st priority for enemies. Marcus activates as an ally.
- ◆ During the Quest Results step of the Refresh Phase:
 - ◊ Reduce the defense value of Marcus by 1. This stacks and may lower his defense to a negative value.
 - ◊ All enemies adjacent to Marcus receive 1 damage.
 - ◊ Spawn 1 enemy per hero and place these enemies on a random tile edge. This spawn is in addition to the lair spawn.
- ◆ After 5 Refresh Phases no more enemies will spawn from the tile edged.
- ◆ If Marcus the Ready is still on the tile when it is clear he will start with full vitality on the next tile. Otherwise he will start with half his maximum vitality.



Read this after the tile has been cleared

"By God, well done!" Marcus salutes you. "I'm in the presence of heroes!". It seems Marcus was right, Camp Waconda is under attack. You hurry on through the night, hoping it is not too late...

Tribal Lair (Mutated)
Populate with an *Initial Spawn* (based on the number of heroes). Draw lair mutation cards based on Darkness Influence.

Marcus the Ready





An hour later you reach a hill that allows you to see Camp Waconda in the distance. It is not yet under attack but you must warn them. Now or it will be too late... Marcus the Ready, decked out in full plate and carrying at least three swords, an axe, a spear and a shield steppes in front of you. "The Darkness is coming. I will defend the parish and die a glorious death worthy of song. We must fight through the vermin and light a signal fire. It is the only way to warn Camp Waconda and bring aid to our allies."

TILE 2 SETUP

Marcus the Ready

Combined Tile

START

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

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

SETUP

- Ignore all realm tile legends. A maximum of 5 treasures can be gained on this tile.
- Place an *Initial Spawn* of Grubbers (based on the number of heroes) on the 1st tile.
- Place Marcus the Ready on the shown location on the 1st tile. Remember to setup his vitality depending if he was defeated on the previous tile or not.
- Place 4 Torch Tokens in the corners of the 2nd tile.
- Place 2 Muckers and 3 Grubbers on the 2nd tile. One captain is a Mutated Captain: draw captain mutation cards based on Darkness Influence.

RULES

- At the beginning of each Darkness Phase roll 3 **FD**. If at least 1 **Q** result is rolled, spawn as many Grubbers as there are heroes. These Grubbers spawn on the tile edge marked "START".
- The spawning of new enemies stops when all 4 fires are lit.
- To light a fire a hero must be standing next to a Torch token and successfully perform a **NCA, TN: 6** or an **Intellect Test, TN: 7** if using the hero attribute cards. The hero may roll an additional 3 **QD** but has to draw a **Fatigue** card afterwards.
- If Marcus the Ready is still on the tile when it is clear he will start with full vitality on the next tile. Otherwise he will start with half his maximum vitality.



Read this after the 4th fire has been lit

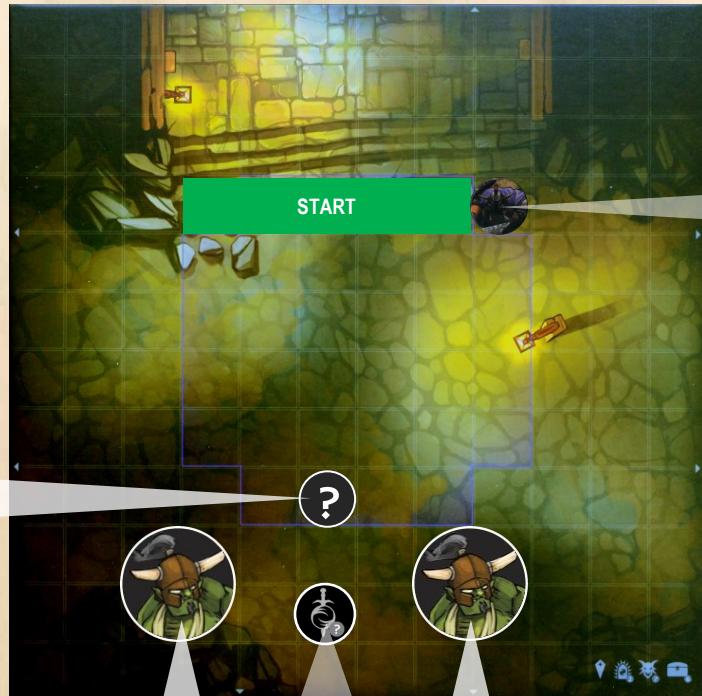
With the fires blazing bright, the distant ringing of bells can be heard. Camp Waconda has been warned. However, the Darkness is still preparing its assault...



With the fires burning, Marcus approaches. "We warned them, but they are still in danger" he grunts. "We need to keep the Vermin occupied! Feeling for a quick trip into the heart of the enemy?". Marcus explains you his plan. Sending you into certain doom, he wants you to distract the main force of the enemies long enough until Camp Waconda rallies. You manage to reach a chokepoint: the only bridge nearby that spans the Wryrk river to reach Camp Waconda.

TILE 3

SETUP



Marcus the Ready



SETUP

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

Agent
(draw randomly)

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

- ♦ Ignore all realm tile legends. A maximum of 5 treasures can be gained on this tile.
- ♦ Place an *Initial Spawn* of Grubbers (based on the number of heroes) on the shown location.

- ♦ Place Marcus the Ready on the shown location. Remember to setup his vitality depending if he was defeated on the previous tile or not.
- ♦ Draw a random Agent and place him as shown.

- ♦ Place 2 Muckers as shown, both are mutated: draw captain mutation cards based on Darkness Influence.

RULES

- ♦ During each Refresh Phase roll 2 **FD**. If at least 1 **?** result is rolled, spawn as many Grubbers as there are heroes. These Grubbers spawn on bottom tile edge.
- ♦ The spawning of new enemies stops after the Agent has been defeated.
- ♦ Remember to increase the Agent's vitality based on Darkness Influence.

RESOLUTION

SUCCESS

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

- ♦ The heroes gain 2 Serendipity.
- ♦ Reduce the Darkness Influence by 1.
- ♦ You gain Marcus the Ready as an Ally



By the end of the fight it was near impossible to move from the sheer amount of bodies littering the battlefield. Climbing over a large mound of the fallen, Marcus roars, "The Darkness does not claim us this day my

FAILURE

If all heroes are defeated the heroes lose this quest.

- ♦ Refer to the *Defeated Heroes* section of the *Lands of Myth* rules.
- ♦ You may NOT try this quest again.



Your fear for your own life caused you to flee like a coward, leaving all behind you to perish in the onslaught.



BREEDING CHAMBER

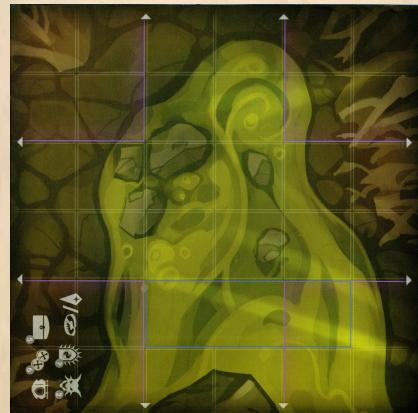
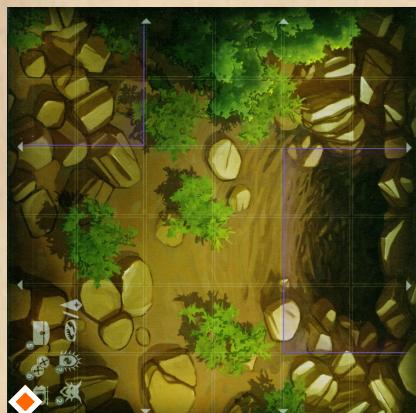


You have heard rumors from several villagers that all tell a similar story: some time ago a farmer was searching for a lost cow. He searched the forest close to the village and was never seen again. More and more cattle disappeared since then and people think the darkness is breeding nearby. After you talk to the village elder he begs you to investigate this...



◆ 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

None

GOAL

The heroes must defeat all enemies.

FAIL CONDITIONS

All heroes are defeated.

Reward

- ◆ The heroes gain 1 Serendipity
- ◆ The heroes receive 5 Gold
- ◆ Reduce the Darkness Influence by 1.

SPECIAL

None

REQUIRES



Insect Lair Token



Crawler and Stalker miniatures



Giant Larva and Larvae Swarm miniatures (or tokens)

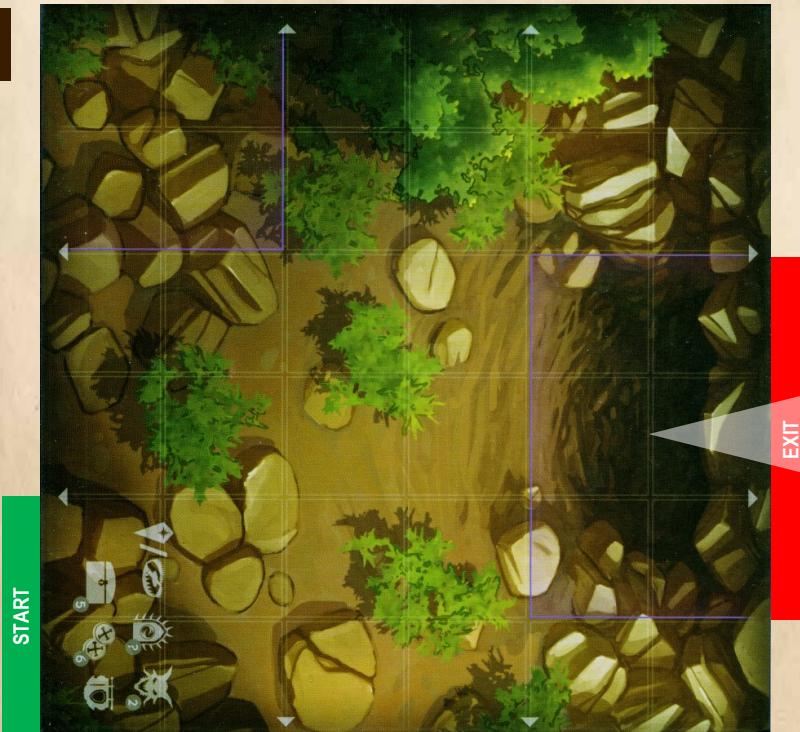


Terror with 1000 legs Darkness Deck



After two days of searching the woods you are about to give up when you hear the typical clicking sounds of crawlers. As you make your way through thick woods by cutting away bushes and branches you enter a small opening. You see several crawlers in front of a cave entry - what are they protecting? As it's too late to turn back you decide to find out...

TILE I SETUP



Crawlers
Initial Spawn based on number of heroes (see Crawlers card).

SETUP

- ♦ Ignore all realm tile legends. A maximum of 2 treasures can be gained on this tile.
- ♦ Place an *Initial Spawn* of Crawler (based on the number of heroes) as shown.

RULES

- ♦ At the start of each Darkness Cycle, as long as there are still enemies on the tile, roll 2 FD. If at least 1 S result is rolled, spawn additional enemies based on the drawn event card. Enemies spawn as close to the cave entry as possible.

FLEEING

Heroes can decide to flee. In order to flee, heroes must leave on the tile edge marked "START". Heroes lose 2 Serendipity. In addition each hero rolls 1 FD. On a S result the hero adds a Injury Hero Card to his hero deck.

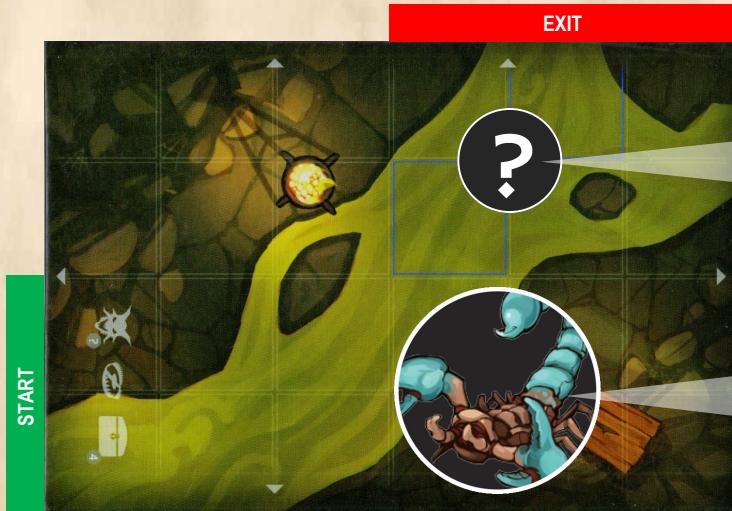




As you enter the cave, you step into a stream of green slime that covers large parts of the floor. The slime covered ground is very slippery and you carefully walk ahead. In the corner of the room you see a crawler lair, surrounded by a large number of crawlers. You have the feeling that the Darkness tries to protect something...

TILE 2

SETUP



Crawlers
Initial Spawn based on number of heroes (see Crawlers or Lair card).

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

SETUP

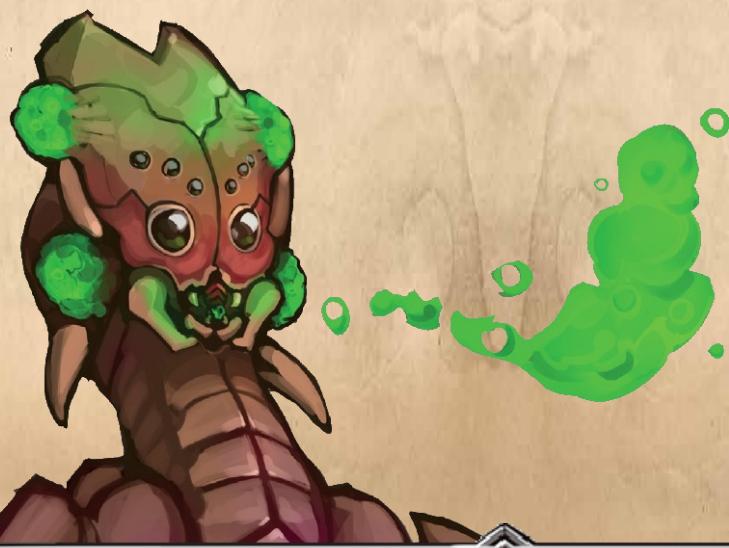
- Ignore all realm tile legends. A maximum of 3 treasures can be gained on this tile.
- Place an *Initial Spawn* of Crawlers (based on the number of heroes) as shown.
- Place a Stalker as shown. This is a mutated captain, draw captain mutation cards based on Darkness Influence.

RULES

- All squares that contain green slime are slippery. Heroes moving onto a square with green slime have to roll 1 FD. On a ⚡ result, the hero trips. Reduce the hand size by 2 for the next hero cycle.

FLEEING

Heroes can decide to flee. In order to flee, heroes must leave on the tile edge marked "START". Heroes lose 2 Serendipity. In addition each hero rolls 1 FD. On a ⚡ result the hero adds a Injury Hero Card to his hero deck.



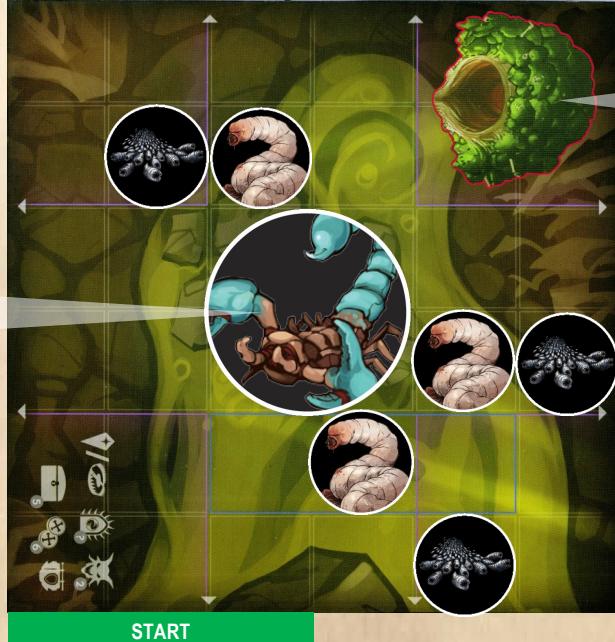


As you enter the last room of the cave you immediately see something unusual: guarded by a Stalker and some Crawlers there are several Giant Larva as well as Larvae Swarms. There are also dozens of eggs. This definitely is a breeding chamber, and the Darkness is strong here! You must defeat all monsters and banish the Darkness from this place.

TILE 3 SETUP

Stalker (Mutated)

Draw captain mutation cards based on Darkness Influence.



Insect Lair (Mutated)

Do not populate with an *Initial Spawn*.

Draw lair mutation cards based on Darkness Influence.

SETUP

- ♦ Ignore all realm tile legends. A maximum of 4 treasures can be gained on this tile.
- ♦ The tile is populated with 1 Stalker and 3 Giant Larva as well as 3 Larvae Swarms as shown.
- ♦ The Stalker is mutated: draw captain mutation cards based on Darkness Influence.
- ♦ This mutated lair is not populated with an *Initial Spawn*. Draw lair mutation cards based on Darkness Influence.

RULES

- ♦ All squares that contain green slime are slippery. Heroes moving onto a square with green slime have to roll 1 **FD**. On a **Q** result, the hero trips. Reduce the hand size by 2 for the next hero cycle.

FLEEING

Heroes can decide to flee. In order to flee, heroes must leave on the tile edge marked "START". Heroes lose 2 Serendipity. In addition each hero rolls 1 **FD**. On a **Q** result the hero adds a Injury Hero Card to his hero deck.

RESOLUTION

SUCCESS

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

- ♦ The heroes gain 1 Serendipity.
- ♦ The heroes receive 5 Gold.
- ♦ Reduce the Darkness Influence by 1.



As you strike down the last of the crawlers and larva you have a feeling that you have expelled the Darkness from this place. But what thing laid these eggs? You may now play the quest Ankheg's Lair.

FAILURE

If all heroes are defeated the heroes lose this quest.

- ♦ Refer to the *Defeated Heroes* section of the *Lands of Myth* rules.
- ♦ You may try this quest again.



More and more crawlers surround you until you get overwhelmed. The last thing you see are several larvae that move into your direction...



Ankheg's Lair



The breeding chamber in that forest still keeps you thinking. Who laid those eggs? You decide to search for more of those breeding chambers. Maybe you can find and kill the creature that laid those eggs. You start your search in the forest surrounding Wheathall...



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



RESTRICTIONS

Can be played after the heroes have completed the quest *Breeding Chamber*.

GOAL

The heroes must defeat all enemies.

FAIL CONDITIONS

All heroes are defeated.

Reward

- ◆ The heroes gain 1 Serendipity.
- ◆ The heroes receive 5 Gold.
- ◆ Reduce the Darkness Influence by 2.

SPECIAL

None

REQUIRES



Insect Lair
Token



Crawler and
Stalker miniatures



2 x Rock
Token



Giant Larva and
Larvae Swarm
miniatures
(or tokens)



Ankhug Mini-Boss
miniature (or token)



Terror with
1000 legs
Darkness Deck



It only takes you a single day to find another tunnel hole that looks suspicious. As you approach you see no signs of Crawlers - maybe this is just a normal cave or an old breeding chamber? Suddenly, you hear the typical clicking sounds of Crawlers. They are coming from all sides! From the tunnel entry an enormous Stalker appears. You are surrounded, this was obviously a trap, prepared for you! It's too late now, you have to fight them...

TILE I SETUP



?= enemy start locations
(see Setup & Rules sections)

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

SETUP

- Ignore all realm tile legends. A maximum of 3 treasures can be gained on this tile.
- Place an *Initial Spawn* of Crawlers (based on number of heroes) by distributing them to the three (?) locations.
- The Stalker is mutated: draw captain mutation cards based on Darkness Influence.

RULES

- The Darkness immediately activates at the start of the quest.
- Roll 2 FD at the start of each Darkness Cycle as long as there are still enemies on the tile. If at least 1 Q result is rolled, spawn additional enemies based on the drawn event card. Enemies spawn as close to the cave entry as possible.

FLEEING

Heroes can decide to flee. In order to flee, heroes must leave on the tile edge marked "START". Heroes lose 2 Serendipity. In addition each hero rolls 1 FD. On a Q result the hero adds a Injury Hero Card to his hero deck.

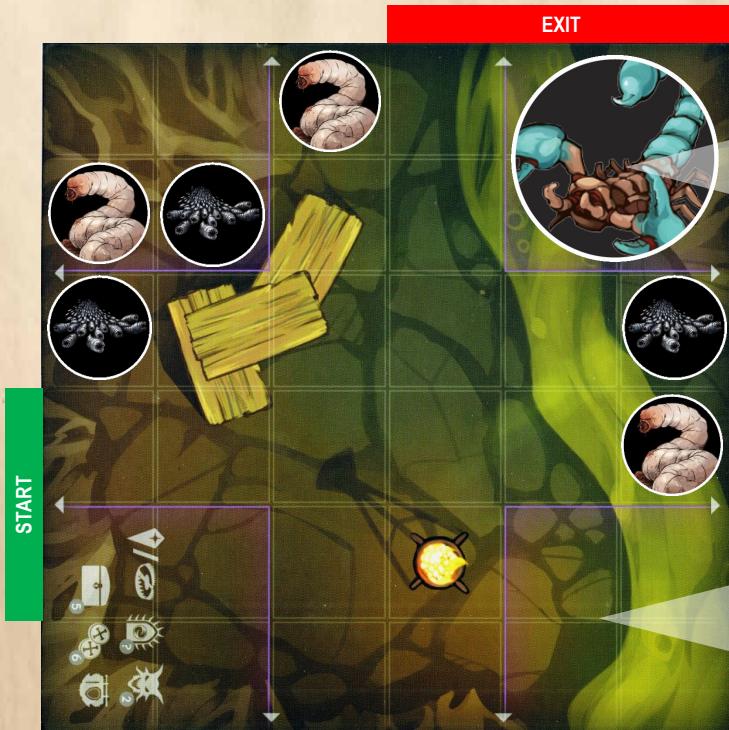




As you enter the cave, you immediately see the green slime again. This time, however, the smell is much more disgusting and the slime looks fresh. You have to go deeper into the cave to find out what is hiding here. Suddenly, a Stalker and a huge group of Crawlers emerge from the shadows...

TILE 2

SETUP



Stalker (Mutated)

Draw captain mutation cards based on Darkness Influence.



Crawlers

Initial Spawn based on number of heroes (see Crawlers or Lair card).

SETUP

- Ignore all realm tile legends. A maximum of 4 treasures can be gained on this tile.
- Place 1 mutated Stalker (draw a captain mutation cards for him) as shown.
- Place 3 Giant Larva and 3 Larvae Swarms as shown.

RULES

- All squares that contain green slime are sticky. Heroes moving onto a square with green slime have to roll 2 FD. If at least 1 E result is rolled, the hero gains the **Capture 2** status effect.

FLEEING

Heroes can decide to flee. In order to flee, heroes must leave on the tile edge marked "START". Heroes lose 2 Serendipity. In addition each hero rolls 1 FD. On a E result the hero adds a Injury Hero Card to his hero deck.





You enter a bigger cave and the smell lets you almost vomit. There are huge pools of slime and in the corners you can see entrances that look like Crawler lairs. Strangely there's not a single enemy in the room. As you slowly go deeper into the cave the ground starts shaking beneath your feet, the earth cracks open and an enormous creature emerges from the ground. With a loud clicking noise it attacks...

TILE 3

SETUP

NCA,
TN:7



Insect Lair

Do not populate with an initial spawn.

Insect Lair

(only if 4+ heroes)

Do not populate with an initial spawn.

Pile of Bones

Can be searched.

Roll 1 D10:

0-3	5 Gold
4-7	1 random potion
8-10	Draw 2x from White Treasure Deck

SETUP

- Ignore all realm tile legends. A maximum of 6 treasures can be gained on this tile.
- Place two rock objects as shown.
- Place two lairs as shown (the 2nd Insect lair is only placed if there are 4 or more heroes).
- Lairs are not populated with an initial spawn..
- Place Ankheg the mini-boss directly in front of the heroes.

RULES

- At the start immediately activate the Darkness. Ankheg attacks and lairs will spawn enemies.
- Lairs cannot be damaged.** Instead, lairs have to be closed using the rocks.
- A hero can push a rock 1 square by successfully performing a NCA, TN: 7 or a Tactics Test, TN: 8 if using the attribute hero cards while standing adjacent to a rock. If another hero is adjacent to the rock the TN is reduced to 6. If a rock is in front of a lair the lair is closed and no more enemies will spawn from that lair. Rocks can be rolled through enemies (move them out of the way). The hero may roll an additional 3 D10 but has to draw a Fatigue card afterwards.
- All squares that contain green slime are sticky. Heroes moving onto a square with green slime have to roll 2 FD. If at least 1 E result is rolled, the hero gains the Capture 2 status effect.

FLEEING

Heroes can decide to flee. In order to flee, heroes must leave on the tile edge marked "START". Heroes lose 2 Serendipity. In addition each hero rolls 1 FD. On a E result the hero adds a Injury Hero Card to his hero deck.

RESOLUTION

SUCCESS

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

- The heroes gain 1 Serendipity.
- The heroes receive 5 Gold.
- Reduce the Darkness Influence by 2.



That thing will no longer lay eggs! You hope you are right and this is the last time you have to clear out such a breeding chamber...

FAILURE

If all heroes are defeated the heroes lose this quest.

- Refer to the Defeated Heroes section of the Lands of Myth rules.
- You may try this quest again.



More and more crawlers surround you until you get overwhelmed...