

Overboard

A **Mythic Mortals** Adventure by David Schirduan

3-4 Hours

The Pitch

It has been several weeks since ancient gods and spirits returned to claim the planet. The remnants of humanity have come together, united by desperation.

Although Heroes like the players have been keeping the terrible powers at bay, many search for a more permanent solution. A science ship, the Atlanta, has detected a strange energy reading from deep beneath the Atlantic ocean. A team had just begun to explore an ancient, buried structure when all contact was lost and nothing has been heard from them since.

They are being sent via long-range copter to determine what happened and if there's any survivors.

Themes

- Slight Horror
- Dark Mystery
- Confined Quarters
- Empty Ocean

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”)

The Mystery:

While searching the ancient structure The Atlanta was taken by surprise. The Creature flung terrible green blobs on the ship while it smashed the deck with it's tentacles. The blobs killed the crew, multiplying by absorbing their blood. Ancient mechanical "caretakers" cleaned up the ship and are preparing to scuttle it, thus adding it to an ancient structure at the bottom of the sea.

Special Notes:

This mission is less structured than most MM missions. Encourage players to wander the ship, looking for clues and going from one area to the other as they see fit. Players can move from one area to any adjacent area (but not diagonally).

The Drop

The pilot drops the heroes from high above the Atlanta. They don't need any parachutes, and land with style, putting large dents in the deck. Players land on the Fore Deck .

The Heroes were given a detailed map of the ship, but you can just show them something like the image below.

The Atlanta

Fore Deck		Crane
Crew Quarters	Catwalk	Mess
Nuclear Generator	Armory/Storage	Engine Room

Fore Deck

The Fore Deck is spotless. Everything is meticulously placed and it even looks like there is a new coat of paint. From here they can see the Crane, which has been bent and has a cable running to the sea. Heroes can also see a stairway to the Crew Quarters below.

Crane

The crane has been crushed like a coke can. It's bent to the side and has a cable running into the water.

If a Hero can get it running again, or lift up the cable, they will find 3 people inside a small submersible. They appear to have suffocated.

Two small artifacts were recovered by the team and can be found at the bottom of the submersible. They are small metallic globes that glow brightly. The globes activate, and forms into a weird machine!

Ancient Machine

Base Damage: 7 | Mythos: 6 | HP: 20

- Spread out and attack up to 3 Heroes with multiple appendages (4 dmg each).
- Send a long stream of connected knives at a Hero in Shout range. Deals base damage.
- When near death (5-1 HP), detonate, purifying any biomatter in melee range (12 damage).

A central globe spouts hundreds of thin metal blades, interconnected and prehensile. They desire cleanliness above all else and will remove any disorder or mess; with brutal force if necessary.

Crew Quarters

The crew quarters are filled with bodies. It's as if something was trying to be tidy, and piled all of the bodies on the ship here. They have been stacked into a perfect cube. The bodies don't smell, and seem to have been drained of blood.

Catwalk / Amidships

Normally used for storage, this area has been stripped out to facilitate easy movement between sections of the ship. Multiple levels of crisscrossing catwalks spread throughout the area. Every time the players pass through the catwalk, a number of Blobs attack equal to the number of Heroes.

Blob

Base Damage: 6 | Mythos: 11-7 | HP: 3

- Attack from everywhere (drop from the ceiling, slid from under a catwalk, etc).
- Jump on a Hero, dealing no damage but setting all of their Slots to 5 until the end of their next turn.
- When a blob deals damage, add it to their HP. Describe it draining energy from the Heroes.

These little monsters can swarm in great numbers. Give them each a different Mythos, from 11-7.

Nuclear Generator

The door to the nuclear generator is covered in deep gashes, and the lock has been cut out. The room is destroyed. It is unlikely it will ever run again. Any more damage could set off the reactor.

Mess Hall

The mess hall is completely destroyed. Tables and chairs are smashed, a small fire burns in the kitchen, and smears of blood litter the floor.

Several Ancient Machines are here, trying to clean things up and make the room orderly again. When the Heroes enter, the machines attack. There is an Ancient Machine for every two Heros.

Armory / Storage

A rather small room contains a some weapons, diving equipment, and 2 cases of demolition charges. These weapons pale in comparison to Mythic powers, but they may be able to use the explosives.

Each Hero can grab a case of plastic explosives that can be detonated by rolling Damage or rolling a successful attack with a ranged weapon. Each case can deal up to 10 damage.

Engine Room

There is a loud grinding sound coming from within this room. When the Heroes enter, they see that a huge Ancient Machine seems to be covered in the same green goo as the Blobs. This ancient machine has formed a large drill and is widening a hole at the bottom of the ship. It is trying to scuttle the Atlanta!

Ancient Blob Machine

Base Damage: 8 | Mythos: 4, 10 | HP: 20

- Summon two Blobs.
- Swing the drill against several heroes.
- When the Machine deals damage, add it to its HP.

This machine takes up half the room, and will continue drilling while the players attack. If they don't kill it in 2 rounds, the ship begins to sink.

The Creature

When the Ancient Blob Machine is destroyed, The Creature appears, and will attempt to scuttle the ship through brute force.

Imagine a large squid with the head of a shark. Tentacles stream from the head and are prehensile. Each tentacle contains a bulbous end filled with Blobs. If this ship is not already sinking, The Creature wraps several tentacles around the ship and begins to crush the ship.

Creature: Stage 1

Base Damage: 10 | Mythos: 5 | HP: 0

- Smash the deck with tentacles
- Rip off a large piece of ship, toss it at a Hero
- The Creature has 4 tentacles with 5 HP each. It uses these tentacles to block attacks and absorb all damage.

The Creature has 4 main tentacles filled with blobs. These should drop pretty quickly to the deck.

Creature: Stage 2

Several tentacles should have fallen on the deck by now. The bulbous ends burst open and a bunch of Blobs emerge, attacking the players. There should be 2 blobs for every Hero, with scattered Mythos values.

While the blobs are swarming, the creature begins to rock the ship, smashing and crushing it. The ship begins to sink beneath the waves.

After the blobs are destroyed, the Heros can wear the skin of a blob to enter the water and move freely, like flying in the air, but underwater. The creature engages the Heroes directly. Heroes can also choose to try and fight from the floating wreckage of the ship.

Creature: Stage 3

Base Damage: 12 | Mythos: 8, 5 | HP: 25

- Swipe a player with razor sharp fins
- Whip its tail, stirring the water, creating a typhoon that knocks all Heroes against one another (8 dmg)
- Swallow a player. They take 15 damage. If they survive, that can immediately make a free attack from inside the creature, dealing 5 + their normal damage and get vomited up.

This is the final stage, and the creature is going all out to kill the Heroes. Take advantage of the 3D underwater element and have the Creature dash away, only to return at an unexpected angle.

Conclusion

After The Creature is defeated, the ship is a lost cause. The Navy begins to initiate a salvage operation anyway to see what they can learn about the underwater structure. The Heroes are recovered by helicopter where the president thanks them personally for their effort.

Just as the president is describing just HOW precisely their bravery saved humanity, a gigantic flaming crow is seen dive-bombing a city with a 747 clutched in its talons....

Clearly there is more work that needs doing by the...

Mythic Mortals!

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- The Core Rulebook
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