



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