



# MYTHIC ARCHMAGE



## POWERS

Add your number of mythic charges to your Intelligence or Charisma check. Then you may expend 1 or more charges. If you do, ignore a bane's immunities on this check, and when you assemble your dice, for each charge expended, replace 1 of your highest non-d20 dice with a d20.

Expend 5 mythic charges to examine all the cards in a location, character, or blessing deck; you may shuffle that deck.



# MYTHIC ARCHMAGE



For most practitioners of the arcane arts, learning magic requires a great deal of study and practice. Even for those who draw magic from their blood, the effort can be taxing. Not so for the archmage. This master of the arcane draws power from the very fabric of reality itself, learning to weave magic easily and naturally. With greater proficiency, the archmage can begin to break down the walls between the different types of magic and alter the very fabric of reality itself.



# MYTHIC CHAMPION



## POWERS

Add your number of mythic charges to your Strength or Dexterity check. Then you may expend 1 or more charges. If you do, ignore effects that increase the difficulty of the check, and when you assemble your dice, for each charge expended, replace 1 of your highest non-d20 dice with a d20.

Expend 5 mythic charges to ignore the powers on a non-villain monster you encounter; if the monster is a henchman from a location deck and is defeated, you may attempt to close the location.



# MYTHIC CHAMPION



The champion is the pinnacle of skill at arms and armor. No ordinary fighter could hope to match the skill with a blade, a bow, or an axe that surges within a mythic champion. The champion turns aside blows and shatters shields with every movement, all while racing gracefully across the chaotic battlefield. When the screams of fallen foes die down, the champion stands strong and defiant in blood-spattered armor, hefting a weapon and shouting a terrifying war cry.



# MYTHIC GUARDIAN



## POWERS

Add your number of mythic charges to your Strength or Constitution check. Then you may expend 1 or more charges. If you do, when you assemble your dice, for each charge expended, replace 1 of your highest non-d20 dice with a d20 and you may reroll any dice that rolled a value of 1; take the new result.

When a character is attempting to close your location, you may expend 5 mythic charges; that character does not need to fulfill the When Closing requirement and automatically closes the location.



# MYTHIC GUARDIAN



Guardians seek connections with those around them. They draw their power from the trust of such bonds. This doesn't mean that all guardians are peaceful—indeed, many use violent means to further their goals and safeguard those they watch over. In battle, none can take the sort of punishment and wounds that a guardian can sustain. The guardian's job is to stop the enemy's advance, interposing herself in the path of peril. Physical and mental prowess leads to victory.



# MYTHIC HIEROPHANT



## POWERS

Add your number of mythic charges to your Wisdom or Charisma check. Then you may expend 1 or more charges. If you do, when you assemble your dice, for each charge expended, replace 1 of your highest non-d20 dice with a d20, and after the check, a character at your location may shuffle a card from her discard pile into her deck.

Expend 5 mythic charges to allow a dead character to shuffle 10 of his buried cards at random into his character deck and draw a new hand. That character is no longer dead.



# MYTHIC HIEROPHANT



Those who draw upon a god's power become closer to the divine. Some aspire to become immortal servants of their gods, and others reach for apotheosis. A hierophant channels divine power from a deity, the spirit of nature, or life itself, eventually becoming more of a patron of divine power than a mere devotee. A hierophant's role is to act as a conduit to the divine and natural worlds, healing and helping allies by bestowing miracles.



# MYTHIC MARSHAL



## POWERS

Add your number of mythic charges to your Strength or Charisma check. Then you may expend 1 or more charges. If you do, after you assemble your dice, for each charge expended, replace 1 of your highest non-d20 dice with a d20, and if you succeed at the check, choose another character at your location to get a charge.

When a character at your location encounters a card, you may give 5 of your mythic charges to other characters at your location; you choose how to distribute them.



# MYTHIC MARSHAL



The marshal's talents are to inspire armies, rally the fallen, and bring the most out of those who follow. Renowned for vision, courage, and strategic acumen, a marshal draws citizens and soldiers under a common banner, confident in the guidance that will see them through even the most difficult challenges. In a group, the marshal protects charges and pushes allies to even greater acts of heroism. All the while, the guardian takes the lead, helps his companions, and takes the fight to his enemies.



# MYTHIC TRICKSTER



## POWERS

Add your number of mythic charges to your Dexterity or Intelligence check. Then you may expend 1 or more charges. If you do, after you assemble your dice, for each charge expended, replace 1 of your highest non-d20 dice with a d20, and after the encounter, you may move, ignoring any movement restrictions.

Expend 5 mythic charges to evade a bane, ignoring any effects that prevent you from evading. If it is your turn, you may immediately explore your location.



# MYTHIC TRICKSTER



Seen only when they choose to be seen, tricksters manipulate kings and peasants alike, usually without anyone sensing their influence. They can climb any wall, swim any current, and move without being detected by even the most observant guard. When they strike at their foes, they do so with unmatched accuracy. With a subtle jest or twist of phrase, tricksters can steer entire cities and even nations to do their bidding—but should that fail, they can always rely on a dagger from the shadows.