

Today

A **Mythic Mortals** Adventure by David Schirduan

2-3 Hours

The Pitch

About 10 minutes from now the Players will be granted incredible powers and ancient weapons. Then they will be attacked by horrible creatures from elder nightmares. That's when the fun begins.

(This is a great starter adventure, and is a good way to introduce the setting and the game mechanics.)

Themes

- Hometown
- Intro Adventure
- New Threat
- Urban Destruction

This adventure is written to help you run an exciting game for you and your friends. It should be less like a rulebook and more like a box of toys. Everything is meant as inspiration and advice, use what you like, ignore what you don't.

What you will need:

- Player mats & Reference Sheet
(Download from mythicmortals.com)
- A handful of six-sided dice
- A deck of cards for each player
 - 1 Hero; discard no cards at beginning
 - 2 Heroes; each discard 10 cards at beginning
 - 3 Heroes; each discard 15 cards at beginning
 - 4+ Heroes; each discard 20 cards at beginning

Descriptions

For a game like Mythic Mortals, short, punchy descriptions will serve you better than atmospheric paragraphs. Whenever you describe a scene, be sure to:

- Quickly sum up the situation (“After the door was knocked down, you all took cover behind the couch”)
- Point out any immediate threats (“There’s a vampire at the window”)
- Describe surroundings (“You’re in a small room”)
- Mention any useful items/terrain (“There is a large couch, and the fireplace is alight”)

You Meet in a Tavern...

Take a moment to describe the current environment and the people around the table.

“It's another normal night, and you and your friends are gathered around the table at Sarah's house...”

Then, describe a loud smash and some distant screaming. Two huge minotaurs attack a nearby location (next door, or another room).

A special energy floods the players, and they engage in battle with the monsters.

Minotaur

Base Damage: 9 | Mythos: 8 | HP: 20

- Throw a car or large object at a player (Base Damage)
- Bull-rush multiple players, trampling them (6 damage, players can be knocked back)
- Enrage (at 6HP or lower): Eyes glow red, and base damage increases to 12

Have the fight take place wherever you are hosting the game in real life. Allow the Minotaurs to destroy furniture, use the environment, etc etc.

Police!

After the fight is concluded, Heroes can hear police sirens and loud crashing noises as buildings are being destroyed. Soon several police cars arrive. A bewildered officer sees the players armed with incredible weapons and standing over Minotaur corpses.

The officer explains that he has no idea what's going on, but there was a Federal announcement that horrible creatures are everywhere, and all law enforcement is to seek out “Heroes”; special humans with powers; and direct them to the areas of greatest need. The officer then tells the group that a monster is attacking the main city area, and offers them a ride in the police cars.

With a “WHOOOP WHOOOP”, the police car takes off, passing terrible carnage, screaming people, and glimpses of ancient beasts attacking and destroying the landscape.

About 15 minutes down the road, the car lurches forward, and is tossed into the air. Three Huge Lindworms (wingless dragons) emerge from the earth, overturning cars and launching themselves into the air. Each Lindworm is as thick as a barrel, and as long as a school bus. What's more, each one is being ridden by a shadow being that seems to shift in and out of reality, appearing as a sharp shadow at one moment, and as a thin, stretched person the next.

Lindworms

Base Damage: 7 | Mythos: 4 | HP: 15

- Launch their rider at a player
- Emerge from under the earth, knocking down players, crushing cars, etc.
- Breathe fire, ice, electricity, etc. Attack multiple players.

These creatures can launch cars, crawl along walls, and are big and scary.

Shadow Riders

Base Damage: 8 | Mythos: 2 | HP: 18

- Shift in and out of reality, jumping and teleporting around the battlefield.
- Can shift their appendages into weapons, attacking at range or melee easily.
- When the battle starts to turn against them, they blend into any existing shadows, and escape.

These things should be EVERYWHERE! striking, attacking, jumping around, ganging up on players, etc. If the players are having an easy time, let these things go twice in a row. Make them feel harassed.

Shell Dragon (3 Stages)

After the enemies are dispatched, players can hear a horrible grinding and crashing noise, and maybe even see something large moving between the buildings. As the Heroes move towards the city, give them glimpses of the giant monster:

- A large, curved shell, highly reflective and covered in Mother of Pearl
- Squat, bulbous body, kinda like a hermit crab
- Huge claws, and sharp spines on the legs
- At least 3 stories tall.
- Moves slowly from side to side, but can dash quickly forward

As players approach it, they see other Heroes fighting it, using all sorts of neat powers. By the time they get close, the Creature snatches a human right out of the air and snaps him in two. It then turns to face the players and makes a piercing shriek.

Boss Notes: Bosses have several different stages. HP, damage, and other effects do NOT transfer between stages. It's almost like having 3 different monsters. Bosses can also go multiple times per round, noted by their multiple Mythos values.

First Stage

Base Damage: 8 | Mythos: 7, 10 | HP: 25

- Charge towards the players, knocking them down and trampling them.
- Knock over buildings, toss cars, etc.
- Snap out quickly with huge claws, knocking players through buildings or far away.

After the creature has been damaged the shell cracks open and gross sticky wings unfold from inside. They shake a bit, vibrate, and begin to lift the creature into the air. The creature will attempt to move away, fleeing the city and shaking off attackers as it flees.

Second Stage

Base Damage: 5 | Mythos: 3, 5 | HP: 15

- Flies to the tops of buildings and drifts away
- Knock down the buildings that players are climbing
- Snap out with claws and avoid any attacks.

It will be hard to attack. Players will have to attack at range or scale to the tops of buildings and take pot-shots at it. This should mostly be a chase sequence, with little, if any damage.

After the beast has taken damage or the wings are broken, then it will land. Exhausted, it will begin attacking wildly, charging towards players, ignoring attacks to focus on a particular Hero and breaking out all sorts of stuff.

Third Stage

Base Damage: 10 | Mythos: 4, 6, 8 | HP: 30

- Unleash a foul sticky liquid on a player. It takes them out of the fight for an entire round.
- Spin rapidly, claws flashing out, attacking 2-3 players at once, sending them flying away
- Unhinge the bottom jaw, and unleash a burst of flame, exploding cars, melting buildings, and setting players aflame (5 damage each round unless they put it out.)

This is an all out attack fest. Players will be attacking like crazy, and the dragon will be pulling out all of the stops.

When the HP of the monster gets really low, allow the players to cut-scene how they kill it. Maybe they toss a car, and explode it right in the face or maybe one of the players dives INSIDE of the beast, and kills it from within. Either way, it should be a spectacular finale!

Conclusion

As things die down, a helicopter begins to descend towards them. Men in black suits get out, each carrying a silver case. They tell the players humanity is at risk, many of the earth's governments have banded together to combat this new threat and any and all Heroes are being recruited to defend heavily populated areas.

"The case contains passports, money, credentials, and anything you may need to cut through red tape" they explain. "You have as much political pull as the leader of a small country and we're putting you in charge of defending this area. The fate of humanity is in your hands."

The men bow to their knees, and offer the cases up to the players.

"What put our fate in your hands..."

The Mythic Mortals!

Go To mythicmortals.com:

- Helpful Resources
- The Core Rulebook
- And More!