



1

**IT HAS BEGUN!**

3s are no longer wild  
for the GM.

2

**THE HERO'S CALL**

Players may now  
choose which cards  
leave their hand.

3

**GAINING  
MOMENTUM**

Black 2s  
are no longer wild  
for the GM.

4

**THE BALANCE  
SHIFTS**

Players take a deck  
of cards from the GM.  
(See Rules for details)  
*May be Filled  
Multiple Times*

5

**ONCE  
AND FOR ALL**

May Devastate or Transform  
Aspects on Villain Sheet  
(See Rules for details)

# The Story Arc