

MYFAROG Mini-Myth #1

Where? Anywhere

When? Anytime

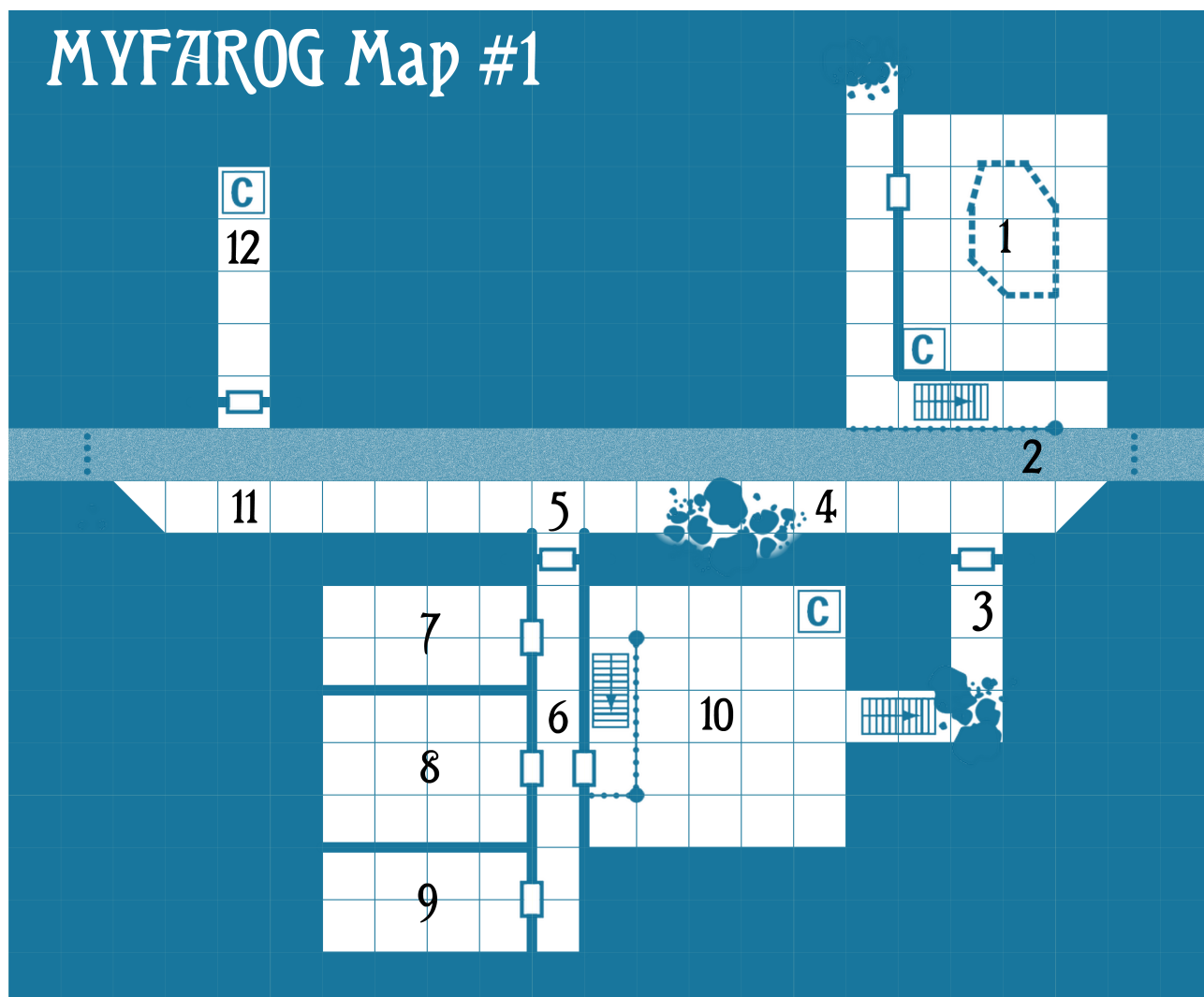
Background: When out travelling the ground collapses under the party and they end up in a long forgotten underground chamber.

Task: Try to get out alive.

Scale: 1 square on the map is 5'

This mini-myth (adventure) is intended as an introduction to some of the rules, for novice Myth Masters and players, and is also designed to be easily inserted into any ongoing campaign. For now, this myth is in a "play test" phase, so changes have already been made! **NB! The original creature in the dungeon has been replaced by another, and one spelling error has been corrected.** The adventure should now be *more* suitable for a single player.

All page references in this myth are for the MYFAROG core rulebook.



1. The party falls into a damp basement, still left after the building above was reclaimed by Mother Nature. The ceiling is domed but is old and torn down by time, tree roots and fungi, so it caved under the weight of the party.

Everyone in the party needs to test Acrobatics. Because of the soft soil on top of the falling ceiling, the effective falling distance is only 5' (even though the ceiling is 10' high and the floor is rocky and hard), but this can be modified by each character's Acrobatics result.

Cut/Shock Effect

When taking damage in MYFAROG creatures risk getting additional complications because of the damage, like a bleeding wound, getting knocked down or losing his consciousness. See Combat Resolution on p. 54. If the Cut/Shock effect from damage is not specifically stated in the rules, the Myth Master can assume it is +0/+0.

The 20' by 25' large rectangular room is lit up by the daylight from above (or not, if the party fell through at night time). Cobwebs cover what is left of the ceiling and fungi grows on the walls. The one door leading out is closed and unlocked, but will fall over into the hallway outside if someone tries to open it. The sound of running water can be heard once the door has been opened.

Only parts of the ceiling has collapsed, and for every 30 seconds (6 rounds) the party spends in the room there is a 10% (1 in 10) chance that their movements will provoke a big rock to fall from the collapsing ceiling or from the ground above. A total of 32 rocks can fall this way. There is a 5% chance

for every individual present in the room that one is hit (so if 3 are present, there is a 15% chance that one of them is *potentially* hit). To avoid being hit and taking damage, the individual *potentially* hit (because that character is by chance standing exactly where the rock hits) can test Dodging against DD 14 (add character's size to DD). Determine who is potentially hit randomly (see the **Flaw** Unlucky, p. 21).

Anyone trying to use a grappling hook and rope to climb out will provoke parts of the ceiling to collapse as described above, only the falling rock will potentially hit the one holding the rope.

Each rock falling will deliver 2D6 damage to anyone actually hit by it. A helmet will help reduce this by 1.

If the party is still in the room after all the 32 rocks have fallen, it *will* be safe to simply climb out and up to the surface. But of course the players don't actually know when the rocks from above will stop falling...

To get out safely after all rocks have fallen, characters can test Climbing against DD 14 (12 for scaling a 10' wall and +2 because it is slippery. See example tasks and modifications for Climbing on p. 37.

A trapdoor used to lead up from the chamber, but the wooden ladder rotted away by fungi and the trapdoor is blocked from the outside.

**“Falling down is not a failure.
Failure comes when you stay where
you have fallen.”**

2. A worn and slippery stone staircase leads down to what seems to have been part of some sort of ancient sewer (test Acrobatics against DD 4 in order not to slip and fall, taking D6 – 3 damage on a Failure or D6 on a Critical Failure).

Movement Skill

Remember that Acrobatics is a movement skill (MS), which means that all modifications for wearing armour, for encumbrance and for carrying shields influence the result when you test the skill!

The sewer is blocked by thick metal bars (on both ends). There is no light here (or anywhere else in the “dungeon”, except in room 1), so unless the party brings some light source of their own, anyone without the ability to see in pitch black darkness will have to feel their way around (and suffer -5 mods to all combat and MS [Movement Skills] tests).

No Light Sources?

Your players didn't think of bringing torches or lanterns, or even a wax candle? Maybe they can make something from whatever they have. A piece of cloth and a club might work as a torch for some 5 minutes. They didn't even bring a tinderbox or bow drill to start a fire? What kind of planning is that?! I wish them good luck...

In order to get across to the other side the party members need to jump those 5'. Test Acrobatics against DD 4 to land safely on the slippery floor on the other side without falling into the freezing water (Critical Failure, see area 4), slipping and hurting himself taking D6 – 3 damage (Failure) or dropping something they carry (Semi-Success).

Don't let the guy in plate armour (-5 mod to MS) carry your one and only torch when he takes that jump...

3. A heavy and rusty old metal door prevents access to the hallway. The locking mechanism is controlled by a wheel on the door. Str +4 needed to turn the wheel and pry it open. Instead Str +2 if some lamp oil is applied. Use the highest Str in the party and add +1 for every other character helping out). If an ill-advised character tries to use a weapon to smash the heavy metal door open, cast a D6 to determine the damage *to the weapon*. See the optional rule **Random Item Damage** on p. 65). Rocks thrown at the door will not damage it.

The ceiling has collapsed in the hallway beyond the heavy metal door. The rocks are too heavy for humans (or demi-humans) to lift. The way is blocked. The remains of a man lie half-buried under the rocks. Only bones and a leather belt is left of him. If searched a small key (to unlock the door into room 10) is found in a rotten pouch found in his belt. The belt is unusable, and will dissolve if taken.

A character able to see in pitch black darkness, or a character bringing a (bull's eye) lantern (able to direct light, much like a modern flash-light), will be able to see between the rocks a staircase leading upwards on the other side.

**“Darkness is absence of light.
Shadow is diminution of light.”**

4. The wall has collapsed outwards, partly blocking the way. To get past the characters need to either swim or climb. The water is 10' deep, runs right to left on the map and is freezing (DD to swim is 13 [basic DD 8, +2 for freezing water, +3 for fast current]). A soaking wet character (-1 mod to all skills until dry) (or a naked character?) will then have to climb back up from the water (Climbing DD 12). An unconscious character in the water will be taken by the current to the bars at the extreme left on the map (with a speed of 5' per round).

NB! A character swimming in freezing water spends 4 (minus Cold Resistance, if any) SP per round! See footnote 3 under Modifications for Swimming on p. 50. Although there are no specific rules for recovering SP after swimming in freezing water, as a myth master I would let him recover those spent SP at a rate of maybe 1 every 10 minutes, instead of the normal rate as stated on p. 48. Actually, from now on that is the rule for this.... #Improvise

To get past by climbing characters need to test Climbing against DD 12, but because the rocks are loose and unstable they will suffer 1 damage if they fail, and 2 damage if they fail critically (or 0 or 1 respectively, if they wear a helmet). Also, if they fail or fail critically, they will need to test their Acrobatics (against DD 8 or 10) in order not to fall into the (freezing) water below.

5. The heavy metal door is just like the door in area 3, but this one is less rusty and you only need +0 in Str to open it, or -1 if some lamp oil is applied. It has been barred from the outside with two thick iron rods as well, as if someone made sure the door would not open from the other side.

Further, this door has something written on it, but the paint is so old that it is very hard to figure out what the runes say – and a character needs at least +1 Rune Lore to be able to read them the first place. Also, the language this was written in is one used ages ago, so even if the party can figure out what it says, it doesn't mean they will understand it.

The text written on the door is: *seô incleofu brôgan*. In order to understand that this translates (from Old English) as “The Lair of Horror” a character must spend a round trying to remember and test Rune Lore against DD 20.

6. When the door from area 5 opens a cold wind blows from this hallway, accompanied. The inside of the door is scratched by something. As if some creature inside tried to claw its way through the heavy metal door.

In the hallway, a strange yellow fungi grows on the floor and walls (highly toxic; if someone tries to taste it test Poison Resistance against PL 12). A feeling of dread creeps in on the party. Something unknown is in there. Something dangerous. In order to enter this hallway characters need to test Fortitude against DD 12. Characters failing will insist on trying other options first. If (when...) they run out of other options, they can enter this hallway anyhow, but will then be **Afraid** (if they *failed* the Fortitude test) or **Fearful** (if they *failed critically*) (see Morale rules on p. 60) as long as they spend time there or in room 7, 8 and 9.

Player Agency

The morale rules in MYFAROG take away some player agency, some control over their characters. This is done intentionally, to create interesting situations and because the players might play their characters, but they are not in full control of them! The players are expected to role-play the mental condition of their characters, even if they don't like how their characters feel.

The presence of an troll has poisoned everything and turned this part of the dungeon into a little pocket of fear and horror.

The skeleton in room 9 has sensed the party, so it already knows they are there, when they enter through the door. See room 9 for more on that.

“The experience of overcoming fear is extraordinarily delightful.”

7. The door is open. The room is empty, but seems to have contained items made of iron before, because a layer of rust covers the floor. Fungi covers all the wall.

8. The door is closed, but unlocked. Inside piles of decomposed rubbish and rotten wood, overgrown with fungi in different colours, lie strewn across the floor. If searched some remains of animals or humans can be found amongst the rubbish. World Lore DD 12 to identify the bones as human.

9. The Skeleton (see page 173 for stats) inside the open door will attack once any party member is within 10' of the door.

Too Weak a Monster?

If a skeleton is not a challenge for your party of adventurers, simply replace it with something more dangerous, like two skeletons, or three, or more...

The myth master should play the Skeleton as aggressively as possible. It is not afraid. The Skeleton will pursue the party if they flee into area 5, unless they shut the door behind them in time. It will gladly pursue the party to anywhere they may go – even outside (see room 10).

Fear

Monsters in MYFAROG can physically harm player characters, but some of them will have fear as their main weapon. The Skeleton has a Fright Mod of -3, which means that it is pretty scary, and if a character has very little Fortitude proficiency or negative modifications from being tired, weary, exhausted, soaking wet or injured, this will make it more likely that the player will lose some control of his character. The *player* might not be afraid, he suffers no danger here, but *his character* is... See the Morale rules starting on p. 59.

10. The heavy metal door to room 10 is locked (Mechanics DD 8 to unlock). The key can be found in area 3.

An intact metal ladder leads up to a heavy metal trapdoor in the ceiling, some 20' high up. The trapdoor is unlocked but soil and roots outside prevent anyone from opening it easily. It will take 2D6 rounds (minus the Str of the character trying to open it, but never less than 1 round) to get it open.

When opened, the light outside (or not, if it is night time) will protect the party from the Skeleton inside (they are destroyed by being directly exposed for one round to Sunlight). If the characters don't seal up the trapdoor, the Skeleton inside will emerge at night and roam free...

11. There is a little ledge to stand on for anyone trying to open the door to area 12. In order to jump across and not fall back into the stream a character needs to test his Acrobatics against DD 12. It is easier for smaller characters to perform this task, so modify the DD by the size of the character trying this manoeuvre, and by -2 if he can receive help from another character holding something that can keep him from falling (like the back end of a spear, the shaft of a Dane axe or something like that). Failure means the character falls partly into the water, but hangs on to the door handle (he gets Wet). Critical Failure means the character falls into the water and has to swim (Swimming DD 13) in order to be able to climb back up (Climbing DD 12). A rope tied around his waist will surely make all of this a lot easier (-4 DD Swimming and Climbing).

12. At the end of the tunnel a 20' shaft with an intact ladder leads up to a trapdoor in the ceiling. Except it is blocked and impossible to open. If attempts are made to *smash* it open using a hatchet or something like that, the trapdoor will take damage as if it was a Cursed Tree (see p. 152), only a character can only "attack" it with one handed weapons. It will break after suffering 30 HP and rocks and soil from above will start to pour in – and will fill up the shaft within 2D6 rounds. Anyone not actively trying to move away from this in a

hurry will be buried alive and suffer 3D6 damage. It will take 24 rounds to dig him out for one character. The way is blocked.

Experience Points

The main reward for the party of adventurers in this mini-myth is *survival*, but they can also gain some experience points – a currency all adventurers love, for sure. See p. 30 for how to award experience points.

“The most important factor in survival is neither intelligence nor strength, but adaptability.”