

THE LANDS OF MYTH

A CONTINUOUS CAMPAIGN MOD FOR

MYTH

HIGHGATE REGION JOURNAL



VERSION 2.1

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

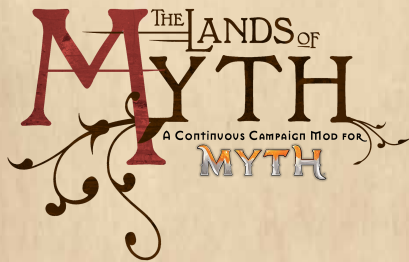
NEEDED OFFICIAL COMPONENTS

In order to play the Highgate 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.



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.

REGION SETUP

This section describes how to setup the card decks and treasure bag for the Highgate 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 Highgate 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 Highgate region.

Note: Currency and Potions are returned to the item deck after being drawn.

Item	Item Set	Type	#
1 Gold	Base Game	Currency	10
2 Gold	Base Game	Currency	2
Vitality Potion	Base Game	Potion	1

HIGHGATE VILLAGE



The evening draws closer as your group reaches the small village of Highgate. What once must have been a thriving place is now merely a shadow of its former self. Most residents have left the village to seek protection in bigger towns like Fallen Guard, Riverthorn or Three Rivers. The inn is shuttered, so you make camp just outside town. While you light a fire and begin to disembowel the skinny hare you caught today one of the villagers approaches you. "Adventurers," he begins, his voice quiet and muffled, "for the past month, people have been disappearing from our village without a trace. Dark and sinister creatures have arisen in our cemetery, who invade our homes in the dead of night. You look like capable adventurers. Will you help us?"

STARTING REGION

The Highgate region has been developed to introduce Myth game mechanics to new players when starting a campaign. If players choose to skip the introductory region, their heroes do not gain any rewards but immediately travel to one of the reachable areas (see *Travel to ...* in the *Village Actions* section).



REGION MAP

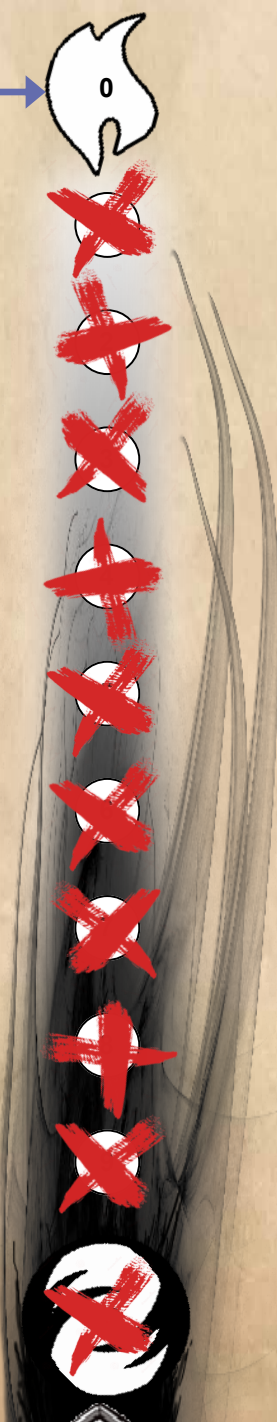


DARKNESS INFLUENCE

The Darkness Influence Tracker is used to measure how active the Darkness is in the Highgate region.

ALMOST BANISHED

As the Highgate region is for starting purposes, the Darkness Influence is minimal and only a single quest has to be completed by the heroes to banish the Darkness and advance to new regions. Heroes receive no special rewards.



VILLAGE ACTIONS

These are the actions heroes can take when they are in Highgate village. Note that based on the Darkness influence some actions may not be available.



Camp outside Highgate village

- ◆ Each hero restores his/her Vitality to maximum.



Travel to ?



- ◆ Once the darkness influence has been reduced to 0 you can travel to any 1-Skull Region and continue your adventures.




- ◆ If you can't or don't want to pay the travel costs heroes start their next quest with 1 less Vitality.



Investigate the Highgate cemetery

- Play the quest *Highgate Cemetery*.



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 rule-book; Lands of Myth was defined with a similar philosophy.



HIGHGATE CEMETERY

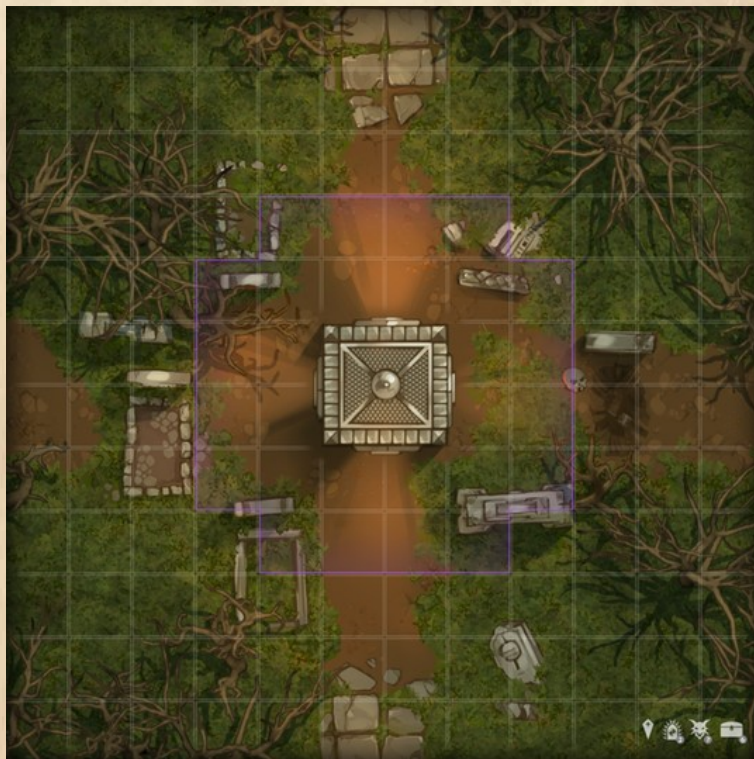


Several other villagers approach as you enter Highgate with the villager you met at your campsite. "These look like capable warriors. Thad, have they agreed to help us?" Thad nods, and the eldest villager turns to you. "My name is Michael. Thank you for agreeing to help - I fear that our village would not last much longer without your assistance."

Michael nods towards the cemetery. "Darkness has taken over our cemetery, and no one who has ventured inside has returned. Please, help us rid our village of this evil. We cannot afford to pay much but, if you help us, we will pay as much as we can!"

STARTING QUEST

This is a simple starting quest, intended to help players who are new to Myth learn the mechanics of the game. Feel free to adapt this content to your needs (e.g., if you only have the base game, crawlers and stalkers can be used in place of shamblers and souless, or substitute with other skeletal minis and use the Myth app in order to access the Bones Darkness Deck).



RESTRICTIONS

None.

GOAL

The heroes must defeat all enemies.

FAIL CONDITIONS

All heroes are defeated.

REWARDS

- ♦ The heroes gain 1 Serendipity.
- ♦ The heroes gain 5 gold.
- ♦ Reduce the darkness influence by 1.

SPECIAL

None.

REQUIRES



Souless and Shambler miniatures



Universal Darkness Deck
(1 Skull)



The townspeople were right! There is something amiss inside this cemetery. As you near the stone pillars, you see that there are open graves, as if something has been unearthed recently. Moments later, you hear noise all around you....shamblers! The skeletal figures are approaching you from all sides! In the distance, you see a Soulless directing their movements. You must clear the cemetery of these foul abominations!

START

TILE I

SETUP



SETUP

- ♦ Ignore all realm tile legends. A maximum of 4 treasures can be gained on this tile.
- ♦ The Darkness starts with 2 AP.

RULES

- ♦ There are no special rules for this quest.

RESOLUTION

SUCCESS

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

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



As you strike down the last shambler, you can feel the Darkness flee from this place. However, your arrival has not gone unnoticed. Even the smallest acts of courage fall under the Darkness' heavy gaze. Perhaps you are heroes. Only time will tell.

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 were overconfident! The shamblers brought you down. With the last of your power, you manage to leave the cemetery and head back to Highgate village. Next time, you will be better prepared and will return to banish the Darkness!