

Elemental Tempest

A **Mythic Mortals** Adventure by David Schirduan

1-2 Hours

The Pitch

After weeks of hiding from the returned gods, scavenging for food, and keeping a low profile, the Players are seeking shelter from a terrible hurricane. They've been escorting and protecting a large band of human refugees along the way, and just escaped from some dangerous woods.

One of the scouts found a cave that may be able to protect everyone. As they slowly make their way, the winds whip about, stabbing raindrops into their eyes, and nearly shoving them about with tremendous gales.

They can see the elements themselves taunting and threatening them. The storm is getting closer and stronger...

Themes

- Hectic environments
- Protect a group
- Several Mini-bosses

This adventure is written to help you run an exciting game for you and your friends. It should be less like a rulebook and more like a box of toys. Don't forget to read the GM section of the corebook!

What you will need:

- Player mats & Reference Sheet
(Download from mythicmortals.com)
- A handful of six-sided dice
- A deck of cards for each player
 - 1 Hero; discard no cards at beginning
 - 2 Heroes; each discard 10 cards at beginning
 - 3 Heroes; each discard 15 cards at beginning
 - 4+ Heroes; each discard 20 cards at beginning

Descriptions

For a game like Mythic Mortals, short, punchy descriptions will serve you better than atmospheric paragraphs. Whenever you describe a scene, be sure to:

- Quickly sum up the situation ("After the door was knocked down, you all took cover behind the couch")
- Point out any immediate threats ("There's a vampire at the window")
- Describe surroundings ("You're in a small room")
- Mention any useful items/terrain ("There is a large couch, and the fireplace is alight")

Round 1: The Cave

After struggling up the a difficult mountain face, the humans immediately relax, set down their bags, and begin to build a fire. A low rumbling sound comes from a Small Passage near the back of the cave.

Players can either go investigate, or wait until something made of shifting stones and dirt pries itself from the rock wall and begins to form into a vaguely humanoid shape.

Earth Elemental

Base Damage: 8 | Mythos: 10 | HP: 20

- Form weapons from rock, attack up to Shout range
- Trap a Hero within the rock, pinning them in place for a round (6 dmg)
- Shrug off an attack, take ½ damage

Give the elemental a slow but powerful feeling. In the close quarters, players shouldn't be able to maneuver much, forced to engage where every stone is a threat.

When an elemental dies...

- All other elementals gain the abilities and elements of their dead sister
- All other elementals immediately gain 7HP
- All other elementals deal +2 damage.

By the time only one elemental remains, it will be quite dangerous. Consider it the final boss.

Round 2: The Fire

After the first round ends, a terrible scream is heard from the Cave Interior. The fire is larger than it should be, and some flames have spread to bags, coats, etc.

The people are so cold and tired that they almost don't notice a glowing figure steps out of the fire.

Fire Elemental

Base Damage: 6 | Mythos: 4/7 | HP: 15

- Shoot a lance of flame from Shout range
- Ignite a Hero (2 dmg per round until the Hero spends a turn putting it out)
- Jump and teleport around the cavern.

The Fire elemental should spread flames, scatter people, and cause a huge ruckus in the Cave Interior.

Zones

For this adventure, there are three Zones. Everything in the same zone is considered to be in Melee range. Everything outside of the zone is considered to be at Shout range.

- **Cave opening:** A small area outside of the cave. The mountains edge is about 50 feet away.
- **Cave Interior:** A large open area in the cave. The ceiling is about 30 feet above.
- **Small Passage:** A tight, curvy path that leads deep into the darkness of the mountain.

Round 3: The Sky

After fighting the fire elemental for about a round, there is a deep rumbling in the cavern, and a huge chunk of the ceiling is torn away by the winds.

Shortly after, a fierce gale sweeps through the cavern, slowly forming into a human figure made of clouds, leaves, and flashes of lightning. The figure stands in the Cave Opening, sending cold gusts and bursts of lightening into the cave.

Wind Elemental

Base Damage: 8 | Mythos: 3 | HP: 20

- Does not move.
- Blast heroes around the cavern, taking them out of range. (no damage)
- Shoot bolts of lightening at 2 targets in Shout Range (7 damage each)

The Wind elemental should be menacing and annoying, blasting Heroes around, harassing them from outside the cave.

Round 4: The Rain

By this point, the cave is more of an opening in the mountainside. Rain pours in, collecting in a pool in the middle of the cavern.

After fighting the Fire Elemental for a round, the water begins to flow into a shifting blob of water wielding an ice spike.

Water Elemental

Base Damage: 6 | Mythos: 7 | HP: 16

- Can attack multiple Heroes at once (blast of ice daggers)
- Switch to ice form, lose 5HP and do +5 damage.
- Switch back to water, gain 7HP, do -5 damage

The Water Elemental will rush forward when ice, doing lots of damage, and then retreat as water, supporting whatever elementals remain.

The End...?

After all the elementals have been defeated, the wind dies down, the sun comes out, and everyone lets out the breath they've been holding.

While people begin to relax and laugh, a terrifying beast larger than a mountain appears through the mist. It can be seen stomping through a distant forest, impossibly huge and strong.. Although safe for now, humanity still faces many dangers and threats...

Thanks for playing!

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- [The Core Rulebook](#)
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