

**STORM DICE**



GIVE YOU 1 THUNDER EACH

# MYTHENDER

MYTH PLAYSHEET

## Hel, Goddess of the Dead

### WEAPONS

GREATER PICK 4 WEAPONS +4 DICE +2 DICE +2 DICE  
 LESSER PICK 3 WEAPONS +3 DICE +2 DICE +2 MIGHT

<i>Goddess of death</i>	... IS MY WEAPON.	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/> INTRINSIC				
<i>Bound to Hel</i>	... IS MY WEAPON.	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/> INTRINSIC				
<i>Famine, her knife</i>	... IS MY WEAPON.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/> RELIC				
<i>Hunger, her bowl</i>	... IS MY WEAPON.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/> RELIC				
<i>Ganglati, Ganglöt, "lazy walker"</i>	... IS MY WEAPON.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/> COMPANION				
<i>The Dead, by sickness and age</i>	... IS MY WEAPON.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/> COMPANION				
<input type="checkbox"/> INTRINSIC	<input checked="" type="checkbox"/> RELIC	<input checked="" type="checkbox"/> COMPANION	... IS MY WEAPON.	<input type="checkbox"/>

**Weapon Quick Reference for Myths**  
 When using a Weapon, you can either charge one column (check the top box) and take no bonus dice or might, or drain all the charged columns (check the bottom box) to get those bonuses.  
**Intrinsic Weapons** start with the second charge box checked.  
 Bonuses from **Relic Weapons** may become temporary thunder dice for free.  
**Companion Weapons** charge when you are Harmed.

### GATHERING RAGE

AFTER ROUND ONE...	<i>Allow sundering of a Weapon</i>
AFTER ROUND TWO...	<i>Create or charge a Blight</i>
AFTER ROUND THREE...	<i>Gain 5 Thunder dice</i>
AFTER ROUND FOUR...	<i>Gain 10 Lightning tokens</i>
AFTER ROUND FIVE...	<i>The Mythenders die</i> ... THE MYTHENDERS HAVE FAILED.

**Gathering Rage Quick Reference**  
 Gathering Rage triggers at the end of the round if the Myth is still alive. Some effects take place immediately, and others happen after the battle is over.

### MIGHT TOKENS

SPEND MIGHT TO POWER YOUR GIFTS AND WOUND ADDITIONAL MYTHENDERS

STARTING MIGHT **20**

MIGHT RECHARGE **12**

### GIFTS

GIFTS	MIGHT COST
<i>Bloodlust</i>	<b>2</b>
<i>Building Doom</i>	<b>0</b>
<i>Focused Onslaught</i>	<b>0/2</b>
<i>Grievous Harm</i>	<b>2</b>
<i>Harbinger of Storm-Surging</i>	<b>2</b>
<i>One More Breath</i>	<b>1+</b>
<i>Relentlessness</i>	<b>2/4</b>
<i>Sureness</i>	<b>3</b>
<i>Swiftness</i>	<b>8</b>
<i>Viscious Denial</i>	<b>2</b>
	<b>0</b>

**Starting Lightning**  
 When you start a battle, you have no Lightning Tokens.

### LIGHTNING TOKENS

SPEND LIGHTNING TO HARM A FOE OR CREATE AND DESTROY BLIGHTS

### WOUNDS

<input type="checkbox"/>	<b>3</b>
<input type="checkbox"/>	<b>3</b>
<input type="checkbox"/>	<b>3</b>
<input type="checkbox"/>	<b>4</b>
<input type="checkbox"/>	<b>5</b>
<input type="checkbox"/>	<b>6</b>

**6** STORM RATING

**8**  
**9**  
**10**

YOUR WOUND COST **7**

### THUNDER DICE



GIVE YOU 1 LIGHTNING EACH  
 TEMPORARY THUNDER DICE ALWAYS GO AWAY

**8** STARTING THUNDER