

POCKET QUEST IN 30 MINUTES

THE LANDS OF MYTHORIA

Solo Roleplaying Game



Introduction

Welcome to this solo roleplaying game that fits on a small booklet. You play as an adventurer traveling through the Lands of Mythoria in search of the terrible Shadow Lord. Unlike a classic gamebook, you are free to explore locations in any order you prefer.

Characteristics

Distribute 6 points among these characteristics (value from 1 to 4):

-  **Physical:** Strength, agility, endurance
-  **Mental:** Intelligence, willpower, perception
-  **Equipment:** Weapons, protection, items

Character Sheet

 Physical	<input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
 Mental	<input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
 Equipment	<input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4

Hit Points: 10

<input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9 <input type="checkbox"/> 10
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Action Resolution

For any attempted action, roll 1D6 + appropriate characteristic and compare to the difficulty threshold:

Difficulty	Target	Examples
Easy	4+	Cross a room, observe a visible object
Normal	5+	Find a hidden clue, avoid a trap
Hard	6+	Decipher complex symbols, defeat a guardian

In case of failure (result below threshold), the action fails or leads to a complication. **Any failed roll causes you to lose 1 HP**, in addition to any specific damage from enemies.

Freedom of Action

You can attempt any reasonable action in a situation. Use the paragraphs as descriptions of places and environments to explore, not as a predefined path.

Progression in the Lands of Mythoria

To move from one location to another, you must succeed at least one action test in the current location. This success shows that you've mastered the environment enough to proceed.

How to Play

1. Create your character by distributing points among characteristics
2. Start with the Abandoned Village (§1)
3. For each location, read the description and decide which actions to take. Take time to imagine yourself immersed in the places and possible actions.
4. Roll 1D6 + the appropriate characteristic to resolve your actions
5. Compare the result to the difficulty threshold
6. **Any failure causes you to lose 1 HP**
7. You can only move to locations connected to your current location
8. The adventure ends when you defeat the Shadow Lord or when your HP reaches 0

Locations in the Lands of Mythoria (part one)

1. The Abandoned Village

A ghost village with dilapidated houses. The wind whistles through the ruins and traces of battle are still visible.

Points of interest:

- **Test:** Mental (5+) to discover a diary revealing the village's history
- **Item:** A rusty sword in the forge (+1 in combat for one encounter)

Connected locations: §2, §4, §5

2. The Whispering Forest

A dense forest where trees seem to whisper to each other. Mysterious lights dance between the trunks.

Points of interest:

- **Event:** Fairy lights guide you to a hidden treasure
- **Test:** Mental (5+) to communicate with the forest spirits
- **Reward:** A vitality potion (restores 1D6 HP) if you succeed

Connected locations: §1, §6

3. The Windy Plains

Vast expanses of tall grass swept by relentless wind. In the distance, strange rocks form unsettling silhouettes.

Points of interest:

- **Event:** A sudden storm makes the terrain difficult
- **Test:** Physical (5+) to climb the monoliths and spot a passage
- **Enemy:** Wolf pack - Physical (4+) - Damage: 2

Connected locations: §7, §10

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