

THE LANDS OF MYTH

A Continuous Campaign Mod For
MYTH

UR Region Journal



Version 2.1

This document describes the city of Ur 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 Ur region you need the following official components:

MYTH BASE GAME

The Myth Base game. In particular you will need:

- ◆ Grubber and Mucker miniatures and cards.
- ◆ Tokens as described in the quests.



SHORES OF KANIS OR BLACKWALL WARRENS

You only need one of the two expansions to play the Ur region. However, when the heroes travel to the next region you can only chose the region corresponding to the expansions you own.

ADDITIONAL GAME MATERIAL

- ◆ Tailless and Rath miniatures and cards.
- ◆ At least one Agent miniature and corresponding cards.
- ◆ At least one mini-boss miniature and corresponding card.
- ◆ Tiles from the *Realm Tile Expansion 1* and *Blackwall Warrens*. These tiles are not necessarily needed, just use other tiles if you don't have them.

Note that the monster & agent cards are downloadable from Megacon Games (contained in the Q4 2016 patch).



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.



COMMUNITY ITEM PACK

It is strongly recommended to have the Community Item Pack (available at BGG) ready to have more item variation. While it is perfectly possible to play without the additional items it is just much more fun to have additional loot.

NEEDED ADDITIONAL COMPONENTS

The Ur 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 & TOKENS

The Ur region features some special monsters that the heroes will encounter during their quests. You will need the corresponding monster cards to use them.

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



NEW GREEN MERCHANTS

These merchant will provide healing and Recharge to the heroes and also sell them potions and other items. The merchant cards are provided in a separate file.



NEW GREEN ITEMS

The Ur region features new green items the heroes will be able to find. The item cards are provided in a separate file.

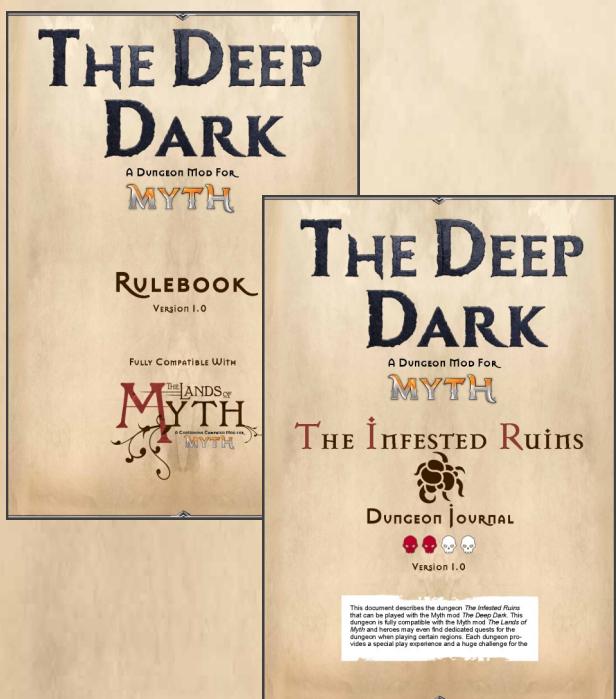


NEW TRAP

An additional trap that heroes will encounter during their adventures in Ur. The trap card is provided in a separate file.

OPTIONAL COMPONENTS

Below are some optional components that you can use when playing the Ur 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 Ur 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 Ur 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

Setup a treasure bag consisting of 17 white treasure tokens and 3 green treasure tokens.

Note: should the heroes get all available green treasures (from the green treasure deck) they can directly draw from the white treasure deck.



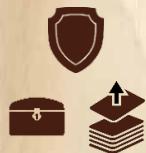
WHITE TREASURE DECK

This is the deck heroes draw when finding white treasure in the Ur region.

Note: Items are returned to the item deck after being drawn.

| Item | Item Set | Type | # |
|-------------------|-----------|----------|----|
| 1 Gold | Base Game | Currency | 10 |
| 2 Gold | Base Game | Currency | 4 |
| 3 Gold | Base Game | Currency | 1 |
| Anti-Venom Potion | Base Game | Potion | 1 |
| Vitality Potion | Base Game | Potion | 1 |
| Focus Potion | Base Game | Potion | 1 |
| Shadow Potion | Base Game | Potion | 1 |

If you want you can also add any remaining hero specific white item cards to this treasure deck from previous regions that the heroes did not find.



GREEN TREASURE DECK

This is the deck heroes draw from when finding green treasure in the Ur region. Setup the deck so that each hero participating in your campaign has 4-5 items that are useful for him/her. Below is a recommendation for all heroes - feel free to adapt it to your needs. Note that heroes will be able to gain more green items in the regions that continue the module (Zehir/Blackwall).

Class Independent

| Item | Item Set | Type |
|---------------------|-----------------------|-----------|
| Mucker Teef' | Community Item Pack 1 | Accessory |
| Amulet of Courage | Community Item Pack 1 | Accessory |
| Ring of Vitality | Lands of Myth | Accessory |
| Ring of Defense | Lands of Myth | Accessory |
| Ring of the Warrior | Lands of Myth | Accessory |

Soldier

| Item | Item Set | Type |
|--------------|-----------------------|-----------|
| Axe | Item Expansion 1 | Primary |
| Tower Shield | Community Item Pack 1 | Secondary |
| Ring Mail | Community Item Pack 1 | Armor |
| Helm | Base Game | Helm |
| Chain Gloves | Lands of Myth | Accessory |

Apprentice

| Item | Item Set | Type |
|----------------|-----------------------|-----------|
| Wand | Base Game | Primary |
| Arcane Barrier | Community Item Pack 1 | Secondary |
| Robes | Base Game | Armor |
| Cowl | Community Item Pack 1 | Helm |
| Ritual Skull | Lands of Myth | Accessory |

Acolyte

| Item | Item Set | Type |
|---------------------------|-----------------------|---------------------|
| Armorbreaker | Base Game | Primary & Secondary |
| Ornate Chalice | Base Game | Secondary |
| Robes of Piety | Community Item Pack 1 | Armor |
| Crusader Helm | Community Item Pack 1 | Helm |
| Amulet of Purifying Flame | Lands of Myth | Accessory |

Archer

| Item | Item Set | Type |
|--------------------|-----------------------|-----------|
| Longbow | Base Game | Primary |
| Quiver | Base Game | Secondary |
| Banded Mail | Lands of Myth | Armor |
| Sycleech Lens | Community Item Pack 1 | Helm |
| Boar Tooth Pendant | Lands of Myth | Accessory |

Brigand

| Item | Item Set | Type |
|--------------------|-----------------------|-----------|
| Shortsword | Base Game | Primary |
| Main Gauche | Community Item Pack 1 | Secondary |
| Oil-Slicked Coat | Community Item Pack 1 | Armor |
| Gambler's Eyepatch | Community Item Pack 1 | Helm |
| Hooded Cloak | Community Item Pack 1 | Accessory |

Skald (Grimzim's Variant)

| Item | Item Set | Type |
|---------------|-------------------|-----------|
| Fiddle | Lands of Myth | Primary |
| Blade | Blackwall Warrens | Secondary |
| Skald's Tunic | Lands of Myth | Armor |
| Bard's Hat | Lands of Myth | Helm |
| Drinking Horn | Lands of Myth | Accessory |

Spriggan (Grimzim's Variant)

| Item | Item Set | Type |
|-------------------------|---------------|---------|
| 3 Remaining White Items | Lands of Myth | Various |
| 5 Remaining Green Items | Lands of Myth | Various |

Trickster (Grimzim's Variant)

| Item | Item Set | Type |
|-------------------|---------------------|-----------|
| Multi-Tool | Item Expansion 1 | Primary |
| Tinker's Tool Box | Item Expansion 3 | Secondary |
| Inventor's Vest | Trickster Expansion | Armor |
| Craftsman Goggles | Item Expansion 1 | Helm |
| Tinkerer's Boots | Lands of Myth | Accessory |

Swashbuckler

| Item | Item Set | Type |
|------------------|---------------|-----------|
| Matchlock Pistol | Lands of Myth | Primary |
| Cutlass | Lands of Myth | Secondary |
| Pirate Regalia | Lands of Myth | Armor |
| Tricorne | Lands of Myth | Helm |
| Spyglass | Lands of Myth | Accessory |

Outsider

| Item | Item Set | Type |
|---------------------------|-------------------|---------------------|
| Glaive | Blackwall Warrens | Primary & Secondary |
| Cuirass | Item Expansion 1 | Armor |
| Helm | Base Game | Helm |
| Bandolier of the Braggart | Item Expansion 1 | Accessory |

Monk (Grimzim's Variant)

| Item | Item Set | Type |
|---------------------|---------------|---------------------|
| Style of the Boar | Lands of Myth | Primary & Secondary |
| Robes of the Autumn | Lands of Myth | Armor |
| Monk's Hat | Lands of Myth | Helm |
| Boots of Speed | Base Game | Accessory |

Alchemist (Grimzim's Variant)

| Item | Item Set | Type |
|------------------|---------------|-----------|
| Copper Mortar | Lands of Myth | Primary |
| Copper Alembic | Lands of Myth | Secondary |
| Alchemists Armor | Lands of Myth | Armor |
| Safety Glasses | Lands of Myth | Helm |
| Ingredient Bag | Lands of Myth | Accessory |

Pupil (Grimzim's Variant)

| Item | Item Set | Type |
|-------------------|-----------------------|---------------------|
| Katana | Lands of Myth | Primary & Secondary |
| Kozane Dou | Community Item Pack 1 | Armor |
| Helm | Base Game | Helm |
| Swordsworn's Belt | Lands of Myth | Accessory |

Hunter (Grimzim's Variant)

| Item | Item Set | Type |
|------------------------|---------------|-----------|
| Pinpoint Hand Crossbow | Lands of Myth | Primary |
| Ceremonial Dagger | Lands of Myth | Secondary |
| Hunter's Armor | Lands of Myth | Armor |
| Hunter's Hat | Lands of Myth | Helm |
| Headhunter's Belt | Lands of Myth | Accessory |



GREEN REWARD DECK

Based on the Darkness Influence the heroes may draw from this deck as an reward in the Ur region.

| Item | Item Set | Type | # |
|--|----------|---------|--------------------|
| Shuffle all items from the Green Treasure Deck. Draw 1 random card per hero without looking at them and add them to this deck. | Various | Various | 1 per hero in play |
| Draw 4 additional random cards from the Green Treasure Deck and add them to this deck. | Various | Various | 4 |



GREEN MERCHANT DECK

This deck contains all items that heroes might be able to buy from merchants (depending if they encounter the merchant or not).

| Item | Item Set | Type | # |
|---------------|-----------|-----------|---|
| Dagger | Base Game | Primary | 1 |
| Mace | Base Game | Primary | 1 |
| Longsword | Base Game | Primary | 1 |
| Buckler | Base Game | Secondary | 1 |
| Leather Armor | Base Game | Armor | 1 |
| Chainmail | Base Game | Armor | 1 |



MERCHANTS

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



Ssrikus the Mad

| Item | Item Set | Type | # |
|-----------|-----------|---------|----|
| Dagger | Base Game | Primary | 1* |
| Mace | Base Game | Primary | 1* |
| Longsword | Base Game | Primary | 1* |

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



Barnok Battleforge

| Item | Item Set | Type | # |
|---------------|-----------|-----------|----|
| Buckler | Base Game | Secondary | 1* |
| Leather Armor | Base Game | Armor | 1* |
| Chainmail | Base Game | Armor | 1* |

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



Tora Barruk

| Item | Item Set | Type | # |
|-------------------|-----------|--------|------------|
| Anti-Venom Potion | Base Game | Potion | 1 / hero ✘ |
| Lucky Potion | Base Game | Potion | 1 / hero ✘ |

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



Zeerol Habasse

| Item | Item Set | Type | # |
|---|----------|---------|----|
| 3 random green items Note: These green items are drawn from the <i>Green Treasure Deck</i> . In case the heroes buy these items no new items are drawn. | Various | Various | 3* |

* These items can only be bought once from Zeerol Habasse – even after playing a quest or module act they will not be available again (and no new items will be drawn for this region).



WANDERING MERCHANTS

During your visit in Ur you may summon the following merchants (if you unlocked them in previous regions).

Talek Three Dunes

| Item | Item Set | Type | # |
|---|-----------|---------|------------|
| Vitality Potion | Base Game | Potion | 1 / hero ✕ |
| Focus Potion | Base Game | Potion | 1 / hero ✕ |
| 3 random green items | | | |
| Note: These green items are drawn from the <i>Green Treasure Deck</i> . In case the heroes buy these items no new items are drawn. | Various | Various | 3* |

Note: Can only be encountered when the heroes summon him (and are able to do so).

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

* These items can only be bought once from Talek Three Dunes – even after playing a quest or module act they will not be available again (and no new items will be drawn for this region).

CITY OF UR



The great coastal city of Ur is the gate to the Shivering Seas. Several major trade routes connected here in the past, making the city one of the richest in the four kingdoms. As the great cities of Kanis reduced their trade half a century ago Ur entered a state of slow but steady decline. The riches of the past are long gone. Today, Ur is still a big city but only a shadow of its former self. The Darkness has put its dreaded gaze on Ur. Something is hiding here, it's like the city is rotting from within...

NOTE: Start your adventures in this region with the quest *The Silver Road* before you enter the city of Ur.



REGION MAP



DARKNESS INFLUENCE

The Darkness Influence Tracker is used to measure how active the Darkness is in the Ur region. The tracker starts at 4 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 **Lair** is encountered, assign 2 lair mutation cards.

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

From now on, whenever a **Agent** could appear roll 2 **FD**. If at least 1 **Q** is rolled a Agent appears. OR if a hero symbol is rolled and that hero has an Agent card the corresponding Agent appears.

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

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

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



0



Dangar Featherbloom, the city magistrate of Ur, thanks you for your help defending the city from the Darkness.

Each hero draws 1 card from the Green Reward Deck.

1

Each hero unlocks 1 Journeyman hero card.

2

Each hero unlocks 1 Novice hero card.

3

4



CITY ACTIONS

These are the actions heroes can take when they are in the city of Ur. 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.

Sleep at The Silver Pistacio tavern



15

- ◆ Each hero restores his/her vitality to maximum.
- ◆ After your first stay in the tavern you may play the quest *Raths in my Cellar* []
- ◆ Once you've finished *Rath in my Cellar* you may play the quest *Rath Purge* []

Sleep in the Streets of Ur



- ◆ 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 *Muggers* quest (Lands of Myth rulebook).

Sleep at The Thick Lyre inn



8

- ◆ Each hero restores his/her vitality to maximum -1.
- ◆ After your first stay in the inn you may play the quest *Bait & Switch* if you have Marcus the Ready as an ally []

The Infested Ruins (Dungeon)



- ◆ Play the quests for the Ur region (to be found in the corresponding dungeon journal)

Travel to Blackwall




≤1

15

- ◆ Once the Darkness Influence has been reduced to 1 or less you can start your Travel to the city of Blackwall.
- ◆ If you can't or don't want to pay the travel costs apply the same results as if sleeping on the streets of Ur.

Investigate the Giant Peaks



- ◆ Play the module *Shores of Kanis*
- ◆ Act 1 []



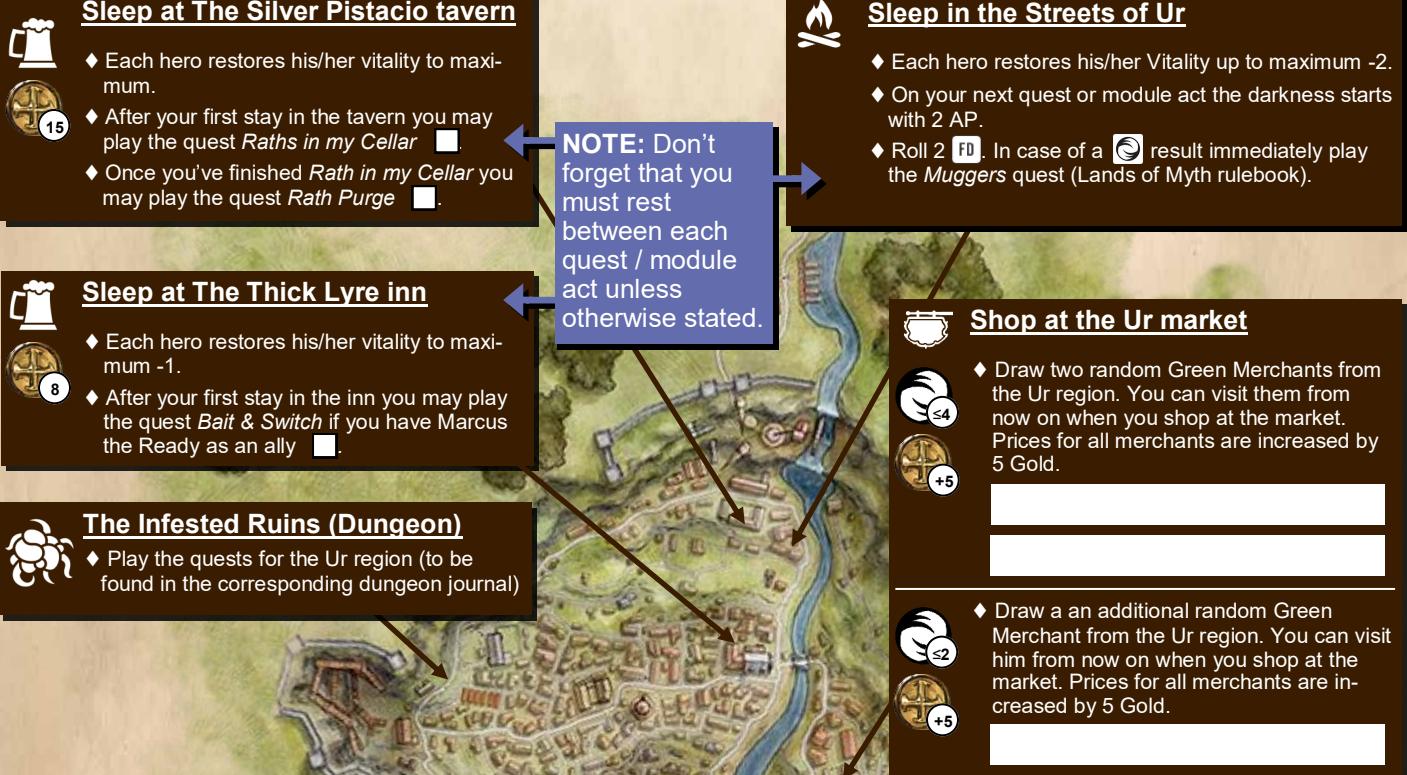
Travel to Zehir



≤1

15

- ◆ Once the Darkness Influence has been reduced to 1 or less you can start your search for the city of Kharthis by traveling to Zehir.
- ◆ If you can't or don't want to pay the travel costs apply the same results as if sleeping on the streets of Ur.



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: SHORES OF KANIS / MODULE: BLACKWALL WARRENS

Please apply the following changes when playing Act 1 of the Shores of Kanis or Blackwall Warrens module during a Lands of Myth campaign.

Act 1

Tile 1

- ◆ Both the Lair and the Mucker are mutated: draw mutation cards based on Darkness Influence.
- ◆ Crate: Instead of drawing a blue item card, draw 2 green item cards from the *Green Reward Deck*.

Rewards

- ◆ Ignore the rewards defined by the module, instead:
 - ◆ Reduce the Darkness Influence by 1.
 - ◆ Draw 3 treasure tokens from the treasure bag.



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 Ur merchant deck.
- ◆ After 2-3 tiles played reduce the Darkness Influence by 1.
- ◆ Draw only from the prepared treasure decks and do not gain blue or higher items.

SAILING / DISORIENTED (LOST)

Shores of Kanis and Blackwall Warrens come with a new mechanic: heroes can gain Lost tokens and suffer various drawbacks.

Recommendations

- ◆ Should the heroes accumulate 3 Lost tokens handle it like if all heroes have been defeated (see "Defeated Heroes" in the Lands of Myth rulebook for details).



THE SILVER ROAD



You are traveling on an old road known to most men in the four kingdoms as the silver road. Decades ago, this road was used to transport silver from the mines near Riverthorn to Ur. During that time, traveling without escort would have been more than lightheaded - it would have been like pushing your luck to the extreme. Countless bandits roamed the land and did not hesitate to take everything from careless travelers, including their lives. Nowadays there's no silver and thus no bandits. The silver road is now just one of many roads...



◆ 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

Road Encounter: play this as the 1st quest when you start with the Ur region.

GOAL

The heroes must defeat all enemies and defend Lady Asawien.

FAIL CONDITIONS

All heroes are defeated or Lady Asawien is defeated.

Rewards

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

SPECIAL

None

REQUIRES



Mucker and Grubber miniatures



Universal Darkness Deck (2 Skulls)



Fallen Tree token



Vargr miniatures or tokens



Lady Asawien Featherbloom token



Fighter token (x3)



Random Agent



Twenty yards in front of you the road is blocked by a fallen tree. In former times this would have possibly meant one thing: bandits had created a road block. But there are no bandits today... Or are there? Suddenly, you see shadows moving behind the trees ... Grubbers! They are not alone however. Behind them you see a Mucker break through the woods. And next to him is a monstrous beast, like a wolf but two times as big...

TILE I SETUP

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



Mucker (Mutated)
Draw captain mutation
cards based on Dark-
ness Influence.



Vargr (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* of Grubbers (based on the number of heroes) as shown.
- ♦ Place a mutated Mucker and a mutated Vargr as shown: Draw captain mutation cards based on Darkness Influence.
- ♦ The Darkness starts with 3 AP.

RULES

- ♦ There are no special rules on this tile.



Read this after the tile has been cleared

As the last of the Grubbers flee into the forest you hear a woman scream nearby. There's also combat noise to be heard! There must be more people under attack! You hurry on, hoping it is not too late to help them...





You enter a small clearing, immediately seeing a large bunch of Grubbers fighting several guards. In the middle of the guards stands a young woman. The guards fight hard to hold back the Grubbers but they possibly won't be able to hold on much longer. You have to help them or it might be too late.

TILE 2

SETUP



Combined Tile

SETUP

- Ignore all realm tile legends. A maximum of 4 treasures can be gained on this tile.
- Place an *Initial Spawn* of Grubbers (based on the number of heroes) as shown.
- Place two mutated Muckers as shown: Draw captain mutation cards based on Darkness Influence.
- Roll a number of **FD** based on Darkness Influence to see if a Agent is present on the tile.
- The Darkness starts with 3 AP.

RULES

- Endless Hordes:** During each *Refresh Phase* spawn 1 Grubber per hero. In addition roll 1 **FD**. In case of a **1** result spawn 1 Mutated Mucker in addition to the Grubbers. The spawning stops after 5 refresh phases.
- Exhausted Guards:** The guards seem too tired and cannot fight back. Guards do not move or attack.
- Lady Asawien:** Does not move or attack.

RESOLUTION

SUCCESS

If all enemies have been defeated AND Lady Asawien is still alive the heroes win this quest.

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



You managed to fight back the endless hordes of Grubbers. The woman survived the onslaught, telling you that she is Lady Asawien Featherbloom, the daughter of the magistrate of Ur! You agree to escort her to Ur and you have the feeling that her father will be very thankful...

FAILURE

If all heroes are defeated the heroes lose this quest.

- Refer to the *Defeated Heroes* section of the *Lands of Myth* rules.



There are just too many of them... as more and more Grubbers come out of the woods you are overwhelmed...

If Lady Asawien is defeated the heroes lose this quest.



You couldn't save her, there were just too many of them... Battered and broken you move on, having to live with your failure...

Guard Threat: 7



Lady Asawien Threat: 6





RATHS IN MY CELLAR.



The Silver Pistachio tavern is one of the noblest taverns you've ever been. The taproom is very clean and instead of loud drunkards all guests seem well-heeled and behave nobly. As you order your third bottle of wine the innkeeper sits down at your table. He speaks: "My dear guests, I'm Tedimas and I hope you enjoy your stay at the Silver Pistachio, the finest place in Ur!". He begins to chatter about this and that. Suddenly his voice changes to a low mumbling: "You guys look like capable fighters. Would you help me out? I have some Rathls in my cellar and would pay you 20 gold if you get rid of them for me...".



◆ These tiles are from the *Blackwall Warrens Expansion*. 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 Silver Pistachio tavern.

GOAL

The heroes must defeat all enemies.

FAIL CONDITIONS

All heroes are defeated.

Rewards

- ◆ The heroes gain 2 Serendipity.
- ◆ The heroes receive 20 Gold.
- ◆ Reduce the Darkness Influence by 1.

SPECIAL

None

REQUIRES



Rodent Lair
Token or
miniature



Rath and Tail-
less miniatures
& cards



Universal
Darkness Deck
(2 Skulls)



Whirlwind of
Steel and Poison
Darts trap tokens
& cards



Rat Swarm
miniatures or
tokens & cards



Of course you accept the offer, Tedimas acts as if he doesn't have all his marbles. Hiring you to kill some rats in his cellar for all this gold. He even warned you about "rat traps" you should carefully avoid. What a numbskull. Still laughing you enter the cellar and follow the corridor to your right, as Tedimas told you to do. Halfway through the corridor you hear a faint "click". You've sprung the rat trap ...

TILE I SETUP

Whirlwind of Steel
Place the Whirlwind of Steel trap here.



Poison Darts
Place the Poison Darts trap here.

SETUP

- ♦ Ignore all realm tile legends. No treasures can be gained on this tile.
- ♦ Place the Whirlwind of Steel and Poison Darts traps as shown.
- ♦ Do not place any minions next to the Poison Darts trap.

RULES

- ♦ Instead of the normal rewards for the traps heroes will receive the following:
 - ◊ 1 Anti-Venom Potion

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 FD result the hero adds a Injury Hero Card to his hero deck.



Read this after both traps have been disarmed

Having both traps disarmed you wonder what rats Tedimas has in his cellar. He did warn you, so really can't blame him. You have the feeling that the gold will not be as easily earned as you thought...

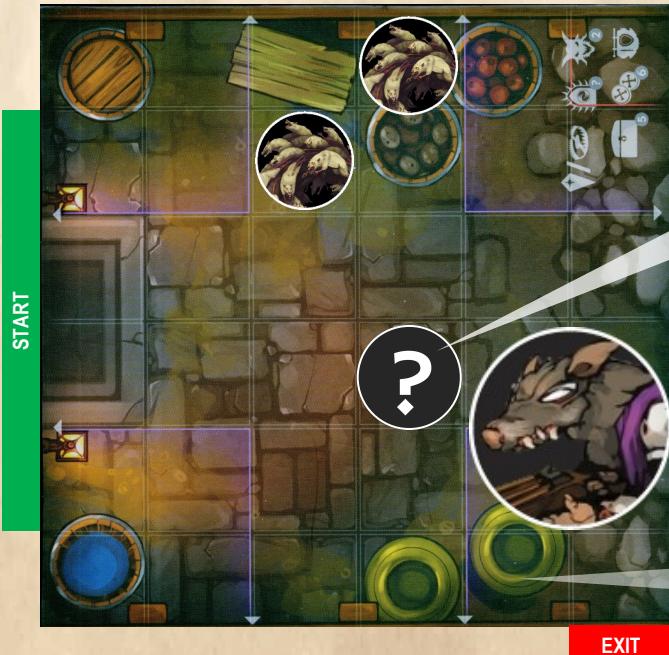




As you enter the cellar room you immediately see them: Rat Swarms, Tailless and a Rath! It seems they are coming for the goods stored here. How could you think it would only be rats when Tedimas was willing to pay you 20 gold? Now you remember: he **was** talking about Raths, you just did not understand him... or maybe it was the wine...

TILE 2

SETUP



Tailless

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

Goods

Can be searched.

Roll 1 **FD**:

| | |
|-----|---|
| 0-6 | Apples & Jerky: each hero re-stores 2 vitality |
| 7-9 | 2 anti-venom potions |
| 10 | Draw once from Green Reward Deck |

SETUP

- Ignore all realm tile legends. A maximum of 6 treasures can be gained on this tile.
- Place an *Initial Spawn* of Tailless as shown.
- Place the Rat Swarms and Rath as shown.

RULES

- More Of Them:** At the start of each *Darkness Cycle*, as long as the Rath is still alive, roll 2 **FD**. In case of at least 1 **Q** result, spawn additional Tailless based on the drawn event card. Enemies spawn as close to the "EXIT" 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.



Read this after the tile has been cleared

With the last of the rodents slain you search the room. Where did they come from? You can't find any obvious entry so you start checking the walls. After several minutes you notice something. What seemed like solid wall in the corner is in fact a mere illusion. You enter a tunnel that seems to be hand dug into the earth...



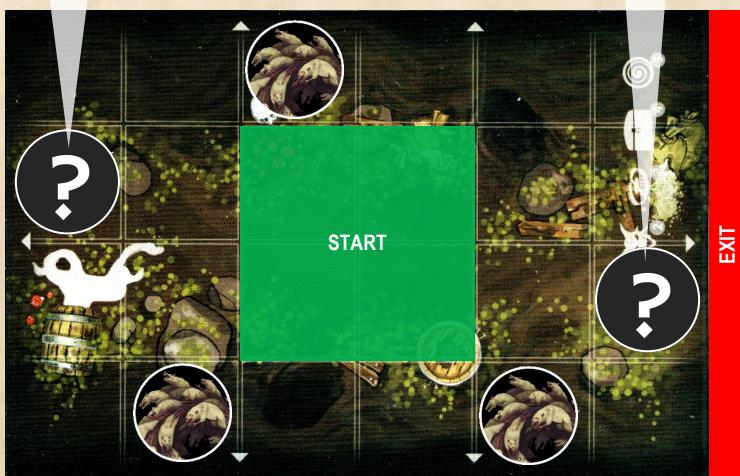


You follow the tunnel, deeper and deeper into the underground. The ground is littered with trash, broken goods and what seems like excrements. The smell is getting so intense it's almost unbearable. You can see countless smaller tunnels and holes leading into all directions. It seems the Rodents have been here for a while. Suddenly you see glowing eyes before you... next to you... behind you...

TILE 3 SETUP

Populate a $\frac{1}{2}$ Initial Spawn of Tailless (based on the number of heroes).

Populate a $\frac{1}{2}$ Initial Spawn of Tailless (based on the number of heroes).



SETUP

- Ignore all realm tile legends. A maximum of 4 treasures can be gained on this tile.
- Place an *Initial Spawn* of Tailless in two groups as shown.
- Place the Rat Swarms as shown.
- The Darkness starts with 3 AP.

RULES

- Unbearable Smell:** At the start of each *Hero Cycle* every hero rolls 1 FD. In case of a ⚡ result, the hero has to vomit. The hero cannot move this hero cycle and can only play a maximum of 2 hero cards.
- Rat Tunnels:** At the start of each *Darkness Cycle* roll 1 FD as long as there are still enemies on the tile. In case of a ⚡ result spawn additional enemies based on the drawn event card. Distribute spawned enemies to all 4 tile edges.

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

The rodent nest has to be somewhere nearby. There are just too many of these creatures in these tunnels without them breeding somewhere. Maybe you can clear this nest and stop the rodents from further spreading in the city. You follow the tunnel...





The main tunnel winds up and down for some time and reach a small cave. You immediately see the rodent lair. This is the nest you've been searching for! Then you notice that there are also more tunnels leading in several directions. The rodent infestation is much bigger than you anticipated. Before you think about your options a stream of Tailless, Rath and Rat Swarms pours forth from the lair...

TILE 4 SETUP

| Trash | |
|------------------|----------------------------------|
| Can be searched. | |
| Roll 1 | ◆: |
| 0-3 | Nothing of value |
| 5-8 | Draw 2x from Treasure Bag |
| 9-10 | Draw once from Green Reward Deck |



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

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

SETUP

- ♦ Ignore all realm tile legends. A maximum of 5 treasures can be gained on this tile.
- ♦ Place the Rodent Lair as shown and place and *Initial Spawn* of Tailless.
- ♦ Place the Rat Swarms and Rath as shown. The Rath is mutated: draw captain mutation cards based on Darkness Influence.

RULES

- ♦ **Unbearable Smell:** At the start of each *Hero Cycle* every hero rolls 1 FD. In case of a ⚡ result, the hero has to vomit. The hero cannot move this hero cycle and can only play a maximum of 2 hero cards.

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 the heroes win this quest.

- ♦ The heroes gain 2 Serendipity.
- ♦ The heroes receive 20 Gold.
- ♦ Reduce the Darkness Influence by 1.



You've destroyed the rodent nest but this definitely was not the only one. The city magistrate needs to know this, hopefully it is not too late. You run the tunnel back to the Silver Pistachio. Tedimas can barely thank you as you leave the tavern in a hurry...

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.



You are swarmed by rats, big and small from all sides. You have to get out... flee ... somehow...



RATH PURGE



If they find good conditions these Rodents may reproduce incredibly fast and may overwhelm the city. You have to act, now! After long discussions, you convince the city magistrate that what you've seen under the Silver Pistachio is not the sole problem of that tavern but could endanger the entire city. A cunning plan is formed. You will go down into the Tailless' tunnels and drive them out with fire while the city guard kills any Tailless and Rath that make it out alive ...



JUMP

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



RESTRICTIONS

Can only be played after you have played the quest *Raths in my Cellar*.

GOAL

The heroes must place all barrels of alchemical oil.

FAIL CONDITIONS

All heroes are defeated.

Rewards

- ◆ The heroes gain 2 Serendipity.
- ◆ The heroes receive 10 Gold.
- ◆ Reduce the Darkness Influence by 2.

SPECIAL

None

REQUIRES



Rodent Lair Token



Rath and Tailless miniatures & cards



Universal Darkness Deck (2 Skulls)



Rat Swarm miniatures or tokens & cards



Quest Token (x3)



You go back into the tunnels, this time prepared for the worst. Packed with several small barrels of alchemical oil, hopefully enough to purge this infestation, your plan is to place them strategically in the central tunnels and junction rooms... An hour later it all went well and you already successfully placed several barrels and connecting trails of oil. As you are on your way through another tunnel you suddenly hear squeaking noises from the tunnel. They are finally coming...

TILE I SETUP

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



Tailless

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



Combined Tile

SETUP

- Ignore all realm tile legends. A maximum of 6 treasures can be gained on this tile.
- Place an *Initial Spawn* of Tailless as shown.
- Place the Rat Swarms and the mutated Rath as shown. Draw captain mutation cards based on Darkness Influence

RULES

- Unbearable Smell:** At the start of each Hero Cycle every hero rolls 1 FD. In case of a ⚡ result, the hero has to vomit. The hero cannot move this hero cycle and can only play a maximum of 2 hero cards.
- They Keep Coming:** At the start of each Darkness Cycle, roll 1 FD. In case of a ⚡ result, spawn a mutated Rath. On any other result spawn Tailless based on the drawn event card. Enemies spawn as close to the "EXIT" as possible. After 5 Refresh Phases no more enemies will spawn.

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've killed wave after wave of Tailless and Rath. They kept running towards you and attacking you as if there's no tomorrow. You move onwards, deeper into the tunnels to find out what they have been trying to protect...





You move deeper into the tunnels and reach a small chamber. You immediately see a rodent lair, guarded by several Tailless and two Rath. This must be another nest. Having only three barrels of alchemical oil left, you decide to place them in this junction, hoping that it will be sufficient. Suddenly, you hear squeaking noises from both tunnels. You better hurry, this will get nasty...

TILE 2 SETUP

NCA,
TN:7



START



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

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

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

SETUP

- ♦ Ignore all realm tile legends. A maximum of 6 treasures can be gained on this tile.
- ♦ Place the Rodent Lair as shown and place and *Initial Spawn* of Tailless.
- ♦ Place 2 mutated Rath as shown. Draw captain mutation cards based on Darkness Influence.

RULES

- ♦ **Unbearable Smell:** At the start of each *Hero Cycle* every hero rolls 1 FD. In case of a ⚡ result, the hero has to vomit. The hero cannot move this hero cycle and can only play a maximum of 2 hero cards.
- ♦ **Alchemical Oil:** Heroes must place the last barrels of alchemical oil on the locations indicated by the Quest Tokens by performing a **NCA, TN: 7** or **Cunning Test, TN: 8** if using the Attribute hero cards. The hero may roll an additional 3 D10 but has to draw a **Fatigue** card afterwards. Once the heroes places the oil on all three locations the heroes win this quest.
- ♦ **Endless Swarm:** During each *Darkness Cycle* spawn 1 Tailless per hero at each tile edge marked "SPAWN" (so 2 Tailless per hero in total) in addition to any spawn from the lair. The spawn from the tunnels will

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 barrels of Alchemical Oil have been placed on the locations indicated by quest tokens and the heroes leave the tile on the "START" edge the heroes win this quest.

- ♦ The heroes gain 2 Serendipity.
- ♦ The heroes receive 10 Gold.
- ♦ Reduce the Darkness Influence by 2.



They almost got you but in the end you managed to place the oil and escape. After igniting the alchemical oil the tunnels were engulfed in flames and the city guard managed to kill the remaining rodents that survived the inferno...

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 Tailless pour from the tunnels, too many for you to handle. You run for your lives, trying to leave this infestation behind...



Bait & Switch



You are sitting in the Thick Lyre inn, a big tavern in the north of Ur. Marcus the Ready has joined you this evening and you all have a good time. The beer and food is fine and you're telling the stories of your heroic deeds to some guys at the bar. Marcus, visibly drunk, slams his mug to the table and yells: "We need to know what is going north-east of Ur. The Grubbers are arranging some kind of big shindig, I can smell it. Let's go see what those Muckers are up to, shall we?". You decide to investigate what Marcus is talking about the morning...



◆ 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 only be played if you have Marcus the Ready as an ally.

GOAL

The heroes must defeat a mini-boss and manage to escape.

FAIL CONDITIONS

All heroes are defeated.

Rewards

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

SPECIAL

- ◆ Marcus the Ally accompanies the heroes during this quest without serendipity cost.

REQUIRES



Tribal Lair
Token



Mucker and
Grubber
miniatures



Universal
Darkness Deck
(2 Skulls)



Random
Mini-Boss



Quest
Token (x6)



Dark Skull To-
ken & Consum-
ing Darkness
Trap Card



Marcus
the Ready



Random
Agent



You've made your way deep into the territory of the Darkness, following Marcus lead. You enter a clearing, bones littering the ground. In the center of the clearing there's a Grubber lair, clearly visible. You notices a faint red glow around the lair. As you get closer you make out several dark runes on the ground, also emanating a faint red glow, just like the lair. Something strange is going on here, you've never seen anything like this before...

TILE I

SETUP



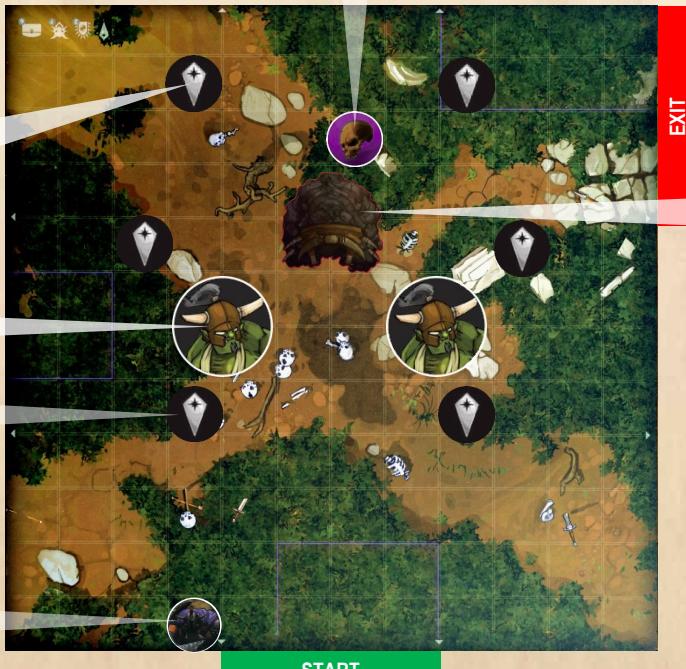
Mucker (Mutated)
Draw captain mutation cards based on Darkness Influence.

Quest Token



Marcus the Ready

Dark Skull Token
(Consuming Darkness Trap)



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

SETUP

- Ignore all realm tile legends. A maximum of 6 treasures can be gained on this tile.
- Place 6 quest tokens as shown.
- Place 2 Muckers as shown. One Mucker is mutated: Draw captain mutation cards based on Darkness Influence.
- Place the dark skull token (indicating the Consuming Darkness trap) as shown.
- Place a Tribal Lair as shown. 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 heroes starting position.

RULES

- The lair cannot be damaged as long as there are quest tokens on the tile.
- A hero may perform a **NCA, TN: 5** or an **Intellect Test, TN: 6** if using the attribute hero cards to discard a quest token if he is standing next to it. The hero may roll an additional 3 **D10** but has to draw a **Fatigue** card afterwards.
- The Noose Tightens:** During the Refresh Phase roll 1 **FD** for each quest token in play. For each **E** result, increase the Darkness AP by 1.
- The Darkness:** If there are no more quest tokens on the tile a random mini-boss appears at the tile edge closest to a hero.



Read this after the tile has been cleared

A dreadful horn wails in the distance. Marcus comes barreling towards you yelling, "It's a TRAP! Get out!"





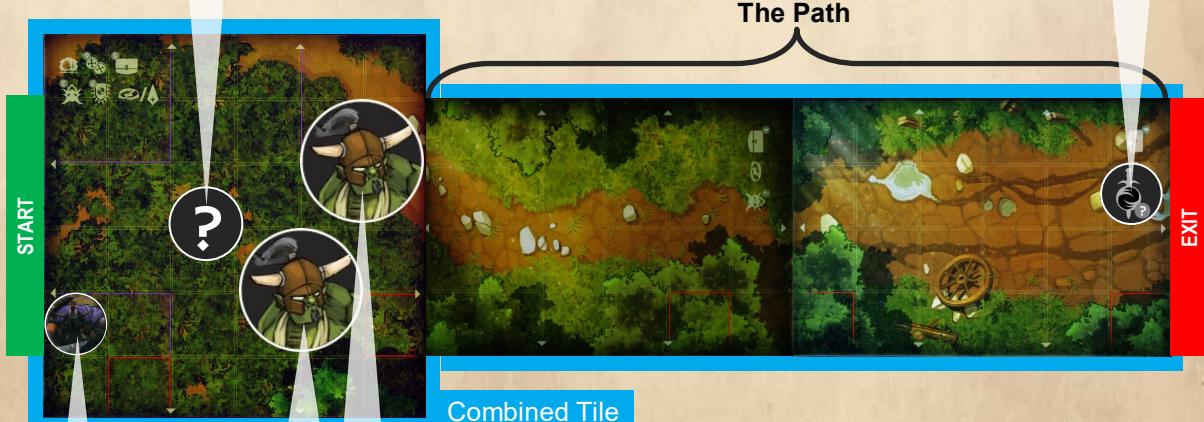
You've brought down a mighty helper of the Darkness but you cannot enjoy your victory. There's only one thought running through your head now: run! You must get out. It has been a long play, but finally the Grubbers' plans have come full circle. It was always an attempt to bring heroes here and bury them. You turn and make for the gap you entered, but it is quickly covered by creatures calling for their brethren.

TILE 2 SETUP

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



Possible Agent
Roll **FD** based on Darkness
Influence to see if a Agent
appears.



Marcus the Ready

Mucker (Mutated)
Draw captain mutation
cards based on Dark-
ness Influence.

SETUP

- Ignore all realm tile legends. A maximum of 4 treasures can be gained on this tile.
- Place Marcus the Ready adjacent to the heroes starting position.
- Place an *Initial Spawn* of Grubbers (based on number of heroes) as shown.
- Place two mutated Muckers as shown: Draw captain mutation cards based on Darkness Influence.
- Roll a number of **FD** based on Darkness Influence to see if a Agent is present on the tile.

RULES

- Escape Route:** Heroes gain +1 MP while on *The Path*. Heroes can only exit these realm tiles by moving down *The Path* and leaving through the far edge (marked "EXIT").
- Pursuers:** During each *Refresh Phase* increase the Darkness AP by 1 and spawn a Mucker on the tile edge marked "START". If you don't have any more Mucker models spawn 2 Grubbers per hero instead.

RESOLUTION

SUCCESS

All heroes have escaped through the tile edge marked "EXIT".

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



Your legs ache and your chest burns, yet you live. You collapse to the ground and begin to peel off armor caked in blood and sweat. Marcus comes jogging back, "Don't give up on me yet heroes!" You groan as you slowly rise to your feet...

FAILURE

If all heroes are defeated the heroes lose this quest.

- Refer to the *Defeated Heroes* section of the *Lands of Myth* rules.



This time the Grubbers prepared an excellent trap and you fall for it! The last thing you see is Marcus, fighting against a dozen Grubbers...



THE HAND OF DARKNESS



In the clear quiet of the morning, they began to arrive. Battered and broken, people appeared, crying and carrying their beloved. With blank stares, the refugees whispered that the Darkness had come, made manifest in the might of a single legendary foe. Village by village fell to the Darkness and the survivors made their way to Ur. At noon the city magistrate Dangar Featherbloom showed up. Discussions with the commander of the city guard followed and soon they turned to you. "We need to stop this! Would you go and kill these beasts that ravage our lands" he begins to speak. "You know how to track those beasts

◆ 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.

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



Universal Darkness Deck (2 Skulls)



Vargr miniatures or tokens & cards



Random Mini-Boss



You talked to the refugees and found out about a small village called Tarrin that was just razed less than a day ago. It is located to the northeast of Ur and was your best bet to find hints about the beasts that attacked all these villages. Half a day ago you reached Tarrin, finding the village completely destroyed. It was easy to find and follow the tracks; not only could you make out dozens of Grubber and Mucker footprints but also some larger beasts. The trail lead you to a forest when a heavy rain set in. Being no longer able to see any footprints in the mud you are about to give up when you get attacked...

TILE I SETUP



Grubbers

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



Vargr (Mutated)

Draw captain mutation
cards based on Dark-
ness Influence.

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 Vargr as shown: Draw captain mutation cards based on Darkness Influence.
- The Darkness starts with 3 AP.

RULES

- Heavy Rain:** All Move cards have their movement reduced by 1. All ranged attacks have -3 range (to a minimum of 1).



Read this after the tile has been cleared

It's still raining cats and dogs and all footprints have long been swallowed by the rain and mud. With the last Grubber defeated you follow the path, hoping that you can find where all these Grubbers have come from...

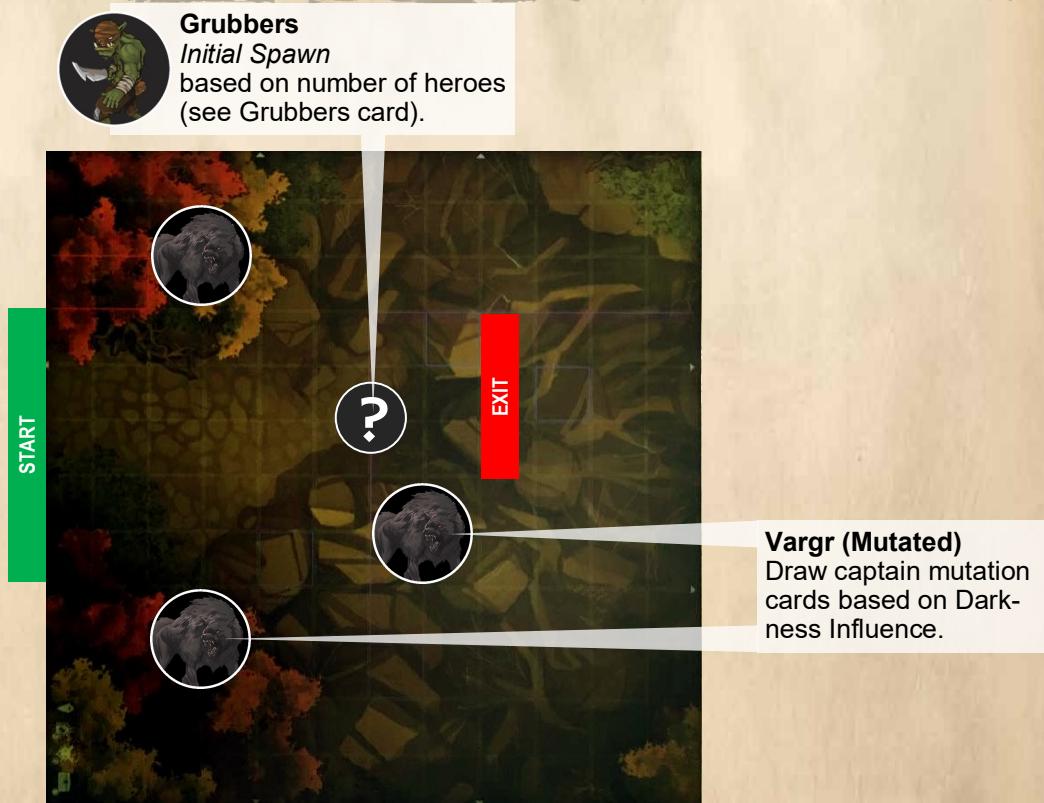




The path winds through the forest, leading to a small clearing. The rain is still very strong and you can barely see the cave entry that lies just ahead. As you move closer towards the cave a bloodcurdling howl lets you freeze in place. Several Vargr break through the woods, baring their vicious teeth and prepare to attack. From the cave entry a bunch of Grubbers appear, seemingly not surprised to see you.

TILE 2

SETUP



SETUP

- Ignore all realm tile legends. A maximum of 4 treasures can be gained on this tile.
- Place an *Initial Spawn* of Grubbers (based on the number of heroes) as shown.
- Place two mutated Vargr as shown: Draw captain mutation cards based on Darkness Influence.
- Place a normal Vargr as shown.
- The darkness starts with 2 AP.

RULES

- Heavy Rain:** All Move cards have their movement reduced by 1. All ranged attacks have -3 range (to a minimum of 1).



Read this after the tile has been cleared

With the last Grubber and Vargr slain you enter the cave, curious to find out who's behind all this. It's time that he pays for all these destroyed villages and killed people. It's time for justice...



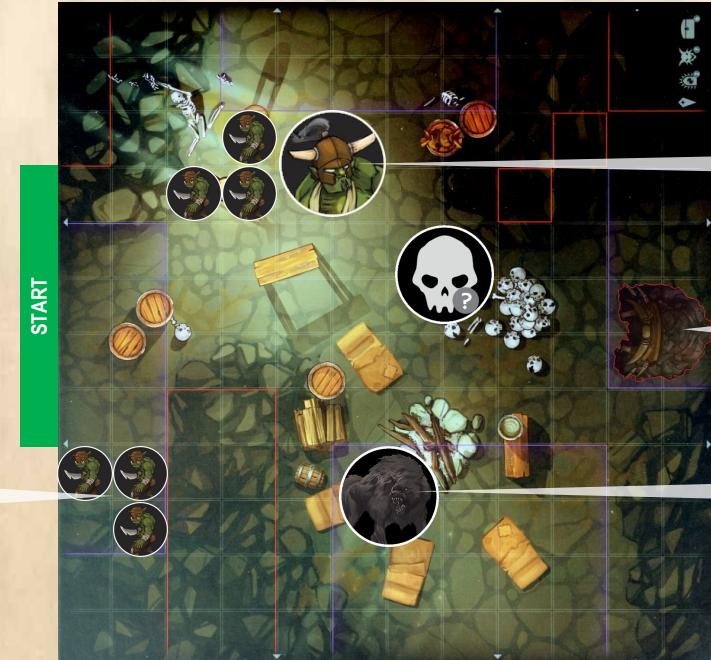


What seemed like a small cave from the outside is a huge cavern. You follow the path deeper and deeper into the cave. The further you go, the more you have the feeling that the Darkness is very strong in this place. You've pushed further into the Darkness' domain than you had ever dared. You hope you did not overreach this time. Whatever hides here was surely responsible for all this suffering and destruction. But the time for reckoning is finally at hand...

TILE 3

SETUP

Grubbers  3+
If there are 3 or more heroes place 3 additional Grubbers.



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

Tribal Lair
Do not populate with an *Initial Spawn*.

Vargr (Mutated) 
If there are 3 or more heroes place additional Vargr. 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 3 Grubbers as shown. 3+ heroes: place 3 additional Grubbers as shown.
- Place a mutated Mucker as shown: Draw captain mutation cards based on Darkness Influence.
- 3+ heroes: Place a mutated Vargr as shown: Draw captain mutation cards based on Darkness Influence.
- Place a Tribal Lair as shown but do not populate it with an *Initial Spawn*.
- Place a random mini boss as shown.

RULES

- Overwhelming Darkness Trap:** this tile contains the Overwhelming Darkness trap. Heroes do not gain the trap rewards (the quest rewards already take this into account).

RESOLUTION

SUCCESS

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

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



You stand over your conquered foe. You relish your victory and the justice that is finally served. Your only task now is to return to the magistrate with proof that the deed was done.

FAILURE

If all heroes are defeated the heroes lose this quest.

- Refer to the *Defeated Heroes* section of the *Lands of Myth* rules.



As the Darkness washes over what little light remains, the heroes finally succumb to their enemies...