

Transcendence

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1 The Ritual

For some it is not enough to command vast armies, control great riches, or cast spells that change reality itself. There is a secret ritual that can transform a person into something more than human (or elf, dwarf, etc) - but there is a risk.

2 Starting the Game

Place the Abomination Enemies and other cards in the Adventure Deck. Place the Trancendent and Abomination Character cards to the side - they may or may not be used during the game.

3 Playing with Trancendence

3.1 The Roll

A Character must begin a turn in a Runes space and must miss a turn to attempt the ritual. A Character sets aside any number of Magic Objects, Spells, and Craft tokens beyond his starting amount and rolls two dice and hopes for the best.

3.2 Success

If the total of the Magic Objects, Spells, Craft, and the roll is greater than 13 then the Ritual succeeded! A successful Character regains everything he set aside and takes the Transcendent Master Character card as well. There can only be a single Transcendent Master Character in play but it is permanent, the Ritual has forever changed him.

3.3 Failure

If the total of the Magic Objects, Spells, Craft, and the roll is 13 or less than the ritual failed. An unsuccessful Character loses half (rounded up) the total Magic Objects, Spells, and he set aside and takes the Abomination Master Character card - and has no choice in the matter. There can be multiple Characters stuck with Abomination Master Character cards and they all use their original Character pieces.