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)

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**The Story Arc**