

DigiPen Institute of Technology – Singapore

Mystica

[Scenario Booklet]

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Introduction

This booklet describes a simple and basic predesigned adventure meant to introduce beginning players to the game using the basic rules. These adventures are designed so that they may be played multiple times. This booklet is also especially useful for beginning game masters who would like to get a feel on how it is to run a role-playing game.

How to use this booklet

This is a pre-designed adventure. The story is written in a linear form through a series of scenarios displayed in paragraphs. The game master reads and follows the paragraphs to run the game. Players will be required to cooperate with each other and are encouraged to discuss the situation they are in within the game before making a decision. There are at times during the course of the game where players will get into combat. This must be resolved before moving on to the next scenario.

The game master always controls the movement of the monsters as established in the Monster Manual as well as its behavior. It is crucial that the game master follows the instructions in the Manual strictly in order to minimize and form of cheating to take place. Once combat is initiated, both the game master and the players check their initiative accordingly as addressed in the Rule Book.

General rules for checks

Search Check

Both the player and the GM will roll a **1d20**. If the player's roll is greater than or equal to the GM's roll, the search is successful and the player gets the materials needed to craft the object

Note: the materials are just an item.

Strength Check

Calculation: **1d20 + Strength**. If the result is greater than 10, the player has done a successful strength check.

Intelligence Check

Calculation: **1d20 + Intelligence**. If the result is greater than 10, the player has done a successful intelligence check.

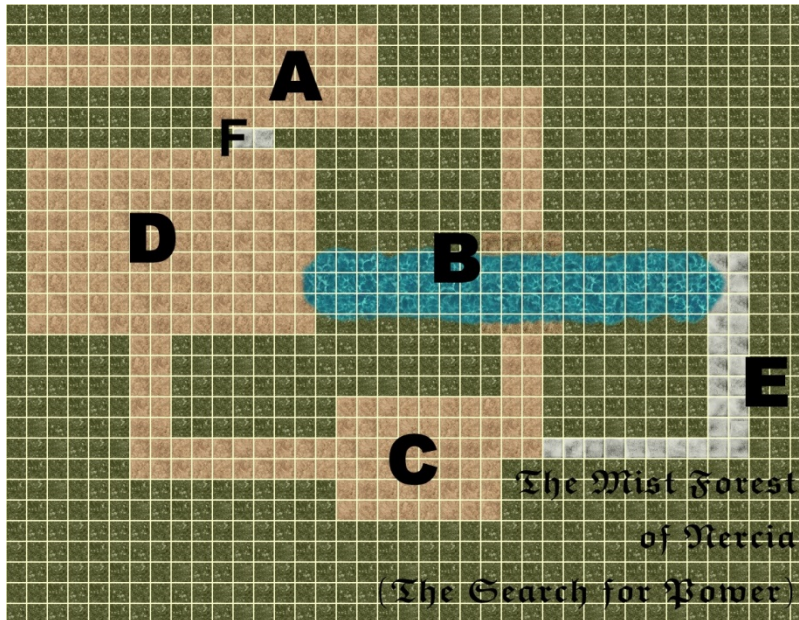
Agility Check

Calculation: **1d20 + Agility**. If the result is greater than 10, the player has done a successful agility check

Adventure: The Search for Power

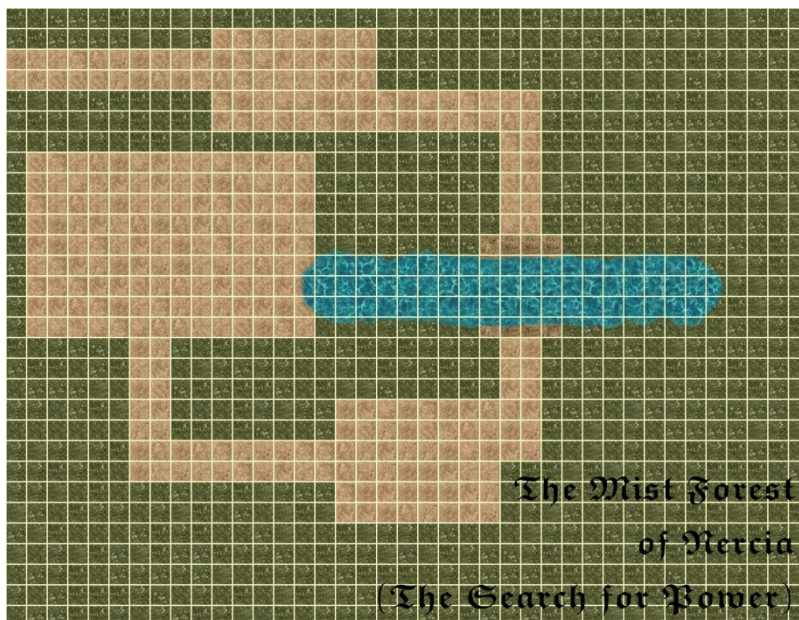
Map

Game Master Copy



- A:** Entrance to Forest where Slimes are fought.
- B:** Broken bridge that is has to be repaired
- C:** Where the Ogre lays fast asleep.
- D:** Area for the fight against Nature's Rage.
- E:** Optional Secret Area
Players who drop in the river are brought here and find loot, IF they survive the rapids.
- F:** Entrance that used by Nature's Rage to enter area D. Allows players to go to area A after the fight.

Player Copy



Story

The heroes start out at the entrance to a path leading deep into a magical forest. Rumor has it that the forest hides a secret that can make anyone who possesses it extremely powerful. However, the secret lies in the middle of the Mist Forest of Nercia where a powerful, aggressive and highly territorial creature resides. It is the protector of that that secret and do not like outsiders trespassing into its territory.

a) The Forest Entrance

At this location, the heroes are swarmed with a group of weak monsters that are slimes.

- Spawn twice as many slimes as characters

b) The Forest River

Upon killing the slimes, the heroes reach the edge of a short cliff. Beneath it lays a raging river. The weather is getting bad. Dark clouds may be seen looming over the area. A thunderstorm approaches. The heroes are unable to see what lies ahead. They are unable to cross the river without risking an accident as the river's current is too strong. Evidence of a broken rope bridge may be seen.

- Search check required
 - Suggested items found in the area
 - Twigs
 - Leaves
 - Mushroom
 - Pebbles
 - Dirt
 - Flowers
 - Torn rope (materials required to build bridge)
 - Herbs
 - Vines
 - Beehive

, Once the heroes managed to obtain the required materials, lightning flashes. The thunder storm begins. During this time, for each failed attempt at crafting, each character gets a -2 to their health.

- Intelligence check and Strength check required to craft bridge

Characters may choose to risk crossing the river despite the risk.

- 2 Strength checks required – Swimming against the current and climbing up the cliff to safety. If both fail, the character is killed.
- Saving throw: If all characters fail the checks, game master may opt for a saving throw on his part. If the ad20 rolled is greater than 10, the characters find managed to survive the raging river.

c) The Ogre Encounter

Unfazed by the bridge making ordeal, the heroes continue deeper into the forest and find their path blocked by a sleeping ogre. A spring lies to the side.

(May be used to heal the party only if all the characters have less than half of their health left due to damage taken from their previous scenario)

The heroes decide to sneak past the ogre.

- Agility check required for each player. If one player fails, the ogre is awoken. Characters are surprised.

The heroes decide to attack the ogre, catching him by surprise.

- Characters are surprised and combat ensues.

d) Heart of the Forest

The heroes finally manage to reach the heart of the forest where the supposed source of power lies. The area is filled with mesmerizing trees and a glittering undergrowth.

Suddenly, a thunderous roar erupts, followed by loud crackling sound of snapping branches. A huge creature emerges right in front of the heroes. The creature has a face of a gorilla's, arms and legs like massive tree trunks. Its coat, a mixture of dark grey, leafy green and dark brown. Shades of violet can also be seen. It lets out of ferocious roar, summoning smaller ape like creatures to its aid. The heroes must defeat this creature if they ever want to succeed in searching the secret hidden within the forest.

- Refer to the Monster Manual for the behavior of Nature's Rage.

e) Secret Cave

Optional secret area. This area is a dark and damp cave. After managing to survive the raging rapids, the heroes noticed a shiny chest. May contain useful items, preferably weapons/equipment.

f) Secret Found

The heroes finally managed to defeat the creature. Howling in pain, it falls to the ground, motionless. The ape-like creature panic and scatter upon realization that their leader is dead. As the essence of the creature dissipates and fades into nothingness, a mysterious charm lies on the ground. Before the heroes manage to retrieve it, a shadowy figure flashes past and snatches it away. There, the heroes realize that this must be the secret of the forest. A pathway is revealed leading them back to the entrance of the forest. The search for the secret continues...