

BATTLE IN BRIEF

STARTING ROUNDS & ACTION ORDER

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The Myth always starts off each round. After that, the Mythenders may choose their order. Once everyone has gone, a new round begins again (provided that both sides are still alive).

DESCRIBE BEING AWESOME

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Describe how you're bringing the pain to your foes. Don't skimp on the awesome.

Scale

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Mythenders have a choice of three scales: Legendary, where you're doing general badassery; Mythic, where you're tapping more into Mythic power and accepting Corruption; and Titanic, where you're tapping so much into Myth that it hurts you while it gives you power.

LEGENDARY ACTIONS involve rolling Storm and Thunder dice. **MYTHIC ACTIONS** also involve the Mythic die and Corruption. **TITANIC ACTIONS** involve the Mythic die, Corruption, and risking your Thunder dice to gain many more Lightning and Might tokens.

Myths don't choose a scale. Everything is described however the Mythmaster likes. From a rules perspective, Myths only roll Legendary actions.

Weapon

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You'll charge or drain a Weapon. If you're charging a Weapon, you'll check off one charge box. If you're draining a Weapon, you'll check off all the drain boxes that are charged, and gain bonuses based on the boxes drained.

Bonuses from Weapons are Storm dice, though they may become Thunder dice by spending 2 Might tokens—or free, if using a Relic Weapon.

Blight







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You may charge or drain a Blight. If you're charging a Blight, you'll gain 1 bonus Storm die. If you're draining a Blight, you'll erase all of its charges and gain 1 bonus Thunder die for each charge drained.


ROLL DICE & GAIN POWER

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Legendary Actions & Myth Actions

For each Thunder die that's , , or , gain 1 Lightning token. Roll your Storm and Thunder. For each Storm die that's , , or , gain 1 Thunder die. Take the dice you rolled and all your gains back to their respective pools on your playsheet, discarding all bonus dice.

Mythic Actions

Same as Legendary Actions, but also roll the Mythic die. Gain additional Thunder dice equal to the number on the Mythic die ( means 4 Thunder dice, for example).

Titanic Actions

Roll only Thunder dice, and the Mythic die. For each Thunder die that's , , or , gain 3 Lightning tokens. Discard each that were  or less. Gain Might tokens equal to the number on the Mythic die ( means 4 Might tokens, for example).

MYTHENDER

The Mythic Die & Suffering Corruption

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Immediately suffer Corruption and check to see if you're force to progress your Fate by comparing the Mythic die to your Corruption number. If you progress your Fate, gain a new Gift slot, which may be filled at any time. If you aren't forced to, you may still chose to progress your Fate.

PUSH FORWARD

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You may spend Lightning to **CAUSE A WOUND**. Refer to your foe's Wound cost.

Myths: if Wounding multiple foes, spend 3 Lightning tokens or 1 Might token for each additional foe. When a foe is Wounded, he checks off the next Wound box and rolls his Thunder dice, keeping only those that are equal to or higher than the Wound number.

You may spend Lightning tokens to **CAUSE A BLIGHT** and **DESTROY A BLIGHT**. Causing a Blight costs 2 Lightning tokens. Destroying a Blight costs 3 Lightning tokens for each charge box checked (minimum 0); if the Blight is Lasting, 6 Lightning tokens for each charge box (minimum 6).

You may cause a Wound, cause a Blight, and destroy a Blight all in the same action, but you may not do more than one of any of those (e.g. Wound twice, make two Blights).

Mythenders who cause effects describe Pushing Forward. Otherwise, the Mythmaster describes Pushing Forward for Mythenders that don't spend effects, as well as for the Myth.

DEATH

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If a Mythender loses all his Thunder dice—due to being Wounded or rolling a treacherous Titanic action—he may choose between dying and embracing Fate to stave off death. If a Myth loses all its Thunder dice, the battle is over with the Mythenders victorious!

MYTH'S SPECIAL TRICKS

page 146

At the beginning of each round after the first, a Myth gains Might equal to its recharge rate. At the end of each round, a Gathering Rage power activates.

WEAPON TYPES

page 129

Undrained charges from **INTRINSIC WEAPONS** are retained after a battle at no cost.

Bonus dice from **RELIC WEAPONS** may be Thunder dice at no cost.

COMPANION WEAPONS gain a free change when you're Wounded.

GIFTS

page 162

You may use a Gift you have whenever appropriate, but each one only once per turn unless otherwise specified. You may only use the **SWIFTNESS** Gift once per round.

Gift slots you gain may be immediately filled in and that Gift used right away, provided you can spend the Might cost and the Gift is something you can do right at the moment you take it. You may also hold off on filling in that Gift slot until a later time, in which case you can use it as soon as you fill it in (provided you're able to use it in that moment).