

## CARD RULES

- Ω All players are dealt 3 cards at the beginning of the game.
- Ω Before game play begins, the Hero with the most glory may take a card from any player and replace it with a card from his hand. If he doesn't like that card, he may discard it and pull from the deck.
- Ω Once the player with the highest glory is resolved, all Heroes discard a card from their hand into a pile.
- Ω The GM takes this pile of discarded cards for himself as his set of cards plus one card drawn from the top of the deck. This set of cards is used by the GM during play and should equal the number of players plus 1.
- Ω Any player may use their cards at any time for themselves or for another player.
- Ω Only one card per player per round may be played at a time.
- Ω All played cards are put in the discard pile.
- Ω When everyone (excluding the GM) has played all their cards, the deck (including the GM's cards) is shuffled and a new hand is dealt.

## CARD DESCRIPTION

- Ω The information presented on the cards can be used in many different ways by creative players and the GM. The personality found on the card can be used to describe a random PC the Heroes meet, or describe the player characters' mood at that moment. A plot twist may be used to throw the Heroes off the trail or liven up a boring lull among the action.

### THE HERO SECTION

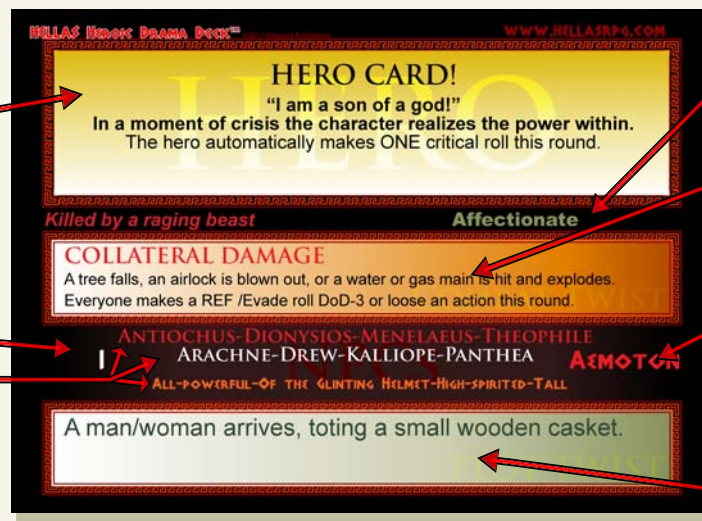
Used by the player during play. The effects may be used by the player's character or used to affect another player at the table including the GM.

### THE NUMBERS

The numbers in the left-hand corner of the cards are used as a randomizer during play or as a Glory amount for NPCs.

### PERSONALITY, FATE, NAME, AND EPITHET

These sections may be used to quickly generate random NPCs for the GM during play.



### PERSONALITY

Used to randomly determine the personality of a NPC.

### COMBAT TWIST

Used during combat. A card is drawn at the beginning of each round of combat and the description on the card affects everyone in the combat.

### THE GODS

If a Hero is favored by the god on the card the effects of the Hero section is doubled for him.

### PLOT TWIST

A random twist that can be thrown into play by the GM or a player. A GM may pull and play the card any time he feels it would be dramatically appropriate. If a player wishes to pull a card for a plot twist he must spend a card from his hand or 2 Hero Points.

## DURING COMBAT

- Ω During combat the GM may draw a card and play it using the combat twist described on the card.
- Ω A player may negate the effect of the card by spending a card or 2 Hero Points. If negated the card has no effect on play.
- Ω If the player's god is also on the card then he is spared the detrimental effects of the card or receives an additional bonus equal to his CHA attribute (minimum of +1) to the twist's effects.
- Ω All cards played for their combat twist go into the discard pile as normal.

## PLOT TWIST

- Ω During game play the GM may want to pull a card and incorporate the plot twist into play. For the most effect, try and integrate the plot twist into the existing plot and character disadvantages.