MYFAROG Mini-Myth #2

Where? Anywhere
When? Anytime
Background: When travelling in a forest, the party seeks shelter and stumbles on an old abandoned mine.
**Task:** Explore to make sure it is safe to take shelter here.
Scale: 1 square on the map is 5'
Orientation: On the map, up is North, down is South.

These mini-myths (adventures) are intended as a gradual introduction to some of the rules, and to show some possible solutions to problems that might arise during play, for novice Myth Masters and players, and are also designed to be easily inserted into any ongoing campaign. All page references in this myth are for the MYFAROG core rulebook.

For now, this myth is in a "play test" phase, so changes can very well be made!

MYFAROG Map #2
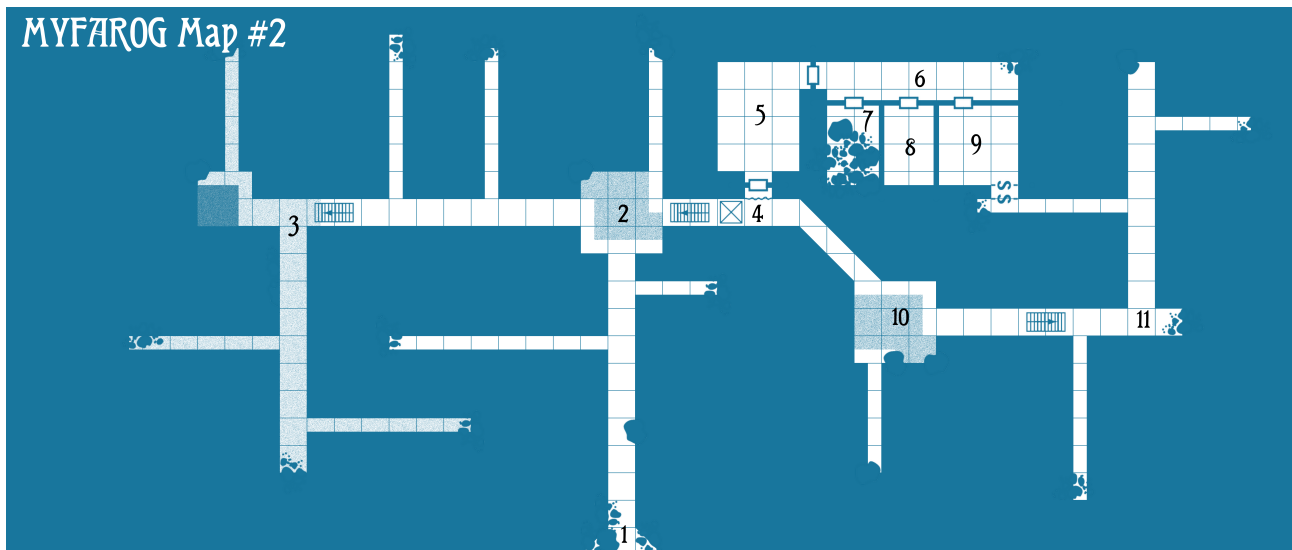
1. The entrance to the mine is partly collapse, but entry is easy for any human or demi-human (and for larger creatures too...). There are no cobwebs and a Tracking test against DD 10 can reveal that someone or something is leaving and entering the mine regularly. A Critical Success will reveal footprints from normal-sized humans (or demi-humans).

A trail leads from the mine entrance to the nearest pathway/road.

Don't hit your head

The ceiling in the 5' wide tunnels are only 5' tall. The ceiling in the 2.5' wide tunnels are only 4' tall. The ceiling in the deep (water filled) shafts is 10' and in the rooms (area 5, 6, 7, 8 & 9) it is 7' tall. Moving any faster in the tunnels than in jogging tempo is impractical, and requires an Acrobatics test with +4 to the normal DD. See the skill Tempo on p. 50-51. D6 -3 (-1 if wearing a helmet) damage on failure and D6 on a Critical Failure.

"Practice makes perfect."

2. A deep mine shaft some 15' by 15' feet has partly filled up with water. Some 20' or so below, rubbish is floating in the water, including some rotten pieces of wood and a broken barrel.

A narrow ledge allows movement to and between the different tunnels, but in order to get to the tunnel to the east and to the narrow tunnel to the north, characters need to either climb (Climbing DD 8) or jump across (Acrobatics DD 8 to land safely)

3. A staircase has been hewed out from the rock, and leads down to a partly flooded area. The water is 2' deep and very dirty, with pieces of rotten wood from broken tools, buckets and barrels, as well as firewood, floating around. The 10' by 10' deep shaft is 100' deep, and anyone not careful will fall in and possibly sink, unless they make a Swimming test against DD 8 (modified normally, by condition, encumbrance and whatever penalties their equipment – like armour or shields - will give them). See Swimming on p. 50. Unless they opt to swim with whatever they are holding in their hands (with +1 DD if they hold an object in one hand and +4 DD if they hold objects in both hands), the item(s) are likely (1-4 in a D6) to sink to the bottom of the shaft. On a 5-6 it will land on the ledge instead, but D6 rounds must be spent to retrieve them from under the dirty water.

4. A mechanical trap has been set (marked by an X in a square on the map) on top of the staircase (that has been hewed out of the rock itself).

Mechanical
If there is dwarf in the party, he has a 1-3 (in a D6) chance of sensing that a mechanical device is nearby, when he comes within 60' of the trap. He tests for this only the first time he comes within 60' of it, and cannot try again if he fails.

To spot the trap in time, the character in the lead of the party must test Perception against DD 10. If he fails, he will fall into a 2' deep pit with several spikes, taking D8 damage, and having his Tempo reduced by 5 for every point of damage he takes until that damage is healed. If movement turns negative or reaches +0 the character can no longer move until healed!

Once spotted, characters can simply jump (the meagre 5') over the trap (Acrobatics DD 2). Failure means the character fell on the other side, taking D6 – 3 damage. Critical Failure means they fell into the trap.

The trap has to be manually re-set, if it is to work again. This can be done using Mechanics against DD 12.

A grey curtain hangs on the wall, in an attempt to conceal a door. Anyone spending time within 10' of the curtain can test Perception against DD 12 to discover that it is actually a curtain, and not a stone wall, and they are allowed to test again and again, once every round, for as long as they remain there.

The wooden door behind is locked (Mechanics DD 12 to pick the lock). See Mechanics p. 41. The door locks with a latch from the inside.

5. If the door to area 5 is opened from area 4, the first to look in will see a brief glimpse of a goblin hurrying into area 6 and shutting the door behind him. The door is quickly barred from the other side by the fleeing goblin and will take 2D6 rounds to break down (minus the Str of the character doing it, to a minimum of 1 round).

If area 5 is entered from area 6, the door is open and two goblins will rest under some filthy blankets on the floor. They will jump up with weapons ready in 1 round.

The room looks like it used to be a kitchen and a mess hall of some sort, where the miners cooked and ate. A long table and some rusted kitchen appliances are all that is left. The benches are gone (cut into pieces and used as firewood a long time ago). Two filthy blankets lie on the floor, and a small barrel (half full with beer) rests on the table.

6. If the party enters from area 5 a goblin will wait in the doorway to area 9, ready with bow and arrow in hand. He will shoot an arrow at the first character entering through the door from area 5, and then run into room 9 and shut and lock the door behind him. The goblin has no key, but he can be locked from the inside without one.

A character opening the door with a missile weapon ready will be able to shoot or throw once before the goblin escapes through the door into area 9.

The remains of a deer, a giant rat, two normal rats, a rabbit and other unidentifiable animals eaten by the goblins have been left here.

7. The door into area 7 is unlocked. The ceiling has collapsed and what seems to have been the sleeping quarters of the miners. The room has been almost completely filled with rocks.

8. This used to be a storeroom. Empty crates and barrels line the walls. A (normal) rat disappears behind a crate (and into a hole in the wall) when the party opens the door to this room.

9. This used to be the living quarters of whoever ran this mine, but is now just a mess of broken (wooden) furniture, broken pottery, a smashed barrel and torn dirty blankets.

Unless the party entered via the secret door, the two goblins from area 5, if still alive, quickly shut and lock the door from the inside, before they escape via the secret door to the south before the party can enter the room.

The door to the room has no key, but it can be locked from the inside. It takes D6 rounds to break down the door, or D3 rounds for a character using an axe or for a large character (size +1 or more) – or D2 rounds for a large character (size +1 or more) using an axe.

The secret door was made by the goblins some weeks earlier, and is not too hard to find (Perception DD 10), or even to spot by chance (Perception DD 16). Behind it another secret door of the same type.

"If it doesn't open, it's not your door."

The secret doors are not identical, but in this situation, if a character finds one of them, he is more likely to spot the other one too (DD -2 to find/spot).

The goblins will try to escape through the secret doors, taking 2 rounds to get through them both, shutting them behind them as they go, and then they will advance (at jogging pace) at a rate of 45' per round (i. e. 9 squares per round). They will try to escape via area 11, 10 and 4, and then run out via 2 and 1, until they flee into the undergrowths of the forest outside. They will routinely jump over the trap in area 4. During daytime, and if the sun is shining, the goblins will hesitate for 1 round before they leave the darkness of the cave to the daylight outside, and the shadows of the trees.

If intercepted, they will fight normally. The goblins have standard weapons and armour, and 6 oz of silver each. See p. 165.

"The hardest prison to escape is your mind."

10. A deep, flooded mine shaft goes down hundreds of feet. A narrow ledge allows unrestricted movement from area 4 to area 11. Anyone moving at a jogging pace or faster (like fleeing goblins) when moving on the ledge must test Acrobatics against DD 8 or fall into the freezing water some 20' down.

Climbing up from the water below is very hard. (Because it is 20' to climb, and characters normally climb 10' per round, it requires two tests against Climbing DD 20, or 1 round if a Critical Success is achieved).

To climb or jump to the ledge at the south end of the shaft is hard (Climbing or Acrobatics DD 16).

If anyone falls in they have to swim. See area 3 for more on how that can be done.

Fighting anywhere in this mine, except for the rooms 5, 6, 8 and 9, is defined as fighting in confined space. See footnotes 4, 9 and 13 under the Mêlée Weapons & Shields table on p. 68 (the footnotes are on p. 69).

11. A staircase hewed from dry rock leads down to area 11. The main tunnel to the north is slanted and goes slightly uphill.

"A beautiful thing is never perfect."

This mini-myth is an example of how a myth master can create a little adventure using only the random encounter tables and the random encounter locations. In this case 2 *shy* goblins were encountered, the nature of the encounter was "travellers" and the encounter location was "cave" ("a series of large chambers". See p. 98). Many details have been added to that basic foundation, and that is the intention too: the myth master uses the "random" tables, and then imagines a situation based on that and fleshes out the scene himself. Much or little can be added, or nothing at all, but in any case the myth master is able with these tools to create interesting situations basically "on the fly", using only a few dice.

"The best use of imagination is creativity. The worst use is anxiety."