MYTH
Serendipity

1 Serendipity

Draw 2 Treasure Tokens: The heroes may choose to trigger this effect after a hero draws a treasure token from the treasure bag to draw two addi-

Add 2 [FD] : The heroes may choose to trigger this effect after a hero rolls dice to allow that hero to roll 2 additional [FD]. This effect cannot be used when resolving a heroic event (see below).

Add 2 [D10] to Non-combat Actions: The heroes may choose to trigger this effect after a hero rolls dice for a non-combat action to roll 2 additional [D10].

Talek Three Dunes: If there are no active enemies or traps on the realm tile, the heroes may choose to trigger this effect which summons the merchant Talek Three Dunes from the merchant deck. The heroes may then interact with him as they would with any merchant.

2 Serendipity

Add 2 [D10] to Hit: The heroes may choose to trigger this effect before a hero rolls dice to add 2 [D10] to that hero's dice pool.

Extend Quest Timer: The heroes may choose to trigger this effect to extend the current quest timer by 1 additional hero cycle.

Manipulate Darkness Deck: The heroes may choose to trigger this effect to look at the top 2 cards of the darkness deck. Then, place one of the cards on top and the other on the bottom.

3 Serendipity

Heroic Event: The heroes may choose to trigger this effect to roll 1 fate die and resolve the effect corresponding to the fate die result. See the Heroic Event table.

Call to Arms: The heroes may choose to trigger this effect to summon one ally of their choice to the current realm tile.

Summon Merchant: If there are no active enemies or traps on the realm tile, the heroes may choose to trigger this effect which summons a random merchant from the merchant deck. The heroes may then interact with him as they would with any merchant.

Replenish Treasure Bag. The heroes may choose to trigger this effect to replenish lost green or white treasure tokens to the treasure bag. Add 3 white or green treasure tokens back into the treasure bag. Green treasure tokens cannot exceed 15 and white treasure tokens cannot exceed 30.

Weaken Enemy. The heroes may choose to trigger this effect before a hero rolls dice to attack to reduce the number of successes needed to hit their target by 1. This effect cannot reduce the successes needed below 1.

Heroic Event	Roll 1 [FD]
New Dawn: Reset Darkness AP to 0.	
Last Stand: All heroes inflict +1 damage this hero cycle.	
Second Wind: All heroes heal 4 vitality.	
Falling Stars: Inflicts 1 damage on all enemies in a 3x3 area-of-effect.	
King's Bounty: Pick up all treasure on the realm tile.	
Sinking Sand: A ribbon of quicksand 2 squares deep runs across a tile (regardless of realm tile size). Enemies in the quicksand cannot move.	

4 Serendipity

Ignore Darkness Event: The heroes may choose to trigger this effect to ignore the event after drawing a darkness card. The rest of the darkness card is resolved as normal.

Resurrect: The heroes may choose to trigger this effect to bring a dead hero back into the game. The resurrected hero immediately restores 3 vitality, and is placed on the realm tile in a square of his or her choice.

Recharge Item: The heroes may choose to trigger this effect to immediately restore all charges to one item.

5 Serendipity

Cripple Enemy: The heroes may choose to trigger this effect before a hero rolls dice to attack. Each of the targeted enemy's immunities are removed for the duration of the hero cycle this ability is triggered.

Divine Restoration: This effect can only be triggered by the heroes if a hero is suffering from permanent negative effects. Permanent negative effects are only received from failing quests, modules or future content. Remove 1 permanent negative effect from one hero.

6 Serendipity

Upgrade Hero: The heroes may choose to trigger this effect to immediately perform one hero upgrade on one hero. The upgrade action consists of exchanging one existing hero card in their deck for a higher ranked hero card.

Heal: The heroes may choose to trigger this effect to immediately restore 3 Vitality and discard 1 status effect on each hero. This must be done before a hero is reduced to zero Vitality.

8 Serendipity

Gold Treasure Token: The heroes may choose to trigger this effect to immediately add 1 gold treasure token to the treasure bag. If the treasure bag already contains 3 gold treasure tokens, this ability has no effect.

Summon Bazaar: If there are no active enemies or traps on the realm tile, the heroes may choose to trigger this effect which summons 3 random merchants from the merchant deck. The heroes may then interact with them as they would with any merchant.

10 Serendipity

Orange Treasure Token: The heroes may choose to trigger this effect to immediately add 1 orange treasure token to the treasure bag. If the treasure bag already contains 1 orange treasure token, this ability has no effect.