# Secret Histories rulebook

In Secret Histories game players attempt to fulfill their desire to gain immortality and ascend to become one of the Long. There are many paths to shedding or transforming ones physical form but ultimately the Hours that dwell in Mansus will only allow one player to bask in the illumination of The Glory.

TODO brief summary of core mechanics, player interaction and end conditions

Ascension to immortality requires an occult ritual using one of each card with the following *Aspects*:

|  |  |  |
| --- | --- | --- |
| **Lore** | **Influence** | **Ingredient** |
|  |  |  |

There are three paths available to ascension: *Power*, *Sensation* and *Enlightenment*. Multiple players can compete for the same path but there is limited number of resources for each path. Once a player dedicates themselves to a path, it cannot be changed.

Cards have one or more associated *Principle* together with a strength as a numeric value:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Heart** | **Grail** | **Moth** | **Lantern** | **Forge** | **Edge** | **Winter** | **Knock** |
|  |  |  |  |  |  |  |  |

*Enlightenment* path seeks sufficiently strong *Lantern* lore, influence and ingredient to gain ultimate knowledge and immortality.

*Sensation* path seeks sufficiently strong Grail lore, influence and ingredient to discover new pleasures and evolve your body to achieve immortality

Power path seeks sufficiently strong *Forge* lore, influence and ingredient to gain true power and immortality.

Player will spend their turns trying to obtain and upgrade Lore, Influence and Ingredient cards of the chosen *Principle.*

## Game components

TODO

### Preparation

TODO

## Key terms

TODO