

Dark Pact

2nd mini-expansion for Metempsychosis: Abyss of Horrors

You begged God for mercy. But what have you achieved?! The “redemption” He provided is another slavery at best. Now you know, there is nothing like redemption... You have to become even stronger than Him! You have to become a mage, an almighty one, a god yourself, to attain and keep any real state of peace and bliss.

In order to obtain godlike powers, you’ve made a pact with the Deepest Ones. And the most epic and tough part of your soul’s journey begins: To be raised high through rituals older than the Earth itself or to be drawn into the unimaginably deep depths of the abyss, where They wait patiently, watching your steps.

Incorporating this expansion into your Metempsychosis game makes you a Soul Mage, unlocking possibilities to use powers of the Deepest Ones through 6 new “Ritual” cards – a new type of card with new rules + one new overall rule: Now you have to build not only 2, but 3 full sequences of cosmic tones to achieve the victory – as you strive for nothing less than the god level.

Attention: For advanced players only! Even though the game does not get too much in terms of difficulty through this expansion, it gets a lot in terms of complexity (new combinations, more tactics, much more thinking and planning), which **may confuse and distract a beginner player**.

God’s Mercy mini-expansion is needed for the full experience.

New cards and rules

“Ritual” card

Playing a card of this type symbolizes your incorporating a life dedicated to serving the Deep Ones (called also the Old Ones or the Great Elders in some occult manuscripts, as the Necronomicon). During these lives, your soul consolidates the long-forgotten, god-forbidden powers. For the first time in the Metempsychosis game, these cards do not make you any harm. This does not mean they are harmless at all, but the harm is inflicted on other beings, not to mention the deferred risk you take on yourself – in this strive for absoluteness, you bet everything. If you do not make it, your fall will be legendary even in the bottomless abyss.



: Similarly to the star symbol in computer language, the star symbol in each ritual card stands for any tone or symbol in terms of all game mechanics, be it building the sequence, diving into the abyss, or anything with only these exceptions:

- **You cannot put two ritual cards abreast** into the sequence. There always needs to be a “real” tone among any two “ritual” tones.
- **You cannot use two ritual cards to dive into the abyss.** The second card discarded while “diving” needs to be a “real” one (be it tone or keeper).
- **Once in the sequence, the symbol is of course ambivalent no more;** now it stands for the tone according to its place in the sequence.

Ritual cards effects

When you play a ritual card, proceed as with any other Metempsychosis card:

1) Draw the appropriate number of cards (face down and so on – all the same as in the original game).

2) Apply effect(s) as the text in the lower-left corner tells you.

- W.p. means “willpower”.
- When you play the card, you do not need to have the possibility to resolve its effects in full. For example, you can play the keepers-discarding card even with no keeper in hand or play a healing card with not enough missing willpower points to be healed. But you always have to apply the maximal possible number (for example, you cannot choose to heal only 2 w.p. when there are 3 missing to fill your counter to full; you cannot return only 1 card from the tomb to the pile when you are able to return 2 cards, and so on).
- Discarding keepers through the effect of one of these cards affects only the keepers that are facing up the moment the effect is resolving (any possible keepers you have just drawn are not affected – you do not even know that you have drawn them the moment you play this effect, because the cards are facing down until the effect resolves).
- There is a ritual card that “resets Desperate Cry cards” – it means that you turn these cards back from the “Exhausted” state back to normal, ready to be used again. And you choose if you want to reset only the Desperate Cry card no. 4; or if you want to reset the other three desperate cards (all of them except the 4th one).

To play Metempsychosis: Dark Pact, just **add all 6 ritual cards into the deck before playing** (with God’s Mercy mini-expansion cards as well) and follow this rule:

Ultimate redemption rule

Now you search not only for redemption but for the ultimate one. You need to become a god yourself. It is also the only way to escape the pacts you have made in order to have at least a small chance to achieve this state. And this goal lies no closer than behind the 3rd sphere of cosmic tone sequences!

- You need to **build 3 full sequences** to win the game (with checking the presence of keepers and everything other all the same as in the original game).
- It means there will be each tone 3times, except the outer tone which is there even 4times...
- ...but mind that some of these tones (even both the outer ones) can be **substituted by “universal tones” of ritual cards**.
- So, there will be winning sequences like this (just for an example, while the real possible combinations are countless):
 - *BCD*FGABC*EFGA*CDEFGA
 - CDEFGA*C*EFGAB*DE*GAB*D
 - FGA*C*EFGAB*DE*GA*CD*F
 - *ABCD*FGABCDEFGA*CDEF*
 - DEFGA*CDEF*ABC*EFGA*C* ...and so on...
- It means, the Level 2 playing is now extended (virtually doubled) and there is **no bound or distinct border among having two complete rows and starting to build the third one**: finishing the 2 complete rows (15 tones) have no essential meaning now (versus building the 1st one, **8 tones**, which still gets you to Level 2; or building the 3rd one, **22 tones**, which means victory – both in case that you have no keeper in hand; which on the contrary is not a problem when you have just built the 2nd row – no bound, so no keeper checking as well).

Hints and tips

- **You might find it useful to keep ritual cards for Level 2 playing**, not to “waste” them on building the first row of 8 tones, which is not that hard. There are ways how to keep them, getting some use of them while saving them for later at the same time, but I will not reveal everything – this expansion is for advanced players who want to discover some tactics and do some thinking and planning during the gameplay.
- **Never forget that Level 2 brings you some abilities** (if your w.p. gets under appropriate points: with 14 or less you can return cards; with 8 or less you can also draw cards). These abilities might reveal as very useful, or even crucial, in combination with ritual cards (but again, find on your own).
- Don't give up too early! As always with Metempsychosis, and with this expansion even more, **there are very often possibilities of moves that are not visible at the first sight**. Use kind of creativity when thinking about the moves – for example, do not forget you can play keepers too.
- With the positive effects of ritual cards, **the broken treble clef symbol gets new possibilities**, it is not only a negative effect now.
- As said, Dark Pact is meant to be played with God's Mercy mini-expansion included. **But if you play without God's Mercy anyway, try striving for 2 sequences instead of 3**. You can try this kind of game as well in case you mastered the normal, recommended style of play, or if you want some change in your gameplay.
- When you master Dark Pact, what about getting rid of both the expansions and return to the base (infernally hard) game? You might find it refreshing and maybe now, you will master it as well.
- With Metempsychosis original game and both expansions, you have enough visual material to serve as **an inspiration repository for your dark RPG campaigns, for MÖRK BORG and similar**. Let your imagination work over the grim scenes, maybe choose only some cards, shuffle them, draw, or invent any other way how to enhance your game master experience. For this type of using Metempsychosis, there is also available an edition of full-size art: <https://war-claw-games.itch.io/metempsychosis-art-pack>

Metempsychosis: Dark Pact © 2021, War Claw Games

W. T.

www.droned.eu

www.warclawgames.com

www.facebook.com/warclawgames

<https://www.instagram.com/warclawgames/>

droned.artworks@gmail.com

