

Mythic Rules

Mythic Difficulty

Mythic is an optional challenge tier beyond Epic designed for the most dedicated veteran parties seeking the most dangerous, tactical, and punishing True Dungeon experience available. Class roles are more distinct, coordination is essential, and no one can overcome every challenge alone. It is meant to emphasize preparation, teamwork, and meaningful choices over raw numbers. That said, you should still expect higher durability monsters, harder-hitting attacks, and significantly tougher than Epic foes.

In order to play on Mythic DR:

- All party members must equip a Safehold I token.



- The entire party must unanimously agree to attempt Mythic Difficulty before the run begins.

In addition to bragging rights, completing a run on Mythic difficulty will grant the same rewards and experiences as Epic.

Playing Mythic: Monster Affixes

Mythic enemies possess both punishing stats, designed to push the limits of what is possible to overcome in true dungeon, and special Mythic Affixes selected from an evolving list of reoccurring powers. These qualities will fundamentally change how an enemy possessing them must be defeated. Early encounters may only feature one such affix, while later foes may have multiple. These affixes can alter combat flow, resist common strategies, or punish predictable play.

These monstrous abilities are so legendary that a Bard may also choose to forego their regular lore check to become aware of a single Mythic affix possessed by a creature. In the case a creature has multiple Mythic affixes, the affix revealed will be random.

Note: Not all Mythic monsters will possess an affix, and some monsters may be deadly (in a Mythic sense) for other reasons.

Playing Mythic: Player Powers

Players may also gain access to Mythic powers such as Fate, Defiance, or Judgment (and perhaps others in the future) through powerful gear which will help them overcome the special qualities of their Mythic foes.

Mythic powers are currently unlocked by equipping the following tokens.

Defiance – Mythic Bead of Defiance

Fate – Mythic Charm of Fate

Judgment – Mythic Ioun Stone of Judgment



Players who have unlocked access to Mythic powers may select up to 2 from those they have unlocked during coaching to have active on a given run. Choosing which powers to activate is a strategic decision and will shape how you approach each encounter and which other party members you must count on to cover the powers you did not select.

Regardless of which Mythic powers you choose to have active during a given run any additional bonuses or abilities granted by your items will always be active.

For example, a character equipping a Mythic Charm of Fate, Mythic Bead of Defiance, and Mythic Ioun Stone of Judgment would always gain +8 saves, +8 to a stat of their choice, and +8 base damage. As well as access to the ability to select any 2 of the Mythic powers (Fate, Defiance, or Judgment) they had unlocked by equipping those items.