

# WHAT IT IS TO BE A MYTHENDER

## MYTHENDERS: ARCHONS OF DESTRUCTION

### YOU ARE...

...a walking slayer of gods, a force of nature. You are a living blizzard of chaos and doom. You are destruction incarnate. You leave in your wake the broken bodies and spirits of the Mythic World's nightmares.

...an independent being. No one is master over you. The only equals you know are other Mythenders. You go where you choose, you do what you will, for whatever reasons you hold.

...a cursed soul. You are damned to become the thing you hate most: a monster, a god, a Myth. Either this or death await you; there is no future life of peace.

...a lonely mortal, still capable of feeling. You seem inhuman to all mortalkind, but you still have the soul that knows joy and pain. If you ever lose that, you will fall and become a Myth.

...a badass motherfucker with a complicated existence. Enough said.

### YOUR WEAPONS

Mythenders may carry swords, spears, axes, or any other implements of war, but these are merely tools. Your true power lies in what are known as your *Weapons*—iconic elements given glorious purpose through stolen Mythic Power. It's with these Weapons that you have the might to slaughter the Mythic World.

Some of you hold their superior training and talent as a Weapon. That you are the best swordsman or tactician is in and of itself a Weapon. Everything in your hands becomes an instrument of destruction because you see the lethality in all things.

Others of you wield deep convictions and emotions as Weapons. Through hatred, sorrow, or righteous belief, your hands can be made to punch through any armor.

Some of you possess sorcerous gifts only made possible by your stolen power. Mastery of lightning and fire, the gift of speaking to spirits and making them heed your commands, and many other effects from your sheer force of will are all possible within the Mythic World.

You might possess items that are truly important to you: heirlooms, gifts from mentors and leaders, even those forged from earlier kills and rights of passage. The sheer importance turns these relics into something far more than they once were, coursing with power and savagery, be they swords, books, jewelry, or crowns.

Some mortals will vow to you, sundering forever their free will to accept the Mythic Power that you possess. You may command vast armies, a handful of skilled warriors, or beasts of the forest. You may have even captured and bound Myths to your service, in exchange for sparing their lives...for now.

### YOUR FATE

The very Mythic Power that enables you to End these gods and monsters will also be your downfall. The Mythic World pumps into you dreams of becoming a horrible god, and with every beat of your Heart, fights inside you to consume whatever's left of your mortal soul.

Unless you die a mortal death, it will win, for you can never again become purely mortal. Perhaps if you destroy everything in the Mythic World, you'll regain that precious mortality, but that is a long road with an uncertain end.

This corruption continually emanates from you, making you a walking scar upon the land. Your very presence turns the world a little more extreme, more Mythic—storms forever surrounding you, animals going feral, the spirits of the dead rising and speaking to mortals, or people forced to feel things just because you walk into a village.

Because of this, all mortals know you instantly as a Mythender. They fear you, as well they should—you can slaughter every single one of them without effort, and the Mythic World would reward you for such horrible acts.

And as you take on more and more power, through battle and through terrorizing mortals for power, if you so choose, your physical body changes to become more horrific, more inhuman. In this change, you are less able to resist the corrupting effects of your power, and each step down that dangerous road means a step closer to dark apotheosis.

Yet, if you do not take on this power, you will fail in your quest to rid mortals of Mythickind.

The only way you can fight against the corrupting influence is to keep reconnecting with mortals, to remind your Mythic heart of its mortal heritage. And that means going to mortals who fear you for the destructive, alien force of nature that you are.

### HOW DID I BECOME A MYTHENDER?

Becoming a Mythender starts with a catastrophic change. Great loss, unquenchable desire, even death itself can turn a mortal into a Mythender. Uncountable stories describe the genesis of a Mythender, but there is always one thing that's the same: your heart stops for a moment, lying silent in your chest. When it starts again, a fire burns with each beat. That is the lifeblood of the Mythic World mixing with yours.

Once this happens, everything changes. Your mortal heart forever stops, and your Mythic Heart begins to beat. This is the one thing in all the Worlds that cannot be undone.

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## POWERS & STRENGTHS

### **YOU CAN END MYTHS**

You and your kind are the only beings in existence that can kill and unmake gods and monsters. You are the only beings that can attack and destroy the entire world of Myth.

### **YOU HAVE STRENGTH AND WILL BEYOND MORTALKIND**

You are stronger, faster, and more resilient than any mortal, thanks to your Mythic Heart. You can level towns and slaughter mortal armies with only slight effort.

### **YOUR ARE NEARLY IMMORTAL**

You are invulnerable to any harm from mortalkind. Only a Myth or fellow Mythender has a chance of killing you, and even then it is with great effort and risk. Any wounds that do not kill you are healed within minutes. Even time itself will not harm you—you've become an ageless being.

### **YOU KNOW HIDDEN KNOWLEDGE UPON SIGHT**

With just a glimpse, you know the name and surface thought of every mortal you see. With a moment's concentration, you can see into the heart and past of a mortal. You know truth from lie, fact from delusion. You also know a Myth and those with Mythic power upon sight, as well as the eddies of magic and will that surround a Blight.

### **YOU CAN PERFORM MIRACLES**

You can heal the sick, raise the recently dead, summon or beat back raging storms, conjure or calm infernos, will or dismiss plague and famine, and so much more—powers granted by your Fate. It need only take a moment to ask your Mythic Heart for the power, and your will shall be done.

### **YOU CAN DRAW POWER THROUGH FEAR AND WORSHIP**

You share with Myths the ability to take more power from mortal fear and worship. Terrorizing them or performing grand miracles will corrupt you, but bring with it the power to continue your battles.

### **YOU CAN ATTEMPT TO BOND WITH MORTALS**

You can spend time with mortals, to get to know them, and to try to get them to see the man or woman that you are. When you do, the sympathy a mortal shows will calm your Heart, bringing you back from the precipice of Myth. But you risk destroying mortals as you open up to them.

## BURDENS & LIMITATIONS

### **YOU CAN NEVER DISGUISE YOURSELF**

You cannot change your form to appear as another being, nor pretend that you are mortal or wholly of Norden. Every mortal and Myth instantly knows your name, and mortals know to address you as Lord or Lady Mythender.

### **YOU CAN NEVER HIDE**

You cannot escape notice, for the power of your Heart will not allow it. It is like an ever-burning lantern in the minds of those around you. Even if you cannot be immediately seen, your presence cannot help but be felt.

### **YOU CANNOT EASILY UNDO A BLIGHT**

Your power does not allow you to casually sweep aside a Blight—a moment where Norden puts its full force to bear to terrorize mortals. You may push back against these Blights with miracles of your own, but such things will tax you and tempt you into drawing more power from your Mythic Heart. And should you ignore these moments, the terror they inspire in mortals will fuel the Myths you will fight.

### **YOU CANNOT BOND WITH MORTALS EASILY**

You need the friendship and sympathy of mortals to keep yourself from becoming a Myth, but they all fear you. From the first moment a mortal sees you, they see only a fearful titan that can rip their world asunder. You will need to fight to gain their trust and understanding, and you will have to do so without any of your Heart's powers.

### **YOU CANNOT AVOID DRAWING POWER FROM MORTALS**

You will draw power from mortals, even when you don't want to. You will cause fear and worship when you perform miracles in front of them. And when you do, you will taste what Myths taste—the power mortals can give you. Perhaps you will do this intentionally; perhaps you will always try to avoid this. But you cannot stop the flow of power and corruption that comes from acting in the eyes of mortals.

### **YOU CANNOT AVOID THE WITNESS OF MORTALS**

This becomes the most dangerous limitation of all. Every time you act with your Mythic Heart—battle, perform miracles, fight Blights—Fate will ensure that mortals will witness your deeds. And Fate will make sure you feel them as they bow to your power. There is no privacy for a Mythender, not when it's most important.

### **YOU CANNOT ESCAPE FATE**

You will either die by the hands of another Mythic being, or you will fall and become a Myth. And even then, you will eventually die at the hands of another Mythender. You will be killed by one of your own—a thought your Heart reminds you of every night. The question is: how much can you do before that comes to pass?

### **YOU CANNOT COMMIT SUICIDE**

To do either is to cheat you Fate, and your Heart will not have that. Or, to be truthful, you *can* kill yourself or allow another to kill you, but if outside of Battle or Murder, you will rise immediately after.