

BOOK OF QUESTS

Seven Scenarios
Against the Sorcerer



Mythras

Driver, Griffith, Hoyle,
MacKinnon, Mason, Pates,
Peterson, Quidault, Vojnovic,
Webb, Whitaker, White

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Seven Scenarios Against the Sorcerer

For Mythras

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For details please contact The Design Mechanism
(designmechanism@gmail.com).

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CREDITS



Developed and Written By

Darren Driver, Tom Griffith, Russell Hoyle, Bruce Mason, Keane Peterson,
Marko Vojnovic, Jonathan Webb, John White, and Lawrence Whitaker

Editing

Lisa Tyler, Pete Nash

Proof Reading

Alexandra James

Design and Layout

Fred Hicks and Lawrence Whitaker

Artists

Dan MacKinnon, Pascal Quidault
Cover by Pascal Quidault

Cartography

Colin Driver, Carl Pates, Richard Lawrence

Special Thanks

John Hutchinson

Playtesters

Jordyn Beavan, James Carrington, Milan Dolašević, Chris Donnelly, Tim Eldred, Chris Gilmore, Paul Harrison, Kevin Hicks, Jude Hornburg, Leila Hoyle, Sophie Hoyle, Marcus Knapp, Brad Milburn, Daniel J Mooney, Alex Morris, Eric Oates, Ian Pachner, Dušan Pavlović, Marko Poznanović, Shaun Rimmer, Gideon Roberts, Bruce Royle, Nick Southwick, Brian Spencer, Braden Spooner, Stephen Watson, Ioan Wigmore, Erik Willis, Russ Zabel, Janko Zafirovski, Ivan Žuvela,

ABOUT THE COVER

At Dark Child's Tower, hidden deep in the Gartharis Mountains, Jedakiah and his Ophidian allies surveyed the army they had engineered. Creatures bred to kill in the crystal vats of Yagelan's Bluff; hybrids of chaos trained to destroy in the wildlands, preying on the innocent of The Realm.

The Chaos Mother had, through dreams and visions, guided Jedakiah to this day. With an army of Chaos he would lay waste to the weak and foolish mortals of the lowlands, delivering to them the Chaos Mother's power and wrath. His army pleased him; it begged to be unleashed to begin its onslaught and, oh, how Jedakiah wished he could release these willing warriors...

But there was one, last task. The culmination of decades of study, manipulation, corruption and murder. The transformation of the Pure Beauty, Bria, into the Daughter of Chaos. A rite that would transform the sorcerer into the Son of Chaos and channel anew the abeyant powers of the Chaos Mother. With one ritual a new race of Gods, terrible and merciless, would be created. The Chaos Mother's rule would be restored and enhanced.

Then would his armies march.

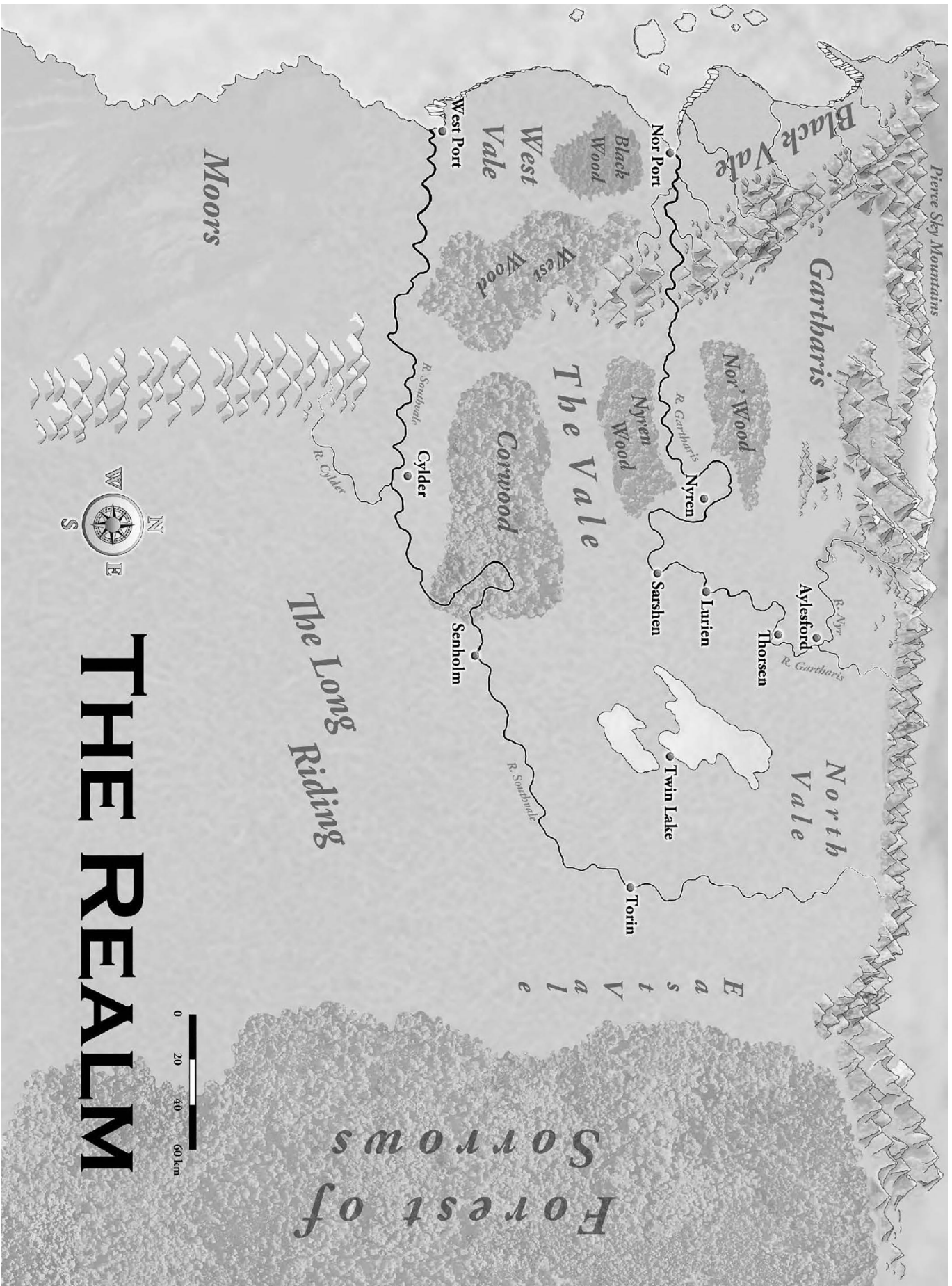
March and kill, not pausing until The Realm in its entirety surrendered...



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THE REALM

INTRODUCTION: BOOK OF QUESTS



This is the first volume of an occasional series. It features seven connected scenarios forming a loose campaign. Each scenario is set against the backdrop of a fantasy region known, for simplicity, as *The Realm*; however the intention is that Games Masters can take some, or all, of the adventures from Book of Quests and slot them into their own campaigns without needing to use *The Realm* at all. Those Games Masters who do not have a developed setting for their games should find *The Realm* provides enough detail to act as a coherent backdrop that can be developed and built on for future games.

Each scenario is complete, with non-player characters, diagrams, maps and handouts. They can be played in just about any order although the sequence presented forms a natural arc with the characters becoming more deeply immersed in the nefarious schemes of the sorcerer Jedakiah, leading to a show-down at Distaff Peak, the final scenario in this volume.

USING BOOK OF QUESTS AS A CAMPAIGN

If you are intending to run Book of Quests as a complete campaign we recommend that you read through all the scenarios to see how they connect and then plan the preferred order of presentation. Several non-player characters recur, so noting where, and how, they appear may be of importance.

You may also want the players to create fresh characters for *The Realm* campaign. Standard MYTHRAS rules apply and the following points are worth noting for character creation.

- ⇒ All the basic cultures are supported, although Barbarian, Civilised and Nomadic are most suitable.
- ⇒ The Realm is not magic-rich. Folk Magic is taught only through the different cults and regaining Magic Points can occur only at sacred and holy sights.
- ⇒ Of the different magic systems found in MYTHRAS, Animism and Theism are the most apt. Sorcery is an ancient, long-forgotten and feared art, known only to corrupted individuals such as Jedakiah. There is

SCENARIOS

The scenarios occupying the rest of the book are structured along similar lines. All necessary maps and diagrams are included in the main body of the text, and Non-Player Character Statistics are provided at the end of the chapter.

We've presented these statistic blocks in two ways. Major Non-Player Characters have a full range of characteristics. Those that are likely to just be combatants or casual encounters are not presented with characteristics - although all other pertinent details, such as Attributes, Skills and Combat Styles, are there in full.

no inherent Mysticism tradition in The Realm although it can be introduced if Games Masters so wish.

- ⇒ Membership of the Founding Four cults is recommended for some characters, especially if they want to wield magic. Cult details are provided in the chapter outlining The Realm.
- ⇒ Character may also be members of the Order of Truth: see page 17 for more details.
- ⇒ Non-human species exist but are rare. Dwarves and Elves are possibilities although Games Masters will need to develop a rationale for their existence and decide on likely locations for their homes. Minotaurs are a further possibility: their herds are found in the south of The Realm.

USING BOOK OF QUESTS IN EXISTING CAMPAIGNS

If you are intending to use these scenarios in your own setting, a little work will need to be done to ensure compatibility.

- ⇒ Geography, place names and non-player characters will need to be adjusted to fit. We have tried to keep specifics as loose as possible to make it easier for Games Masters to do this.
- ⇒ Magic may need some adjustment depending on its use in your campaign. You may, for instance, want to increase the access some of the non-player characters have to Folk Magic – or reduce, as appropriate.
- ⇒ The cults of The Realm will need to be adjusted to fit those of your campaign world. The Founding Four are generic gods of trade, fertility, war and knowledge and most fantasy campaigns have corresponding religions making translation easy. The Chaos Mother cult can be quite easily turned into any 'evil' cult or force within the campaign world.



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BOOK OF QUESTS

Seven Scenarios Against the Sorcerer!

Jedakiah has returned to The Realm.
What are his schemes? Who are his allies?
What malevolence has he planned?
Who can challenge him, defeat him?
Can The Realm even win?

Book of Quests follows the sorcerer's nefarious plans from one end of The Realm to the other. Seven scenarios that can be played together as a campaign, or run individually, slotting into any Mythras setting.

Caravan

Join Jhonen's caravan as it heads north to Aylesford – there to discover a terrible secret...

Beneath the Black Water

Lord Drystan's niece has been kidnapped by the vile creatures of the Frogfens. Can the characters save her from She Who Dwells Beneath?

Shadows Behind the Throne

King Myur, ruler of The Realm, harbours a secret of his own. Can the party uncover the truth – and will they save him, or damn him?

The Chaos Mother's Chalice

An ancient temple hides an important artefact crucial to Jedakiah's plans. Can the characters find it before the sorcerer's agents? Can they survive its corrupting influence?

Curse of the Contessa

The Contessa, a forlorn beauty, is devoted to her only child. What lies behind her sadness? Who is seeking to control the nobles of The Realm? Are things really what they seem?

Raid on Yagelan's Bluff

An evil race is rising again in the north; The Realm's only chance of survival is to strike hard and strike fast. The characters must venture into the strange lair of a stranger race, confronting the vile creations being bred to deliver slaughter and mayhem...

Reckoning at Distaff Peak

The sorcerer must be defeated; his plans must be stopped. All that stands between Jedakiah's evil are the characters – and the reckoning looms at Dark Child's Tower...

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