

Mythic Mortals In Spaaaaace

By Stephanie Bryant

It seems the International Space Station stopped responding to communications a month into the Crisis, but nobody on Earth could deal with it at the time. There's a resupply shuttle on the launch platform already, and you, Brave Mythics are being asked-- nay begged, by your respective governments-- to man the shuttle, go to the ISS, find out what happened, and bring any survivors home.

Oh, yeah. And there's a module up there containing some very important experiments.... possibly mission-critical to facing down the Ancients and stopping the Crisis. If you could get that and bring it home, we'd really appreciate it.

Interference? To the launch? From the Ancients? Well... it's certainly possible, isn't it? But that's why we're sending True Heroes like yourselves!

What? Oh, the module was installed during the last resupply mission. Why, yes, it *is* coincidental that the Crisis started shortly after that mission. What's in the experiments? Sorry. Not authorized to disclose that information at this time. Good luck and godspeed!

Contents

About this Adventure.....	5
Special Instructions for Players.....	5
Special Instructions for Game Masters.....	5
ACT ONE.....	7
Mission Introduction and Training.....	7
Select Special Roles.....	7
Training.....	8
Shuffle.....	9
Arriving at Cape Canaveral.....	9
Liftoff!.....	10
Arrive at the Space Station.....	11
Deck Build!.....	12
Game Master Notes.....	12
ACT TWO.....	13
Docking Sequence.....	13
Situation Report.....	13
Kitchen Module.....	14
Destiny Lab Module.....	15
Columbus Lab Module.....	15
The Cupola.....	16
The Portal.....	16
Deck Build!.....	17
ACT THREE.....	18
Inside MM-99.....	18
An Unlikely Refugee.....	18
Pluto is No Planetoid.....	19
Escape from MM-99.....	20
Respite and Shuffle!.....	20
Disembarking.....	20
The Guardian Awakens (Optional).....	22
Nico's Mutiny (Optional).....	22
Landing.....	23
Appendix: Special Rules.....	24
Pilot Maneuvers.....	24
Space suits.....	24
Guns.....	24
Standard Issue Hand Gun:.....	24
A Really Big Gun:.....	24
For all guns:.....	24

Hull Breach.....	25
Repair Trick.....	25
The Dragonfly.....	25
Bestiary.....	26
Slimeball.....	26
Zero-G Effect.....	26
Grators.....	26
Grator Young.....	26
Trash Monster.....	27
White Guardian.....	27
Creeping Aliens.....	28
Nico.....	28
Ancient of Illusion.....	28
Squelching Aliens.....	29
Tony Zepeda, aka Experiment Fourteen.....	30
Pluto.....	30
Pluto's Minions - Stage One.....	31
Pluto's Minions - Stage Two.....	31
San Andreas Kaiju.....	31
Windstorm Ancient.....	32
Ullr.....	32
RAF Troops.....	33
Ancient of Illusion Worksheet.....	34

About this Adventure

This is a 3-part campaign for the **Mythic Mortals** role-playing game by David Schirduan. The Game Master will need a copy of Mythic Mortals and two 6-sided dice. Print out the map of the [ISS Station](#) on the last page and the bestiary for note-taking purposes.

In addition, all players need:

- two 6-sided dice
- a character playmat
- two decks of cards with identical backs
- a rubber band.

Special Instructions for Players

This campaign is meant to play out over several sessions, with your character gradually becoming more and more powerful.

At the start of this campaign, you will begin with 150 "points" to spend on your character, using the deckbuilding rules on page 37 of the Mythic Mortals core book. Avoid the temptation to spend all your points on high-value cards! You won't have enough health (cards) to withstand a skirmish, and it would be terrible to die before you even finish your training!

If you are playing an Ancient Power, you must dedicate at least 1/5 (20%) of your points to clubs (curses).

TIP: When you build or change your deck, write down the cards in your deck and their points values on the back of your playmat!

At the end of each Act, the Game Master will tell you how many points you can spend on building your deck. You can trade-in cards for others. You can have duplicates in your deck (this is why you have 2 full standard decks to build from).

After you build your deck, whenever you set your deck down or put it away, wrap the rubber band around it. This will help you keep track of which cards belong in your deck, and which ones do not.

You will always start a session by shuffling your deck. If you are in the middle of an Act, the Game Master will tell you how many cards to discard to represent your overall fatigue and lack of resources from the previous battles.

Special Instructions for Game Masters

Try to finish each session at the end of an Act, so that players can reshuffle their cards and rebuild their decks. If that's not possible, start each session by having everyone shuffle their decks, even if you are in the middle of an Act. Each mid-Act scene has a note about how many card to discard if you've taken a session break and reshuffled before the scene.

In the course of this campaign, you must make notes about the special abilities the players use for their characters. Each Mythic Mortal is unique, based on the players' identities and imaginations. The playmats only guide the mechanics of the players' abilities. A Brute player might describe themselves as fighting using a carefully constructed mechanical armor, a supernaturally skilled kung-fu master, or a waifish, demon-touched cheerleader. All of those descriptions are equally valid for that archetype, but they complicate things in Act Two, when the players face the **Ancients of Illusion** multi-stage boss monster. Print out that boss's bestiary sheet prior to starting the campaign.

As you play Act One, make notes about any attacks and tricks the players use in the course of the adventure. Before you start Act Two, pick 2-3 abilities for each stage for the **Ancients of Illusion**. Each stage represents one of the characters. Make sure your selections include at least one attack and at least one trick. Use the players' descriptions of the attacks, not what their playmats say.

For example: Joe is playing the Brute, a hulking, anger-fueled dynamo of raw power. Sarah is playing the Sneak, which she envisions as the embodiment of shadow. And Jay is playing the Duelist, an incarnation of Zorro. When they reach the Ancients of Illusion, the boss monster will have three stages:

Power Dynamo

Abilities:

- Punch through any stone (brick, concrete, etc) as if it were butter
- Withstand several g's of force without impediment
- Make a very powerful attack (2x damage)

Zorro

Abilities:

- Swing through the air on a spectral chandelier to land beside the target and deal full damage
- Swipe a "Z" across a target's chest-- for the rest of the fight, that target takes 2x damage when hit by Zorro, but cannot be targeted by any other creatures.
- Call in a legion of apprentices to keep others occupied while we duel

Shadow

Abilities:

- Step through shadow to stab a target in the back for 2x damage
- Become invisible to all creatures and surveillance
- Trigger a trap that was laid before you even got here.

ACT ONE

Mission Introduction and Training

This scene introduces the goal of the adventure (go to space, rescue survivors, deal with the mysterious module MM-99).

A tall, African-American man in a dark green flight suit stands before you, holding a clipboard. The hair at his temples is graying slightly, but he's quite fit. His flight suit has two silver bars pinned to it. You're still a little tired from the flight here-- the amount of secrecy and the combat maneuvers required to avoid that kaiju over Las Vegas were beyond impressive! But your government-- nay, the world-- needs you!

Congratulations, Mythics, and thank you for agreeing to this very difficult mission. I'm Captain Pierson, and I'll be your flight controller and trainer as we get you ready for your flight into space.

As you know, we lost contact with the ISS a few weeks after the Crisis started here on Earth. What you don't know-- what is not known to anyone outside this building and the White House-- is that we installed a new module on the ISS just days before the Crisis started. It was installed next to a lab housing one of our more sensitive experiments... and we don't know the fate of that, either. Now, we're not sure any of that is related, but if they are... well, you understand why we've brought you on board!

Our mission is simple. You'll be trained as quickly as possible to operate the SpaceX Dragonfly through launch, docking with the International Space Station, and reentry.

On the station, you are charged with rescuing any personnel who remain on the station. If possible, you are to seek out module MM-99 and recover Experiment 14 from the module.

If there are more survivors than jump seats, I hope those of you with the endurance of the immortals will consider securing yourselves in the cargo area for the descending flight.

Do you have any questions?

Select Special Roles

If anyone is playing an almost entirely melee character (such as the Brute), give them the pilot role. Otherwise, select the pilot as follows:

Ask the players who can fly a plane. Nominate that player as the pilot for pilot training. If no one can fly, ask who has logged the most time in a flight simulator video game. Again, if you don't have any clear pilots, ask who is the best driver. Wait for the inevitable bickering to end, and then pick someone to be the pilot. (Do not pick the Hunter to play the pilot!) Give the pilot a copy of the *Dragonfly* stats.

Ask the players to decide on a team leader. This person is in command of the mission and makes the final decisions about what to do.

Pull the team leader aside and, speaking as Captain Pierson, give him secret instructions: If it's not possible to bring back Experiment 14, destroy both X-14 and MM-99. If this destroys the ISS, that's a very expensive price they're willing to pay as long as the personnel from the station make it home. Ask the leader if they want to commission any particular equipment or weapons for this contingency.

Training

The trainer and Flight Controller during this mission is **Captain Kyle Pierson**. He's a fit black man, former Air Force pilot, who has trained numerous astronauts. He's never served as Flight Controller for a manned mission before (the Air Force launches unmanned satellites), but desperate times call for field promotions. He's very likeable, but he has a target he needs to reach. He's aware this is an extremely dangerous mission.

This is a question-leading section. Ask the players to describe their training montage, what particular skills they practice with, and any special (non-mythic) gear they requisition for their mission. They can have anything they need-- this is the final mission of the space program, for the foreseeable future.

For the Pilot:

- What part of the pilot training do you fail more than once?
- At the end of a day flying supersonic planes and simulators, how do you unwind?

For Everyone:

- When you meet Captain Pierson at the nearby bar, who buys him a drink?
- Who's the first one to call him by his first name, Kyle?

For the Leader:

- What song is playing during your zero-g combat training montage?

If possible, cue this song up and play it while the players have a zero-g training montage:

Slimeball Montage

To make the montage challenging, have everyone shuffle their decks and discard 10 cards.

You are in the Zero-G training aircraft, engaging in parabolic flight to simulate and train you not only in zero-g motion, but combat in 3-dimensional space. For some of you, this may be effortless. For others, it's downright disorienting. Shuffle your deck and discard the top 10 cards as Captain Pierson releases the Slimeball!

Play out this fight as a normal fight, involving Slimeballs **and the** Zero-G Effect.

- At the start of the first round, Captain Pierson releases 1 slimeball for each player in the party.
- At the start of the third round, he releases 2 slimeballs for each player in the party.

- At the end of each round, all players take an environmental "attack" from the zero-gs. A successful block or Dodge means the player keeps control over their body as they sail through freefall. The environmental hazard is worth 4 damage, representing queasiness, lightheadedness, and general disorientation.

If anyone dies in this combat, they are knocked unconscious by the zero-g's. All unconscious players will return to the party at the end of the montage.

There are three zones in this aircraft: cockpit, front, and rear. The players have full access to the front and rear of the craft (it's basically a big tube). The cockpit has a locked door, which could be breached. Captain Pierson is flying the plane from the cockpit, with the mechanism to release the slimeballs.

All slimeballs are released from holding containers in the back of the aircraft.

After the combat is resolved, resume the opening scene by asking the players about their heroic sendoff, the inspiring speech by the President (broadcast on a secure line from a secret bunker location), and Captain Pierson's words of confidence in their abilities and reassurance that he will be with them from Earth, for every step of the mission.

Shuffle

After the training montage, players rest and may shuffle their decks.

Arriving at Cape Canaveral

In this scene, the heroes are ready to launch from Cape Canaveral. The spaceport is a "hotspot" for Ancient activity, but it's their best option for getting into orbit. Due to the alert level, the launch will be controlled from Mission Control in Houston, Texas. Captain Pierson is already there, ready to help guide the players through this critical part of the mission.

You're outside Cape Canaveral, where a small group of armed guards have just approved your entry to the launch area. Four of them accompany you towards a waiting shuttle bus that will take you to the launch elevator.

All right, Mythics. This is Captain Pierson speaking. You've all been issued subdermal communication devices, so we should be able to talk, no matter what happens out there.

Remember: the craft is already fueling and will be fully ready to go by the time you arrive. That means there's a lot of very explosive rocket fuel around, so be careful and don't light any cigarettes. We're launching on an accelerated pace. As soon as you are strapped into the Dragonfly, we'll commence the final checks and countdown. We're skipping a lot of steps in this launch because we don't want the Ancients to have time to react.

If they do, you'll need to deal with the problem and continue the launch. Once ignition starts, the rocket fuel will burn for two and a half minutes. It's plenty to get out of the atmosphere, but there are no brakes. If you go off course by more than five degrees, you'll fail.

Good luck, Mythics. And godspeed.

Cape Canaveral was once a busy military installation, not only the launch site for NASA, but countless unmanned rockets carrying satellites and other payloads into orbit. Today, it's nearly abandoned, with a skeleton crew manning key outposts and trying to fight off the creatures that seem to spawn around Ancient hotspots.

As the players make their way towards the launch pad, alarms go off! A mated pair of Grators are aggressively attacking the *Dragonfly*. The grators are hungry and brooding, so they are even more aggressive than usual. One round later, 7 of their fast-moving **Grator Young** come out from behind them.

In this fight, the players have 4 foot soldiers available to assist them and protect the launch site. These ordinary men and women are out of their depth against two full-grown grators, but they are nothing if not brave. Each soldier can be used to "soak" one full hit for one of the Mythics, but will die in the attempt.

Do not reshuffle your cards.

Liftoff!

Session Break: Shuffle and discard 8 cards.

You've made it to the Dragonfly and are strapped in, ready for liftoff.

Systems are all go, Mythics. We are ready to resume countdown.

T-minus 10.... 9.... 8.... 7.... 6.... 5.... 4.... Ignition.... 3....

In the background of the comm, you hear "Captain! What is--"

Too late... 1.... Good luck, friends.

As the rocket beneath you fires, you feel the force of gravity increase as you accelerate. At first, it's gradual, but the pressure builds up. Suddenly, the entire vessel shudders as something strikes it.

The pilot's panel blossoms to life as system alarms start blaring. An exterior camera feed shows an enormous, misshapen tentacle reaching from the sea around the Cape, grabbing for the rocket as you burn fuel that literally cannot be turned off!

You need to escape this mythic monster before it destroys your space ship and ends the mission!

During the launch, a Trash Monster in the cape will try to snatch the shuttle out of the sky! At the same time, there is an attack by a stowaway **Grator Young**!

- Ranged mythic weapons can be used against the Trash Monster; mythic missiles fly right through the hull of the *Dragonfly*.
- The **pilot** may use their piloting tricks to help the *Dragonfly* stay on course as well.

- If needed, close-up/melee abilities can be used to nudge the *Dragonfly* back into the proper trajectory.
- If the Trash Monster gets a grab on the *Dragonfly* during Stage One, mythic powers can be used at melee and Shout range. If the Trash Monster does not make contact with the *Dragonfly*, it is considered to be in Shout range for phase 1 and Sight range for phase 2.

Arrive at the Space Station

Having escaped the monster and the surly bonds of Earth, you have a brief rest before your rendez-vous with the International Space Station. Captain Pierson is on the radio.

Congratulations, Mythics, and great flying! We have a ground unit heading to Cape Canaveral to deal with that creature. Don't worry about a thing.

You should be coming up on the ISS in about an hour. What's your situation report?

After the players complain about injuries, losses, etc., Captain Pierson reminds them of the importance of the mission and encourages them to get some rest. There's a first aid kit in the *Dragonfly* they can use, as well as a number of tool kits for repairing the *Dragonfly*. Pick a player who seems to need something to do. Read or paraphrase to them:

As the rendez-vous time comes closer, you look out the window and see something glinting in the bare sunlight, lazily floating by you. You peer at it through the porthole. It's something metal. As it turns in the sun, you see it is a crescent wrench.

Craning your neck, you can see other glints and reflections of light ahead. Your ship appears to be entering some kind of debris field.

This doesn't really require any special tests or dice rolls. As long as the players take some action to avoid or shield the ship from the debris, they are not directly affected by it. It's merely a harbinger of the damage they will see when they get to the ISS.

As the *Dragonfly* comes into visual range of the ISS, you can immediately see that something has gone terribly wrong, here. You can see now where all the debris came from; the ISS is a hulking wreck. Lights flicker inside, and a number of the exterior port holes are dark. A deep gash along the crew return vehicle has exposed its interior to the emptiness of space, and explains why the crew did not escape after the Crisis began.

Worse, as you come around the ISS, you see the docking component, where you are supposed to safely connect to the station... is covered in some kind of pulsing, white goo. It glows faintly, but completely covers the entire component. As you come closer, you see the glow begins to intensify. A second later, it pulses brightly, and alarms on the *Dragonfly* go off as some kind of mystic energy flies past it, narrowly missing!

If you are playing this adventure over several sessions, this is a good time to stop and leave the players on a cliffhanger. If not, take a short break anyway to do the deck building and reshuffle.

Deck Build!

At this time, players use the Deck Building rules on page 37 to add to their decks.

They can add 80 points to their decks (total 2230). If they do any repairs, the *Dragonfly* is restored to full hit points.

Make sure all players are going into Act Two with at least 26 cards in their decks.

If you are taking a session break, wrap the rubber band around the player deck to set it apart from the cards they haven't bought for their decks.

Game Master Notes

Make some quick notes on the for what cool powers the players used during this act, especially any tactics they especially preferred to use. You will use these powers later in Act Two.

ACT TWO

At the start of Act Two, all players reshuffle their decks.

NOTE: Act Two takes place in Zero-G, so every combat in the ISS has the Zero-G Effect in play.

Docking Sequence

On the radio, Captain Pierson's voice is frantic as he calls for a situation report on the alarms!

Suddenly, an alien voice interrupts him and jams your comm signal.

Desist from your course. You have been warned. Entry is not permitted.

The orange light on your comm indicates that you are transmitting your signal. Can it hear you? Would it even understand?

The white goo surrounding the docking component pulses slowly.

In the docking sequence, the players must confront the White Guardian and enter the space station. If combat begins, the pilot can use their maneuvers just as they did in the Trash Monster fight to avoid damage and help allies, or they can simply fight along with the rest of the party.

The **leader's** special role in this encounter comes into play. The White Guardian perceives the leader as the authority on this mission and will accept what the leader says as truthful.

Do not reshuffle your deck after this scene.

Situation Report

You've arrived in the ISS. The lights in the station are erratic. Some flicker. Some of the module corridors are entirely dark. Strange noises echo through the eerie station. The comm crackles.

Mythics, this is Captain Pierson here. What's the situation up there?

As you give your report, Pierson sounds relieved just to hear your voices. He tells you to do a thorough sweep of the habitat modules before heading MM-99.

Session Break: If the players fought the White Guardian, discard 6.

During this part of the adventure, the players move through the station, looking for survivors and fighting Creeping Aliens that have infested the station. Be sure to heighten the "horror house" feel. Creepy lighting. Weird noises. Some of them turn out to be nothing, while others reveal monsters!

If any of the players are especially keen to find survivors, let them! Perhaps someone has hidden in the Russian Zarya module, or is bunkered down in the Multipurpose Lab (MLM). There are only enough seats

and harnesses for a crew of 7 in the *Dragonfly*, so the more survivors the players find, the tougher their choices may be later.

As they move through the station, they will also come across the Kitchen Module and the Lab Module. Before they reach MM-99, the heroes should encounter 1-2 Creeping Aliens per hero. They can appear in groups or individually, at your discretion; don't have more than 4 in a group.

Kitchen Module

Down a short corridor, you see small unidentifiable debris floating in the zero-g environment. Although the corridor here is dark, you see that the doorway into the next module is covered with a large tarp, and light leaks out around the edges. You hear someone or something moving on the other side of the tarp.

As you pull the tarp aside, you see a woman, holding onto a grab bar with one hand, and wielding a large metal rod in her other. As she sees you, relief floods her face. She speaks with a heavy Russian accent as she greets you.

I am so glad to see you. You are here to rescue us, no? I am Cosmonaut Angela Shurinov. And I hope I am not the only survivor you have found!

The debris are small bits of food and drink that have been released in the past several weeks as the crew holed up in or near the Unity module, where there's a well-stocked galley.

Cosmonaut Angela Shurinov is a Russian member of the ISS. She was a physicist before the Crisis, when physics stopped working as previously understood. Shurinov has a deep friendship (lovers or close friends) with "Tony" Zepeda, an American engineer who was stationed here for maintenance and repairs. Tony (male or female-- see below) went into MM-99 to recover Experiment Fourteen and hasn't been seen since.

Key information Angela imparts:

- Do not use guns in the station! In addition to the incendiary risk in a high-O2 environment, ballistics will easily puncture the hull. (If the heroes have already used guns against other monsters, they will have already learned this first-hand).
- Experiment Fourteen was stolen and taken into module MM-99. Angela can provide a video recording of something dark and shadowy entering the module, breaking into the Ex-14 locker, and swiftly slurping back out of frame. A second later, the camera is destroyed.
- No one who has gone into MM-99 since then has returned.
- Angela's special friend, an American named Tony, attempted to enter MM-99 and recover Ex-14 but hasn't returned.
- Angela hasn't seen anyone except Nico since Tony went into MM-99.
- Nico is a scientist who has been hiding out in the Columbus lab.
- MM-99 was attached to the other side of the cupola, a central junction with a beautiful window and view.

For the Game Master: "Tony" can either be "Anthony" or "Antonia." Avoid pronouns or be willing to retcon them later. If a player is killed during Act Two, they might take over Tony's character as an Ancient Power during Act Three.

Destiny Lab Module

Session Break: Discard 6. If the party fought the White Guardian, discard an additional 6.

Beyond the tarp Angela has placed between Unity and Destiny is a pitch-dark module. Flicking on flashlights, you see exposed wires everywhere, tangled and confusing the eye. Frost has settled on most of the components, and you can see why-- this module is freezing cold! The life support has obviously failed spectacularly, although you can breathe the air. There's almost no airflow, though-- you probably don't want to stay in here too long.

As you move through the long laboratory, passing defunct experiments and, in some cases, strange biology experiments that are apparently thriving in this hostile environment, you think you catch a glimpse of movement out of the corner of your eyes, but then it's gone when you flick your flashlight over to it.

When you reach the end of the module, you see a metal panel has been wedged into the doorframe, ice crusting along its edges and freezing it in place. You can certainly get it free, but it'll take a little time and force.

Just as you consider the problem, you hear the distinct hissing of a creature in among the twisted wires and destroyed bulkheads. You swing a flashlight up just in time to catch sight of one of the creeping aliens, as it rears back to strike!

Between the Unity and the Columbus is the Destiny, a long lab module with numerous berths and hiding spaces. The party encounters a final **Creeping Alien** in here before they can reach Nico's hideout.

Columbus Lab Module

Session Break: Discard 10. If the party fought the White Guardian, discard an additional 6.

This laboratory module is cluttered like the Destiny, but appears more hospitable, if only because it appears to have full life support. Hanging in the center of the module, watching you as you enter, is a dark-haired man in a filthy grey jumpsuit. In his hands, he is carefully holding an anxious rat.

The Columbus lab module is a medium-sized module connected to Destiny and the Cupola observation dome.

The dark-haired man is Science Specialist Niccolo Pecora, or Nico. He was an Italian-American scientist specializing in animal behavior in space. However, he has been subsumed by an Ancient and now commands small animals, which he can summon from pretty much nowhere to fight on his behalf. He is especially good with lab animals: spiders, mice, lizards, rabbits, crickets.

Nico is not actively hostile, and won't attack the players first. He also won't lie to them.

- The ISS is now the territory of Pluto, the ancient Roman god of the dead.
- The only recourse now for the humans is to join Pluto and aid him.
- He may make a science joke about revenge for demoting Pluto from being a planet.

If the players leave Nico alone, he will not prevent them from entering the Cupola. If they attack him, he will summon swarms of animals to fight on his behalf.

The Cupola

Session Break: Discard 10. If the party fought the White Guardian, also discard 6. If they fought Nico, discard an additional 6. (Maximum of 22 cards discarded!)

The Cupola was once a beautiful respite in the midst of the station-- a 7-panel observation dome (6 on the sides, one circular one in the center) from which the astronauts could always see home.

Whenever someone uses a mythic power in this room, small alien symbols flicker across the surface of the stone.

The cupola now also boasts the body of an astronaut who attempted to enter or breach the module.

This small domed chamber was once the respite in the midst of this station. A small observation dome from which the astronauts could always see home.

Although the 6 side windows are still present, the 7th one on top no longer reveals a welcoming Earth beyond. Instead, a highly polished ebony stone fills the center disc of the cupola.

As you enter, you see floating in the zero-g environment the flightsuited body of one of the astronauts. Even as you make note of his name and apparent decay, though, his body twists and moves towards you unnaturally. He begins to glow, his face transforming into that of one of the Ancients!

Note: This astronaut is not Astronaut Zepeda, but rather a brave soul who tried to investigate MM-99 after the Crisis. Observant players (anyone who asks) will see that the name tag on his flight suit reads "Cmdr Eckhart." Pierson can confirm that Eckhart was the commander of the ISS when the Crisis happened.

Describe one of the Ancients who grants one of the players their powers. Use the for this combat.

During the combat, if anyone is paying special attention to the cupola, describe the black disc as having small silver-grey glyphs that flicker over it any time a mythic power is used around it (which should be almost every time someone takes a turn!)

After the players defeat the Ancient of Illusion, they are left in the empty Cupola. The astronaut's body has been destroyed by channeling the Ancient, though his torn nametag floats in the emptied space.

The Portal

The stone disc is not a very difficult puzzle. It's obviously reactive to mythic powers. Use any mythos power/trick and touch the disc. It dilates effortlessly like a camera lens, leaving an inky black opening into the unknown.

It is possible the players will choose not to open or enter the portal. If that's the case, allow them to deck build and reshuffle, and then skip ahead to , making the adjustments noted for if they skipped MM-99.

Deck Build!

At this time, players use the Deck Building rules on page 37 to add to their decks.

Players add 90 points to their decks (total: 320 points) and reshuffle.

If you are taking a session break, wrap the rubber band around the player deck to set it apart from the cards they haven't bought for their decks.

ACT THREE

Deckbuild if players didn't do so at the end of Act 2 and reshuffle.

Note: The players may decide not to enter the portal that leads to MM-99. In this case, skip directly to "Disembarking" after they deck build and reshuffle. In this case, the players **definitely** face one of the ground-side threats on landing.

Inside MM-99

As you squeeze, one by one, through the portal, the freefall you have become accustomed to shifts with a sickening lurch. You tumble forward, barely catching your feet beneath you as you land on something squishy and dark. Around you, you hear the sound of gurgling, like an enormous stomach. It is pitch black.

Inside MM-99 is obviously no longer in the real world bound by physics! The walls and floor are squishy, pulsating, and eerily organic, like the interior of an enormous animal. Seeping fluids gurgle, and it is dark except for any light carried by the players.

- There is gravity, though it is lighter than Earth's (players can perform more acrobatic tricks).
- Normal guns no longer risk a hull breach. However, being non-magical, they are less effective against the inhabitants of this realm.
- There is no radio contact with Captain Pierson from inside MM-99.

As you flick on your flashlight, you see that you are standing on a sprawling network of organic, rope-like... intestines? It's like being inside a dense forest of living organ meat, pulsating and squelching as you move.

Similar to the bug-hunt in the ISS, the players should encounter 1-2 small groups of the Squelching Aliens before they find Tony (An Unlikely Refugee). Keep in mind the environment is very disturbing-- lots of weird curves and shadows, strange noises, and the Squelching Aliens make use of all of it to sneak up on the players in small groups of 4-6 monsters and attack!

The intestines that make up the environment allow for another optional action. Creatures can swing in on the intestines, attack, and swing back out. Inventive players can learn this maneuver and use it in place of their normal attack.

An Unlikely Refugee

As you follow the squishing, squirming branches, you see around you large, rounded "pods." Most are dark and still, but your eye is drawn to one which glows faintly with a pulsating light.

Inside one of the pods, hanging upside down, you see what appears to be a human form.

Session Break: Discard 10.

This is Tony Zepeda, aka Experiment Fourteen, who has merged with "Experiment Fourteen," a scientific breakthrough into mythic energy manipulation. The boss of this realm, a creature calling itself Pluto, melded the two together and placed Tony into this pod to be reprogrammed to serve itself.

The party can easily break Tony free from the pod, at which time they have the options to fight him, talk to him, or even recruit him. Tony has information about this realm:

- The "big guy" calling himself Pluto planned to control him and send him back to Earth to wreak havoc there.
- Whatever he was trying to do didn't finish, though; Tony has the power and inclination to help the players.
- This realm is not in space, and guns should be effective.
- Pluto is an ancient being from this alien dimension who fancies himself the Roman god of the dead.

If anyone died in Act 2, they can play as Tony's Ancient Power playmat, using either Chaos or Loss for its Nature and providing the player with a single standard deck of cards (no deck building). If anyone is already playing an Ancient Power, do not let Tony's Nature be the same as the existing player. If no one wants to take over Tony's playmat but they still want to recruit him, give the players a single standard deck of cards and let them share the responsibilities of drawing cards for Tony's Ancient Power.

Stage a final skirmish with a **Squelching Alien** before moving onto the next scene.

Pluto is No Planetoid

Session Break: Discard 10. If the players fought Tony, also discard 5.

Ahead, you see a reddish light, diffuse and eerie. As you come closer, you see a large chamber with an obsidian stone floor. The organ-like branches thin out here, climbing up black columns like grotesque ivy. In the shadows, you see human-like forms lurking, their faces turned away from you.

In the center of the chamber, a raised dais contains a throne made of bleached and twisted bones. Upon it sits what can best be described as a Greco-Roman god.

His tousled black hair is ringed by a wreath of dead laurel leaves. He turns, wearily, as you approach, apparently unsurprised by your presence.

"Oh, good," he says calmly, his voice rumbling like stones through a tumbler. "More souls to power my return."

He flicks a finger out, and gravity suddenly turns sideways, sending you all sprawling to the ground.

There's very little need for talk once the players find Pluto. He's an ancient alien who styles himself as the Roman god of the Underworld. He has illusionary powers as well as powers of chaos. Any time someone dies in his presence, he heals. And of course he has a number of minions (Pluto's Minions - Stage One and Pluto's Minions - Stage Two) available to be killed for his own healing purposes.

He likes having a portal out here in space through which he can bring chaos and death to Earth. He's doing this largely to combat the other Ancients that have awakened and to flex his muscles in preparation for a full-scale alien invasion. Humans are an unfortunate and insignificant cost in his little war. He is not afraid to reveal this, should the players attempt to engage him in conversation during the battle.

Escape from MM-99

Session Break: Discard 20. If the players fought Tony, discard an additional 5.

As you strike the monster calling itself Pluto one last time, he spins like a whirlwind, gathering up any remaining minions in his wake. This death-tornado bores into the stone floor, cracking it instantly, and tearing the rope-like branches that make up his realm!

You see the very walls being to bleed as the branches start to disintegrate. It is time to flee!

As the world around them disintegrates, the players must flee for the portal. Since the branches thin out considerably as they liquify, it becomes easy to see where to go. But harder to reach, as gravity also thins out into non-existence!

There is one final fight as the remaining **Squelching Aliens** try to grab at the escaping players. Two of the aliens catch up to them, though they can see legions of the monsters chasing them.

NOTE: Use the Zero-G Effect rules for this fight!

Once the players pass through the portal into the Cupola again, they must close the portal. Again, any application of a Mythos power will close the portal. If they rescued Tony, he can also close it.

As you return to the station and catch your breath, you hear Captain Pierson's voice over the comm. He sounds very, very tired and more than a little scared.

...Mythics. Come in Mythics. Come in, Mythics. We do not read you. Come in, Mythics. Please guys....

When you reply, he shouts "It's them!" and you hear a whooping shout from the comm as the entire ground crew erupts in cheers. He tells you you've been out of comm range for slightly more than 32 hours.

If they ask, Pierson admits he hasn't left mission control since losing their signal. He never gave up hope.

Respite and Shuffle!

On leaving MM-99 and returning to the space station, players have a short respite. Reshuffle. **If the players skipped MM-99, they have already shuffled their decks..**

Disembarking

As noted at the end of Act Two, it's possible the players avoided entering MM-99. In that case, they pick up the adventure here and do not have Tony with them. They may or may not have searched for

survivors before encountering MM-99. They may also have decided to scuttle the ISS and send it on a path to the sun. Narratively, they can set that up without further incident.

As you take a short rest, Captain Pierson brings you your next instructions... and a decision.

All right-- your next re-entry window is coming up. You have three options. **Edwards Air Force Base** in California is the first window, but you'll need to move fast-- you'll need to leave in the next fifteen minutes, and you need to get all the survivors onto the *Dragonfly* ASAP. I have to warn you, though-- Southern California's been having a lot of earthquakes, and we're not sure if that's related to the Crisis, or just plate tectonics.

White Sands is the next opportunity, in an hour, but we know for a fact there's an air-based Ancient in the area. Pilot: you'll need to be on top of your game to land there.

Finally, if you miss both of those, we can land you at **Fairfield**, in England. It's not ideal, since you'll be on the other side of the Atlantic Ocean. But if you need the extra time, we'll make the call.

Pierson then asks the leader of the party which option they want to take.

If the players choose to land at Edwards AFB, set out an index card with a clock diagram with 15 minutes left on it:



If they choose White Sands, set out an index card with a full hour on it:



As the players pursue their tasks, change the clock or fill in the time to reflect their time running out. If the players take too long making decisions, mark off 5 minutes on the card to push them along.

Tasks the players might choose or need to perform before leaving the ISS:

- Find more survivors.
- Fight off a stray Creeping Aliens.
- Decide what to do about Nico and/or Tony.
- Secure survivors in the *Dragonfly*.
- Deal with the White Guardian (if Nico or Tony is on board).

Pierson instructs them to secure the survivors in the *Dragonfly*: There are only 6 seats for non-pilot passengers and crew (including the rest of the players). Possible survivors include: Angela, Tony, Nico, anyone else the players rescued during Acts Two and Three. If there aren't enough seats, the players can hole up in the payload bay. It'll be a rough ride, but no mortal would be able to withstand it, and the players have a better chance at it.

If the party did not kill **Nico**, he pretends to be totally okay even faking amnesia about his words and actions on the shuttle. He is keen to board the shuttle and escape. He disavows having any mythic powers.

Being left behind on the space station is a death sentence. There are no plans for future resupply missions. If the players decide to leave Nico behind, he stows away on the ship and attacks during the descent (see **Nico's Mutiny**).

The Guardian Awakens (Optional)

Session Break: Discard 6.

If the players didn't defeat the White Guardian in Act Two, and either Tony or Nico is with them, the White Guardian attacks the *Dragonfly* as it attempts to depart. It will not allow anything from Pluto's realm to escape to Earth. Tony might seem to have his powers more or less under control and isn't actually Pluto's servant, but the White Guardian cannot be convinced. If Nico was left behind on the ISS and had to stow away, the White Guardian's attack may reveal his presence.

Nico's Mutiny (Optional)

Session Break: Discard 6. If the players fought the White Guardian on their escape, discard 6 more.

If the players decided not to take Nico with them, he will have summoned creatures to help him get into the *Dragonfly*, where he stows away and attacks from the cargo hold during the descent.

(To the pilot:) With Captain Pierson on the comm guiding you, you begin the re-entry procedures. Suddenly, something sharp pierces your ankle, and you feel your very skin crawling. You glance down at this critical moment, shocked to see a swarm of small beetles climbing over your flight suit, digging their pincers into your flesh. As you glance at the other passengers, you see they are thrashing about, brushing insects, spiders, even small mice, off of their bodies.

For those inside the cockpit, this fight is largely with Nico's creatures, rather than directly with Nico himself, and they serve more as a distraction than anything else. All actions move your token along the overload track by 2 spaces instead of 1.

If there are any players in the cargo hold, read or paraphrase the description from there:

As the thrusters push you into the makeshift harness and you brace yourself for a difficult ride, a loose cargo locker pops open, revealing a feral-eyed former astronaut. His cold eyes narrow as he realizes you've seen him, and his mouth turns up into something halfway between a grin and a snarl.

Suddenly, spilling out from the base of the cargo locker is a wave of small, black beetles, swarming towards you!

During this mission-critical time, **Nico** endangers everyone by launching a full-scale attack. Any players inside the cargo hold can fight him directly. Otherwise, they are considered to be at Sight range for using ranged powers.

Landing

Session Break: Discard 6. If the players fought the White Guardian on leaving, discard 6 more. If the players fought Nico, discard 6 more.

Finally, the landing gear touches onto the tarmac and you breathe a sigh of immense relief. Home, such as it is! With one threat to humanity safely dealt with, perhaps mankind will have a better chance at quelling the Crisis!

The hatch opens, and you disembark. As you breathe in the wonderful fresh air, your heart sinks. What should be a peaceful homecoming is marred by the tremendous creature looming towards you.

You summon whatever strength you have left.

Showtime.

If the players fought *both* the White Guardian or Nico on the way out, end the final fight with the first attack from the player who seems to be most frustrated. Give plenty of buildup and scary monster noises, but let the most frustrated player one-shot the kaiju, winstorm, or Ullr.

If the players skipped either the final White Guardian or the Nico fight (or both), depending on where the players chose to land, one of three possible threats is there to greet them.

- **Edwards AFB** (California) - Earth-spirits have torn apart the land, but there's an intact airstrip... for now. On landing, the San Andreas Kaiju stomps over to give them a rough welcoming.
- **White Sands, NM** - wind and sand are a huge problem here-- there are concerns that a Windstorm Ancient is in the area and indeed, the wind picks up and attacks them upon arrival.
- **Royal Air Force, Fairfield, UK** -The ancient Celtic god Ullr, god of glory, is currently making a very successful attempt to conquer England. This fight is against **Ullr** as well as a legion of RAF Troops.

Appendix: Special Rules

Pilot Maneuvers

When piloting a vehicle, roll under MYTHOS to make a maneuver:

- ♠ Spades: Steady as a flying rock! Allies gain a +2 to Accuracy until the start of your next turn.
- ♦ Diamond: Fancy flying! Use your Defense action to Dodge or Block an attack against the vehicle this turn.
- ♥ Heart: Vent heat from the shields! The vehicle recovers 1 hit point.
- ♣ Clubs: Fire boosters! Correct the course if you've been knocked out of your trajectory.

Note: Pilot Maneuvers cost an action the same as any Mythos ability.

Space suits

Space suits are clumsy and difficult to maneuver, but they do help protect against damage caused by Hull Breaches. If a character is wearing a space suit, all abilities are at a -1 difficulty.

Guns

Well-prepared heroes may have brought firearms with them into space, as a backup plan if things go poorly. This is fine-- you can be assured that things will probably go very poorly at some point in the adventure.

If the heroes use guns on the ISS, they are effective against most of the monsters, but misses and crits might breach the hull. This is Very Bad, sets off alarms, alerts other creatures to their location. It also burns up lots of air and risks a fire!

If you are using a non-mythic gun (i.e.: not a gun that is part of your mythic powers), here are its stats:

Standard Issue Hand Gun:

Accuracy: 9 and a loud noise is heard throughout the ISS

Damage: 6. This might be resisted by magical beings.

A Really Big Gun:

Accuracy: 6 and a very loud noise is heard throughout the ISS

Damage: 9. This might be resisted by magical beings.

For all guns:

On a Miss: A **Hull Breach** occurs.

On a Critical Hit: You do something awesome, BUT you or any ally must take a **Block** Action to prevent a **Hull Breach** from happening.

Hull Breach

A hull breach is extremely dangerous in space!

- Alarms sound throughout the ISS identifying the module where the hull breach occurred.
- Everyone in the chamber immediately overloads and clears their mats.
- Every attack or defense costs 2 spaces on the overload track (Tricks do not cost extra) until someone blocks the breach using one of their Mythos Tricks or the Repair Trick, below:

Repair Trick

Mythos: 7

Critical Success: All team members move their overload token back by 1 space as they get the "drop" on any current threats.

The Dragonfly

A commercially-manufactured space ship designed for transporting equipment and personnel to the International Space Station.

Hit Points: 18 Mythos: NA Damage: 0

- The **pilot** may use their piloting tricks to maneuver the ship.
- Melee-range powers can also nudge the Dragonfly back on course.
- Ranged mythic weapons can be used on things outside the vehicle; mythic missiles (not mundane ones, though!) fly right through the hull of the *Dragonfly*.
- If the *Dragonfly* is **off course**, it will not reach the ISS and the mission will fail. If the *Dragonfly* is **off course** for more than 2 rounds during liftoff, it will burn up.
- When not in combat, the *Dragonfly* can be repaired with some time, tools, and the players declaring that they spend time doing so.

Bestiary

Slimeball

A green ball of sticky slime that lashes out with tendrils to harm and immobilize its targets.

Hit points: 6 Mythos: 7 Damage: 5

- Lashes out with a tentacle doing damage and "sliming" a player, sticking them to their position (player cannot move without using some kind of trick)
- Lashes out with two tentacles, doing damage to two players within range, but not sliming anyone.

Zero-G Effect

An environmental hazard that cannot be defeated through combat. Initiative is always last in the round. Clever players might come up with interesting Tricks to overcome this hazard-- let them!

Hit points: NA Mythos: 2 Damage: 4

- Attacks all players to cause 4 damage from queasiness, lightheadedness, or disorientation.

Grators

These mutated alligators are the result of the American Alligator being twisted by exposure to the Ancient Powers. They resemble alligators, but grow to up to 20' in length with longer legs. Their two powerful tails can knock a grown man down and break his legs in one slap. They are highly aggressive, and even their scales are sharp, shredding the flesh of even the hardest "gator wrestler" and earning them the moniker of "Grator."

Hit points: 20 Mythos: 9 Damage: 8

- Tail slaps up to 2 players for full damage.
- Bites for full damage, no Block possible (Dodge is OK).
- When hit in melee, automatically does 2 points of damage as its scales shred the flesh of any unprotected person.

Grator Young

The newly-hatched mutant young of the Grators. These creatures are fast, lithe, with detachable tails, and cannot be grabbed or grappled. Their tails are not powerful enough to do the damage of their parents, so they depend on their razor-sharp teeth.

Hit points: 6 Mythos: 11 Damage: 5

- Bite for full damage, no Block possible.
- Slippery! Cannot be grabbed or grappled.

Trash Monster

This creature from the deep is a gargantuan monster made of the plastic slurry that congealed in the world's oceans. After the Crisis, it coalesced around the spirit of an Ancient and is now an angry, amorphous blob of trash and plastic that can form appendages, throw unlimited missiles, and sink effortlessly back into the sea of which it is made.

Stage One: A series of tentacles made of garbage bags and refuse rise out of the cape to grasp at the *Dragonfly*. During this stage, the monster directly attacks the *Dragonfly*, as it is close enough to the ground to reach.

HP: 25 Mythos: 8 and 3 Damage: 6

- Tear into the ship, ripping it apart for DAMAGE.
- Knock the ship around, doing 2 DAMAGE to everyone inside and 1 to the ship and knocking it **off course**.
- If the *Dragonfly* survives 3 rounds, it escapes the Sea Monster's immediate range and the monster shifts to Stage Two, no matter how much damage it's taken.

Stage Two: If the Trash Monster takes enough damage or if the *Dragonfly* survives 3 rounds, it withdraws under the waves, only to burst upwards a second later, the force of the displaced water causes an atmospheric bubble that pushes the *Dragonfly* higher into the atmosphere.

HP: 30 Mythos: 10 and 3 Damage: 6

- Throw a pile of trash at the *Dragonfly*, knocking it **off course**.
- Spit a stream of filthy seawater at the *Dragonfly*, doing 3 DAMAGE to everyone inside and 1 to the ship.
- Sink into the sea to dodge an attack (sacrifices its attack this round).

If the *Dragonfly* survives an additional 1 round and is not off course, it escapes the atmosphere. The Trash Monster takes its revenge on Cape Canaveral, far below.

White Guardian

This white, glowing "goo" is the guardian of the International Space Station. It arrived during the Crisis to protect the ISS and prevent the things inside MM-99 from reaching Earth. It is hostile to anyone seeking to leave the ISS, but it is intelligent. It can be reasoned with to allow the humans on board to be rescued. Its motivation is to stop Pluto or its minions (including Experiment Fourteen and the MM-99 module) from reaching Earth.

HP: 20 Mythos: 10 Damage: 9

- Fire a pulse that strikes 2 targets for 1/2 DAMAGE each.
- Fire a light missile that strikes 1 target for DAMAGE.
- Fire a warning shot and shield itself to take 1/2 damage from one attack (on its action, or as a reaction to lose its next attack).

Creeping Aliens

These dark-scaled creatures with snake-like bodies lurk along the corridors and modules of the ISS. They are fast, vicious, and single-minded in their intentions to destroy all non-alien life on the station.

HP: 10 Mythos: 10 Damage: 7

- Constrict a single target in Melee for full DAMAGE, and restrict that target from moving on their turn.
- Strike a single target at up to Shout distance for full DAMAGE.

Nico

This dark-haired astronautic engineer has been subsumed by the Ancient power known as Pluto. He is not aggressive, but will try to sway the players to aid Pluto in its aims.

HP: 20 Mythos: 7 Damage: 6

- Summon up to 3 small animals to attack 1-3 targets in Melee range (all 3 can focus on one) for full Damage.
- Summon a swarm of insects to distract a single target; the target takes full Damage and loses their next action.

Ancient of Illusion

In Act Two, each mythic mortal encounters an image or illusion of the granter of their power.

Pick the last one carefully-- it should not be the leader or pilot of the party, and is preferably a player who brought a gun to the space station. This character will encounter a non-illusion version of their Ancient Power.

The Ancients are immune to all powers that stem from them. Using powers offensively is ineffective against the Ancient and carries a double cost for burnout purposes. Powers can still be used defensively. Allies can use their powers effectively, however.

This is represented as a series of fights which happen simultaneously in parallel realities, except for the final fight. Save the pilot and leader for almost-last. If you are short on time or the fight seems to be dragging on, you can cut the fights with their Ancients (the pilot and leader roles get plenty of spotlight in this adventure as it is).

Reshuffle decks before each stage of this fight.

If the party fought Nico, pull out 10 cards before each stage of the fight.

Because mortals can't use powers against their own Ancient, they may be tempted to use a firearm, which they can do. Follow the standard rules for hull breaches in this case.

After each fight finishes, the players reshuffle and discard 10 cards for each if they fought the Guardian, Nico, or any aliens. Make note of whether the focus player "died" in this fight.

Each stage of the fight changes the Ancient to the next players' power source.

The final fight is the "real thing" fight. This is against the source of one of the characters' powers, which has allied with Pluto to guard MM-99. Reshuffle. If the players fought Nico, discard 10 cards. If a player did not survive their focus fight, they discard an additional 5 cards.

No player actually perishes until the last stage.

In the illusion stages, if a player tries to reason with their illusory Ancient, let them! The Ancient is intractable about not letting them through the door, but may be pleased at their player's progress so far. Quick-thinking players might agree not to go through the stone door, or might simply distract the Ancient enough to set up a good position for their allies-- let them give their allies a boost, perhaps reducing the "hit points" of the Ancient, or increasing the allies' Accuracy for the rest of the round. If the player leaves MM-99 through the hatch, end this stage and move to the next player.

At the end of Act Two, each of the players will face the Ancient source of their power. For example: if their weapon is the legendary sword of Zorro, a swordsman in a black mask will arrive to fight them. However, the focal player will find that their legendary sword is useless against the myth that spawned it! And Zorro has a few tricks that the player themselves used earlier!

Note: there are some abilities, like Bouncing Barrels and Enter the Arena, that can be utterly lethal when used against the players. Switch these up, or simply select other abilities that player has used. Do not use Enter the Arena against the Duelist when the Duelist cannot affect the Ancient of Illusion.

Not to worry! This is why they have friends; the other players will do the heavy lifting against the focal players' Ancient power while they run support.

As each stage ends, the next player faces their own Ancient source of power. However, all of these fights except the final one are individual combats which occur simultaneously in the minds of the players. In the final stage, however, the last player faces down their Ancient power for real. Reshuffle decks. If the players fought Nico, discard 10 cards.

Squelching Aliens

These aliens resemble human-sized frogs with long, grasping fingers and toes, and an ability

HP: 9 Mythos: 10 Damage: 5

- Use its prehensile tongue to attack 1 target from Shout distance and pull it into Melee distance for normal Damage.
- Swallow a target whole from Melee, doing double Damage to a single target. The target is engulfed. Engulfed characters may attack, react, and use tricks, but cannot move out of Melee range until freed.
- Mimic the sound of squelching, and camouflage their skin to attack via ambush (going first in the first round of combat.)

Tony Zepeda, aka Experiment Fourteen

A human astronaut who has been imbued with mythic powers.

Pluto

A 3-stage boss monster from an alien dimension with powers of necromancy and chaos.

Stage One: In Stage One, Pluto appears as a large Roman deity, wearing a toga and a dead laurel wreath.

HP: 25 Mythos: 8 Damage: 7

- Summon 2 minions to fight for him anywhere within Sight range. The minion appears as a helpless human, or someone known to the players, but its attacks are quite real.
- Chaos touch: Does Damage to one target in melee range, who instantly overloads and must replace their cards into random slots.
- Upend gravity against all targets within Shout range. Targets must use a reaction to keep their footing, or tumble to the ground and be pushed one range away (does not affect Minions).
- When Pluto drops to 0 hit points, a column of inky shadow billows out, engulfing him. If there are fewer than 5 Stage One minions present, enough Stage Two minions are summoned from the shadows until there are 5 total.

Stage Two: Obstacle: All-Minion Fight!

The room fills with the billowing shadow, obscuring the fight and making it difficult to see further than Melee distance (all attacks and actions are at a -1 difficulty beyond Melee range).

When all the minions have perished, the shadow clears enough to reveal a hideous monster on top of the dais (possibly still seated on the bones).

Stage Three: After Pluto overloads and recovers, the Illusion of humanity is dropped. He transforms into a writhing mass of pulsating eyestalks and clicking claws.

HP: 30 Mythos: 8 and 5 Damage: 10

- Any time something dies in his presence, Pluto heals 5 points of damage. A visible wisp of energy escapes the dying body as he devours its life essence.
- Summon a single Stage Two minion to fight for him within Sight range. These minions no longer appear human, but instead seem to be nothing but human-sized shadows.
- Slash out with a claw in Melee range, doing full Damage to a single target on this round, and poisoning the target, to take full damage on the next round.

When Pluto reaches 0 hit points again, he begins to spin like a whirlwind, gathering up any remaining minions in his wake. His death-tornado bores into the stone floor, cracking it instantly, and tearing out the rope-like branches that make up his realm!

Pluto's Minions - Stage One

Appearing as a helpless human, or someone known to the players.

HP: 8 Mythos: 6 Damage: 5

- Touch a single creature in melee to drain it of life (doing Damage). Target cannot attack this minion this turn (unless the attack is completely Blocked).
- Move up to Shout distance to whisper manipulative words-- the Target cannot attack anything this turn (unless this attack is completely Blocked).

Pluto's Minions - Stage Two

Appearing as ominous, human-sized shadows with no faces.

HP: 6 Mythos: 7 Damage: 5

- Fly through 2 targets within Shout range, doing full Damage to each of them.
- Embrace a single target, doing full Damage. The target's next action or reaction costs double the spaces on the Overload track.

San Andreas Kaiju

During the Crisis, the spiderweb of fault lines around Los Angeles splintered, opening the earth and releasing numerous smaller creatures of ancient power. These "dirt devils" were nothing compared to the earthen kaiju that lurked even lower and which, coinciding with the end of Pluto's power above, now awakens.

A massive, fluid, living rock, "San Andreas" shakes and shatters the earth wherever its feet land. It is light brown, the color of a blend of California's rich soil and sandy beaches, and towers over most nearby buildings.

Stage One

HP: 30 Mythos: 5 and 9 Damage: 12

- Slam! for full damage against any creature within Shout distance.
- Earthwalk up to Sight range with one enormous stride.
- On reaching 0 HP, San Andreas sinks balefully into the earth, turning the ground black with its fury. With just the top of its "head," its eyes glaring at the players, it shifts into its Stage Two form.

Stage Two

HP: 25 Mythos: 5 and 2 Damage: 8

- Tremor! to cause its Damage to all creatures within Sight range and cause them to fall down.
- Split the earth, swallowing buildings, cars, and any creatures on the ground within Sight range. Targets may attack, react, and use tricks, but cannot move out of this range until freed.

Windstorm Ancient

This tremendous force of wind and air has no corporeal body-- just a tornado of powerful wind, dust, and litter from the world around it.

Stage One

HP: 20 Mythos: 9 and 15 Damage: 9

- Sweep up all targets within Melee range. Target is now engulfed. Targets may attack, react, and use tricks, but cannot move out of this range until freed.
- Fling any engulfed target out to Sight distance, doing full Damage on it.
- Fly up to Sight distance.

Stage Two

When the Windstorm Ancient is struck down to 0 HP, its vortex intensifies, pulling in all nearby debris, litter, and dust, towering into the sky and becoming much more massive.

HP: 25 Mythos: 9 and 15 Damage: 15

- Push all targets from Melee range into Shout range, doing 4 damage to each.
- Pick up a single target from Melee range and engulf it.
- Fling a random piece of debris (or an engulfed target) already in the vortex at a target within Sight range, doing full Damage to both the target and the debris or engulfed character.

Ullr

A 50-foot tall Celtic warrior in traditional Bronze-Age armor and carrying a sword the size of a small aircraft, shrouded in a halo of glory, greets them as heroes and offers them a choice: kneel and serve, or die. Behind him, they can see a legion of kneeling Royal Air Force Troops, apparently rapt and enamored by his charm. An honor guard of uniformed veteran soldiers flanks him, their faces grim.

Stage One

HP: 25 Mythos: 10 Damage: 8

- Ullr shrugs off the first melee strike that lands on him in the round.
- Cleave to strike two targets in Melee, full damage to one, half damage to the other.
- Harness the glory of ancient warriors, emitting a blinding light that pierces the eyes, doing half damage to all enemies in Sight range and blinding them.

Stage Two

*Bloodied and wounded, the warrior-god drops back towards the human **RAF Troops**. He calls to them, rallying them with words of heroism. The troops stand, unholstering or shouldering their weapons. They charge!*

In Stage Two, Ullr rallies his troops to fight for him while he heals and recharges his power. With each troop that falls or makes a successful strike, Ullr appears to grow in size and strength. If players figure out a way to defeat the RAF Troops without killing them or being hit, Stage Three starts with Ullr at half hit points.

Stage Three

Ullr starts this stage in Shout distance of the players.

HP: 30 Mythos: 10 and 5 Damage: 12

- Bellow! to push a target to Shout distance.
- Charge! to move up to Shout distance and strike for 2x damage against 1 target.
- Laugh at the woes of the enemy, disheartening his foes: -2 to Accuracy and Defense for 1 round to all targets in Shout distance.

RAF Troops

A legion of uniformed Royal Air Force soldiers, ready to fight and die for Queen, country... and an ancient warrior-god returned from obscurity! Stats provided represent the troops as an abstract "mob." Until defeated, they are considered to be within all ranges (melee, shout, and sight) for purposes of targeting. They are not, however, one single combatant (for purposes of abilities like the Duelist's single-target attacks). They have two actions per round to reflect their swarm nature.

HP: 15 Mythos: 7 and 10 Damage: 7

- Strike one target in each range with a baton for 4 Damage and knocking the target down.
- Fire a bullet at one target, doing full Damage.

Ancient of Illusion Worksheet

Except for the last Ancient, a player can refuse to fight their own Ancient. If they leave the Cupola through any means other than the stone portal, that stage of the fight ends immediately.

Ancient of _____
(player's power)

HP: 25 Mythos: 8 Damage: 8

Abilities:

- Immune to powers that stem from it.
- _____
(write a cool thing the player did during Act One here and below)

• _____
When this stage is defeated, reshuffle decks. If the players fought Nico, discard 10 cards.

Ancient of _____
(player's power)

HP: 25 Mythos: 8 Damage: 8

Abilities:

- Immune to powers that stem from it.
- _____
(write a cool thing the player did during Act One here and below)

• _____
When this stage is defeated, reshuffle decks. If the players fought Nico, discard 10 cards.

Ancient of _____
(player's power)

HP: 25 Mythos: 8 Damage: 8

Abilities:

- Immune to powers that stem from it.
- _____
(write a cool thing the player did during Act One here and below)

• _____
When this stage is defeated, reshuffle decks. If the players fought Nico, discard 10 cards.

Ancient of _____
(player's power)

HP: 25 Mythos: 8 Damage: 8

Abilities:

- Immune to powers that stem from it.
- _____
(write a cool thing the player did during Act One here and below)

• _____
When this stage is defeated, reshuffle decks. If the players fought Nico, discard 10 cards.

FINAL ANCIENT

Except for this last fight, each of the previous fights with the Ancients is experienced and remembered only by the player powered by it. Before fighting, all players discard 5 cards (in addition to any cards for fighting Nico). If a player "died" against their own Ancient, discard an additional 5 cards.

Ancient of _____
(player's power)

HP: 30 Mythos: 10/5 Damage: 10

- Immune to all powers that stem from it.

- This Ancient acts twice during each round (do not use this power if there are <4 players).

- _____

(write a cool thing the player did during Act One here and below)

- _____

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ISS Configuration

As of April 2016

