

BATTLE IN BRIEF

STARTING ROUNDS & ACTION ORDER

page 121

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

page 127

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

Scale

page 125

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

page 128

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







page 130

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

page 132






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

page 134

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

page 136

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

page 142

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).

MOMENTS AND MURDER IN BRIEF

TERRORIZING MORTALS FOR POWER

PAGE 172



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

PAGE 174

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

PAGE 176

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

PAGE 180

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

PAGE 181

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

PAGE 184

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.

MYTHMASTER KEY TECHNIQUES

Police Tone

page 244

Keeping a consistent tone for a given stretch of time is crucial. Breaking tone intentionally should happen as a result of dealing with mortals and sympathy; otherwise, keep the consistency going to keep the game from becoming chaotic and gonzo.

Moderate Scale

page 244

Legendary, Mythic, and Titanic scales are important to a battle. Whatever you and the table decides is Legendary, Mythic, and Titanic, keep it consistent. Mythic and Titanic are about rewards and costs, and what one person does as Mythic should be Mythic to all.

Be their Narrative Butler

page 240

Keep presenting choices to the players. Address them with deference and humility when doing so. Make it feel like you're handing opportunities of action or drama on a silver platter.

Describe the World

page 242

The Mythic World is a fantastic place. Use multiple points of description: sky, distance, terrain, water, weather, mortals, Myths, Blights, colors, sounds, etc.

Own up to & Fix Mistakes

page 238

You'll make mistakes. Own up to them and fix them (when fixing is possible), and you'll keep the table's trust.

Treat Players as their Mythenders

page 240

Address the players by their characters' names, or the title "Lord/Lady Mythender." Bow and grovel to them at times. When playing mortals, treat the players like the could kill you, the Mythmaster, with a thought. When playing Myths, treat the players like they're dangerous (and maybe foolish) equals.

Ask Questions

page 241

The players own the Mythic World as much as you do, and as much as you invite them to. Ask questions about what's going on, about what her Mythender in thinking or why she's doing something. When they ask about the world, sometimes turn the question around.

Let No Moment Drop

page 247

Nothing kills momentum like a moment where no one knows what to do next. Introduce new things. Start a new battle. The Mythic World doesn't wait for Mythenders.

Challenge the Mythenders

page 240

Mythenders exist in a world that hates and fears them, from Myths that know the purpose of Mythenders to mortals who fear power they cannot comprehend. Make Seeking Sympathy the roughest thing a Mythender has to do. Survive battles as long as you can to push Corruption. Make the Mythenders earn their continued mortality.

MYTHENDER

Celebrate the Mythenders

page 241

The players are awesome people for playing in your game. Celebrate their characters achievements and their moments of Corruption. The Myths may want to see them die or Fall, but you want to see them do awesome and important things (and maybe die or Fall).

Take Breaks

page 247

When you need a moment to collect your thoughts, especially in between a transition between Mythmaster's time and Mythenders' time (or vice versa), take a break. This also helps break and reset tone, when the nature of the game shifts from high-octane to emo.

KEY PHRASES

These sorts of phrases are great for eliciting certain emotional responses from your group. When I'm running MYTHENDER, these are my go-to tools for getting the players to feel appropriate to the moment, to challenge them, remind them of their Mythenders' power, and to be humble to them. Tailor these as you see fit, and create some of your own.

“Yeah, you do!”

Celebrate their moments of high action, especially Mythic and Titanic actions. Show that you, as the Mythmaster, are on the player's side—because, when it comes to you both wanting to see Mythenders being awesome, you *are* on the same side.

“I don't know, can you?”

Help players realize that they can declare a great deal of things. When they ask for something that MYTHENDER says they should just boldly declare, turn that around on them. (For those who hate this sort of treatment, “You're a Mythender, you don't need to ask for that” can also work.)

In other situations, this can also help create an esprit de corps.

“If I may suggest, Lord Mythender...”

This is part of being a narrative butler. When suggesting things, suggest from a place of deference and respect.

“My apologies, Lady Mythender.”

When you make a recommendation that the player doesn't care for or make a mistake in the game, play at being of lower status than the players.

“Should I also change your diaper?”

When a player is showing a bit of weakness or indecision, and you think they could do better if prodded, push this. This is not just about that player, but as the rest of the group will hear it, it's a reminder to them to step on up.