

# MOMENTS AND MURDER IN BRIEF

## TERRORIZING MORTALS FOR POWER

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Describe terrorizing the mortals. Gain two Corruption, then roll the Mythic die. If it comes up , , or , advance Fate twice. Otherwise, advance Fate once. Gain Might tokens equal to the number of Fate boxes you have checked (including the first one and the ones you've just now checked).

## SEEKING SYMPATHY & HEALING

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Describe how you're trying to bond with a mortal. Then the table answers these questions:

- Have the Mythenders refrained from terrorizing mortals for power so far?
- Did you try to understand the plight of this mortal?
- Did you make a serious effort to downplay or disregard your Mythic nature?
- Did you share yourself in a way that exposed emotional vulnerability?

Gain up to 3 dice, one for each question answered "yes." Roll them. If any come up a  or , you contain your Mythic nature and keep from destroying this mortal. Otherwise, the mortal dies or has their free will annihilated.

Either way, uncheck your lowest two Corruption boxes, and reduce as many Gifts and Fate track as you like (including none), though you must keep the first one.

## PERFORMING BADASS, EPIC FEATS

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First, make sure you can do the feat. It has to be something a Mythender can generally do, something a Weapon lets you do, or something your Fate's powers let you do.

Then decide if you're creating or destroying a Blight. Doing either costs 2 Might tokens.

Finally, are you embracing or resisting Corruption? If you're embracing Corruption, then it's also Terrorizing Mortals for Power. And you can create or destroy as many Blights as you can afford (including from the Might tokens you gain in this action).

If you're resisting Corruption, then you can only create or destroy one Blight. Then roll to see if you resist Corruption. Grab 2 dice if no mortals witness the event, or 1 if even a single mortal does. If either die comes up  or , you've resisted Corruption. If not, treat it as Terrorizing Mortals for Power, except you only get 1 Might token, and the Mythmaster has license to make your feat particularly nasty.

# MYTHENDER

## HELPING MORTALS

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You can help mortals. If you're doing so in a normal, human way, then it's either a quick moment of color or **Seeking Sympathy & Healing**. If you're using your Mythic abilities to help mortals, it's **Terrorizing Mortals for Power**.

## SLAUGHTERING MORTALS

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You can, period. If you choose to describe this, it counts as Terrorizing Mortals for Power. If it comes from failing to resist Corruption in a **Badass, Epic Feat** or in **Seeking Sympathy & Healing**, it doesn't count as **Terrorizing Mortals for Power**.

## MURDERING ANOTHER MYTHENDER

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Each Mythender involved starts with 3 dice, and may break bonds with an opposing Mythender to gain 2 more dice. Once everyone has their dice, roll them simultaneously. s, s, and s are successes. No Gifts may affect these rolls. If one Mythender has more successes than another, that Mythender wins and the other person dies. If they tie, both die. No matter what, everyone involved should share in narrating the aftermath.

In the case of more than two Mythenders involved, if one Mythender has more successes than the others, he decides who lives and dies. If two or more tie for most successes, everyone involved dies.