

Scribner *McMallard* became the worlds wealthiest duck, and the most important animal in Beastopolis, doing one thing really well: **Treasure Hunting**. Known for his racecars, lazars, and aeroplanes, the humble duck of Millionaire Manor once began as a simple explorer and entrepreneur, with grand dreams of great aquisition.

His legacy may have found its end, but yours is only beginning. *McMallard's Young Treasure Hunters InCorpoarted* (MYTHIC) has called upon you, and your special skills, to take up the life of explorer, traveler, and acquirer of rare things. With enough luck, and the right spirit, you'll find an even greater fortune, and a reputation of your own!

MYTHIC ADVENTURE

By ADHenderson

Dedicated to Christopher Farmer
Special Thanks to Jonathan Walton

Stage One:

This is a storygame:

You're going to imagine the perils and details of a dangerous secret location for your friends to explore. Your friends are going to pretend to be animals from Beastopolis, agents of MYTHIC (McMallard's Young Treasure Hunters Inc.), and your job is to set the stage for their adventures.

The game is for 2-3 players and you, Danger Master, who will make up the Treasure and the Treasure Map. This is your guide to that endeavor. As DM you will need a sheet of paper, 3 colored markers or crayons, a few D6s, D8s, and D10s and a couple of tokens or coins.

Step One: The Mission!

First, you need to pick a treasure and it's location.

You're the *Danger Master* - that means you come up with the dangers that threaten the characters on their mission. Your job is to pretend to be the other characters that show up in the game, and to present the Perils that the characters must overcome.

First, imagine a special and long-lost treasure spoken of in myths and legends. Like a bejeweled crown, a sacred tonic, or a book of secrets. Name the relic after a mysterious place or person. Then pick a rare and unexplored location for this treasure to be lost in. I find it's best to base this place on romantic versions of famous places, like the remote Alps, the dense jungles of Central America, or the Moon.

Each Mission has three elements: Danger, Mystery and Enemies.

Danger: This describes the general danger of the location - lava flows, giant spiders, ice-storms, etc.

Mystery: This is a catch-all category of the unexplained and unexpected surrounding the long-lost culture that created the Treasure.

Enemies: Anyone trying to stop the MYTHIC agents from getting to the Treasure, could be other hunters, cults in search of power, or villains from their past. (also animals, but not from Beastopolis)

Once you've imagined a cool Treasure, pick which

is dangerous, and a bit of the Mystery behind the Treasure. Perhaps the Treasure is a Goblet of Youth. The Details for the first scene, at a mysterious fountain in an abandoned village, could be "Ghost people" for Enemy, "Frightful Fog" for the Danger, and "The Vanishing Road" for the Mystery. Rank these the same as the other Elements - one D6, one D8, one D10.

Always tie one detail to the players Escape. So, in the example above, and the Vanishing Road could be the way out. Once the players find it, they can get out of there. Or perhaps the Enemy is blocking their exit.

You can add other Targets to a scene as well. Say, "If you defeat the Ghost People, you can take one prisoner, and find out what's really going on with them." Or you could say, "If you hatch a plan to get above the Fogline, you'll learn a secret about the jungles..." When you make up a Target you can give them a +1 to their next roll, or if it's a big deal, give them a Gold Coin.

If the players escape a Peril, you knock down a Mission stat of your choice. If they drop all the Details to nothing they defeat the Peril, and you drop two Stars, their pick. There is no D4 (once a D6 is out-rolled, it goes away).

Between each Peril draw a dotted line to show where the characters are going to get to the Treasure. Once they've defeated three Perils, they can go straight for the Treasure. The Details of the Treasure chamber are all D10s.

part of the quest will be most Perilous, and assign that element a D10. *Is it the location itself?* that would be Danger. *Is it a rogue government agent come to stop them?* that would be Enemies. *Is it the unexpected and unpredictable magic of the Treasure itself?* that would be Mystery. Once you've picked the most important part, ask yourself what the second scariest thing is - that gets a D8. The third thing is no laughing matter, but it only gets a D6.

Now draw a Treasure Map. Start with where the Treasure is, it can be anywhere on the page. You don't have to draw a life-like drawing, just a symbol or sketch, like you'd expect to see on any ancient map. Around it draw more little doodles - these are going to be Perils. They are the dangerous or exotic places that represent the location. They should be good sets for an adventurous and dangerous confrontation.

If it's in the mountains draw rocky cliffs, dangerous bridges, snowy caves. If it's a desert draw sand-blasted ruins, frightful wastes with little animal skulls in them, or a mysterious oasis. Stuff like that. You don't even have to know exactly what's going on there. Just have an idea for what this romantic landscape is all about. 6 doodles is good, 8 is great, and 12 is likely too much.

Also pick a starting spot for the MYTHIC agents to arrive at. And leave room on the margins for you to keep track of your Gems.

Step Two: Playing the Game!

The Game is played in a series of Scenes. Some Scenes are Perils - where you play your Dangers, Enemies, and the Mystery of the Treasure you seek. Some Scenes are just Quiet Scenes - where the MYTHIC agents catch their breath.

The game begins when the Agents arrived at your Starting point. This is as close as they could get to the Treasure, from here on they'll have to go by foot. Have the native people here react to the Agents hold plan to claim the treasure: *Do they even believe in the thing? Do they feel the agents are foolish or impressive for their intentions? Will it help them at all?*

Now show them the Treasure Map. They're going to pick one Peril on the map close to their starting spot. Don't let them just point to the Treasure itself.

When they go into a Peril it's your job to set up the scene: describe how it looks and feels. Strike the tone of the location, put your picked the Peril, tell them what's there, don't try to surprise them, and let them go first. When you pick the Peril, you get to go first - have them roll a Stat of your choice to see if they even notice the danger before it's all around them.

Every Peril is measured by the dice for the Mission, but it also gets three Details. For each scene name who the Enemy is, an element of the Location that

is dangerous, and a bit of the Mystery behind the Treasure. Perhaps the Treasure is a Goblet of Youth. The Details for the first scene, at a mysterious fountain in an abandoned village, could be "Ghost people" for Enemy, "Frightful Fog" for the Danger, and "The Vanishing Road" for the Mystery. Rank these the same as the other Elements - one D6, one D8, one D10.

Always tie one detail to the players Escape. So, in the example above, and the Vanishing Road could be the way out. Once the players find it, they can get out of there. Or perhaps the Enemy is blocking their exit.

You can add other Targets to a scene as well. Say, "If you defeat the Ghost People, you can take one prisoner, and find out what's really going on with them." Or you could say, "If you hatch a plan to get above the Fogline, you'll learn a secret about the jungles..." When you make up a Target you can give them a +1 to their next roll, or if it's a big deal, give them a Gold Coin.

If the players escape a Peril, you knock down a Mission stat of your choice. If they drop all the Details to nothing they defeat the Peril, and you drop two Stars, their pick. There is no D4 (once a D6 is out-rolled, it goes away).

Between each Peril draw a dotted line to show where the characters are going to get to the Treasure. Once they've defeated three Perils, they can go straight for the Treasure. The Details of the Treasure chamber are all D10s.

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His legacy may have found its end, but yours is only beginning. *McMallard's Young Treasure Hunters InCorpoarted* (MYTHIC) has called upon you, and your special skills, to take up the life of explorer, traveler, and acquirer of rare things. With enough luck, and the right spirit, you'll find an even greater fortune, and a reputation of your own!

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Stage One:

This is a storygame:

You're going to pretend to be an animal from *Beastopolis*, funded by the secret and opulent organization: *McMallard's Young Treasure Hunters Inc.* MYTHIC likes you for your potential, and your style. You're going to be exploring dangerous places, and seeking special treasures. Along the way you'll meet other characters and find other relics. You'll face dangers, enemies, and mystery.

The game is for 2-3 players and one Danger Master, who will make up the Treasure and the Treasure Map. Players each invent their own animal Adventurer from Beastopolis.

Step Three: Rolling the Dice!

Whenever you try to get through a Peril, you're going to roll a pair of dice: one Stat and one Style. The DM gets to roll two dice as well. You'll each add your two dice together, and whoever gets a higher number wins that turn.

Depending on what you want to do you'll pick a Stat that is relevant. Talking or acting courageously is Spirit, taking action and fighting are Prowess, and hatching a plan or figuring out a mystery is Smarts. If you're uncertain, ask the DM and they'll help you pick. If you can think of something on the scene to help you, roll your Guile. If you can think of a way your gadget helps you, roll your Gadget. And if you've got a special ability that comes in handy, roll your Gift.

The DM will also tell you about some Targets. A Target is just something you might want to do instead of acting directly against the Peril itself. When you roll to hit a Target you roll one Stat and one Style, just like a normal action. If you roll higher, you'll get a bonus. So if you're fighting some Knights in a Cave, you might want to roll against the Knights, or to Escape the Cave. But the DM might also say "There's a strange patch of Darkness off to one side, it might be a tunnel..." He'll then say what kind of Target it is, and what you'll have to roll to hit it. If you hit it, you'll probably get +1 to your next roll. If you leave it behind, at least you escaped!

When you roll higher than the DM, the Details of the scene will be marked off. If you roll lower than the DM, the DM gets a *Gem*. There are three colors of Gem - Red, Green and Blue. If you miss the Target using your Smarts, the DM gets a Green Gem, if you miss with your Prowess the DM gets a Red Gem, and if you miss with your Spirit the DM gets a Blue Gem. The DM can spend these Gems to complicate the Peril, Harm your Character, and maybe send you down a more dangerous path... In any case, the DM will explain what happens when they spend their Gems. Generally speaking Harm means your dice are lowered (for instance a D10 becomes a D8). With enough Green Gems, however, the Mystery might become more complicated, or you might be captured!

The DM also gets a turn, when they can spend Gems or threaten the characters one at a time. You'll both roll dice the same way, only now the DM gets to pick what Stat you roll. If the DM misses against a player, they get to move on to the next for another try. Once they've hit a player, though, their turn is over. If the DM misses everyone in the group the players get a "Gold Coin." This is a marker that can be spent on the Quiet Scenes after the Peril, or to re-roll the dice one time (and pick the higher of the two rolls). If there is only one player, the DM must miss that player *three times* to get a Gold Coin.

you use to give your adventuring an edge. This gadget could be a cane that doubles as a pogo stick, or a cape that works like a parachute, or a pair of goggles that see in the dark. You'll roll this with a Stat when your gear could give you an unexpected advantage.

Guile is just your way of using the surroundings. You'll roll this with a Stat when you think of some cool thing you can do with stuff that's already been narrated into the story, or by adding a detail that makes sense.

So think of an animal that would be cool to pretend is going on an adventure. Mark one of your Stats as D10, one as D8, and one as D6. The higher it is the better your character is with that Stat. Then mark the same kinds of dice into your Style. Whatever you think your character is all about, give them the D10 in that Stat and Style. Whatever you think they're not so hot at, give them a D6.

When you roll, you'll always roll a combo of one Stat and one Style, depending on what you want to do, and how you want to do it.

Summary:

- Pick an Animal - describe their Gifts
- Pick your Gear - some kind of gadget that's cool
- Assign one D6, one D8, and one D10 to your Stats: *Spirit, Smarts and Prowess*
- Assign one D6, one D8, and one D10 to your Styles: *Gifts, Gear and Guile.*

captured, hurt, or come face to face with the powers of the mystery itself!

Step One: Make Your Character!

First, you need to make up an animal from Beastopolis.

Every character is ranked by three Stats: Spirit, Smarts, and Prowess.

Your **Spirit** is your courage and calm in the face of danger, you roll this to talk your way out of something, or to act cool under pressure.

Smarts is a word for your intelligence and quick thinking. You roll this to hatch a plan or figure out a mystery.

Prowess can be agility, strength, toughness, speed, or whatever physical ability you're outstanding at. You roll this to spring into action, fighting, swimming, or climbing your way through obstacles.

Every character is also known for their Style. There are three basic styles:

What animal you are determines your **Gifts**: what special abilities or unique traits your species has. What signature device you carry with you to help on your adventures is your **Gadget**.

Your ability to improvise using the world around you is called your **Guile**.

If you're a Rhino, your *Gift* might be 'strength' or 'toughness.' If you're a Monkey your Gift might be 'agility' or 'Tail.' When you use these abilities you'll get to roll your Gift + a Stat.

Your *Gadget* should start out as just one device that

When you face a Peril, you'll go in turns describing how you try to handle the situation. The DM will tell you what you must do to Escape the scene, and might throw in other objectives as well. These are called Targets; if you manage to 'Hit a Target' you'll get a bonus of some kind. If you Escape you'll get to play one or more Quiet Scenes to refresh your characters spirits, or prepare for the next Peril.

Once you've crossed through a Peril you get to play a Quiet Scene. Each player gets one Quiet Scene. During this time you can increase one Stat that was reduced. If you've already played through a Peril, though, you may have gotten a **Gold Coin**. You can spend this Gold Coin during a Quiet Scene to:

- Increase one Stat to the next die type (max: D10)
- Meet a friend or stranger that improves your Gear
- Skip one Drawing on the Map (-1 Mystery Dx)

Mission Stars are now down to all D6, you can go straight to the X on the Treasure map. If you've already defeated your Enemies, or overcome all the Dangers of the land, you might be surprised to find more here, at the last Peril. If you overcome this last scenario, you escape with the Treasure. If you don't, the Treasure is lost, destroyed, or taken by your enemy. *And that means you've got a score to settle!*

After you've established this, the DM will show you the Treasure Map - it's just a bunch of sketches of stuff that won't make much sense for now.

Each drawing is a Peril. You'll have to get through at least three of those Perils to reach your Treasure, and along the way each one is going to have Dangers, Enemies, and Mystery that might thwart you. If you best these threats, you'll pick a new destination on the map, and face that Peril. If you fail, you might be waiting to stop you. This is also where you'll explain how you (and any other MYTHIC friends) came to this edge of the map: *what transport brought you here, and what do you expect on this adventure?*

This Opening Scene is free-looky, where the DM will tell you what Treasure you're looking for, a little about the myth surrounding it, and what might be waiting to stop you. This is also where you'll explain how you (and any other MYTHIC friends) came to this edge of the map: *what transport brought you here, and what do you expect on this adventure?*

The game begins when you have arrived as close as you can get to the extreme ends of the known world. From here on you're going to have to go by foot to get closer to the Treasure you seek.

catch your breath. Your companions, the strangers in this place, or just are just Quiet Moments - where you get to talk with and the Mystery of the Treasure you seek. Some Scenes are Perils - where you face Dangers, Enemies, The Game is played in a series of Scenes. Some

Step Two: Playing the Game!