

# The Ascension

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## 1 Introduction

The great minds prophesized the earth's axis would shift a few degrees. Well, they were right. Unfortunately they failed to realize the lunar sphere could not cope with the gravitational shift. The planetary collision with the moon left the earth in a terminal wobble.

So the great construction began, as the rotation of the earth ended. A giant barrier would shield the planet, as one side of the planet was scorched by the unending sun's rays.

Humanity cried out to their sleeping gods, to no avail.

The ascension had begun...

## 2 The Ascension Board

Roll a d4 for movement.

**Ascension** All game players are teleported to expansion board after drawing the Ascension card in the Crown of Command. The player who was in the Crown of Command may freely move from this square. Any players who possess a Talisman may move freely from this square. All other players souls are trapped in this square until they roll a 1 or 6 on a d6.

**Mortality** Player landing here will lose 1-4 lives Followers lives can be exchanged for any lives lost.

**Nirvana** Draw one Adventure card. Plus draw one Timescape card.

**Purgatory** Roll d6

Roll	Result
1-2	Lose 1-6 turns
3-4	Lose 1-4 turns
5	Safe
6	Gain one turn

**Torment** Return to the beginning square.

**Peace** Roll and draw 1-4 Adventure cards.

**Question of Faith** Roll d6. Good (Rolls are -1) Neutral (Rolls are even) Evil (Rolls are +1)

Roll	Result
1-2	Friendly Compromise (Safe passage next turn)
3-4	Payment of one item (Safe passage next turn)
5-6	Duel with a Grim Reaper (see below)

Roll	Craft
1-2	3 + d6
3-4	5 + d6
5-6	7 + d6

**Chaos Duel** Draw adventure cards until you have one Monster and one Object. Discard all other cards.

**Sanctuary** First player to reach this area wins the game. Player brings balance to the universe, and saves the planet.