

Haunted Destinies

Psyche Card: A1

**The Opener**

You are The Opener. Your goal is to open the walls between the past, present, future, living, and dead.

For you to win, all other players must have no Health or be Ghosts, and the Ghosts must not simultaneously be winning.

Psyche Card: A2  
Acutely Perceptive  
+1 to Search.

*What's that behind the overgrown cairn?*

Psyche Card: A3  
Sense of Direction  
+1 Move.

*It's like you've lived here all your life...*

Psyche Card: A4  
Prone to Anger  
+1 when Attacking.

Psyche Card: A5  
Resilient  
+1 when defending against an Attack.

Psyche Card: A6  
Intuitive  
+1 when Probing.

Psyche Card: B1  
Robust Constitution  
If you roll doubles and you're not rolling to move, you may heal 1 wound.

Psyche Card: B2  
Quick Healer  
When another player rolls doubles to move, you may heal 1 wound.

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Psyche Card: B3  
Callous

If you Attack and win, choose two of the options for winning instead of just one. You may choose the same option twice.

Psyche Card: B4  
Nimble

If you are attacked and lose, hide a bead in one of your hands. Have your attacker pick a hand. If your attacker picks the empty hand, the attack fails. Otherwise, the attack still succeeds.

Psyche Card: B5  
Second Sight

If you successfully Search, draw three Search cards and pick one. Put the other two on top or on the bottom of the Search deck.

Psyche Card: B6  
Blessed

When you successfully Search, you may choose to not add a Gloom token to the location.

Psyche Card: C1  
Banisher

Instead of rolling to move, you can take 2 points of damage to discard a face up Haunting card.

Psyche Card: C2  
Sure-Footed

If you roll doubles to move, you may re-roll; that roll does not count as rolling doubles. You may do this once per turn.

Psyche Card: C3  
Gifted

If you look at another player's concealed Psyche card and put it back face up, hide a bead in one of your hands. Have that player pick a hand. If he or she picks the empty hand, you may heal 1 wound (in addition to any other gains you may receive).

Psyche Card: C4  
Crafty

If you are probed and lose, hide a bead in one of your hands. Have your prober pick a hand. If your prober picks the empty hand, the probe fails. Otherwise, the probe still succeeds.

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Psyche Card: C5

Trustworthy

If you Probe and win, you may look at an additional card from the player you probed.

Psyche Card: C6

Thorough

If you successfully Search, you may choose two of the options for winning instead of just one. You may choose the same option twice.

Psyche Card: D1

At play in a sunny field.

Psyche Card: D2

Watching your Father cut the head off a chicken, and the ensuing bloody chaos of a chicken running 'round with its head chopped off.

Psyche Card: D3

Hiding under a porch from the crazy lady from over the hill.

Psyche Card: D4

Coming across a large, angry dog in on a path through the woods.

Psyche Card: D5

Lost in the fog in the moors.

Psyche Card: D6

Sitting by a fireplace, enjoying the warm, crackling fire.

Haunted Destinies

Psyche Card: E1

Staring up at the Milky Way, just as the first snow of Winter begins to fall.

Psyche Card: E2

Standing beside a grave as a loved relative is lowered in.

Psyche Card: E3

Tumbling down a hillock through sweet blossoming clover.

Psyche Card: E4

Stumbling through a barren forest in the thick of winter, fingers and face stinging and numb from cold.

Psyche Card: E5

This says something creepy. You should act like you've been thoroughly creeped out or otherwise surprised. Don't overdo it, though.

Search Card

A Clue...

Draw: Look at a card in another player's Destiny pile.

Probe: Gain 1 Health token. The Clue holder may look at any 2 face down cards.

Psyche Card: E6

This card is not the Opener. In fact, it's as far from being the Opener as you can get. Still, it's got almost as much text as the Opener. That way, people might think you're reading the Opener.

Search Card

Event: Old Crone

Draw: Pick one:

Gain 2 Health tokens...

Add 2 Gloom tokens to a location...

Remove 2 Gloom tokens from a location...

## Haunted Destinies

### Search Card

Event: Rumors on the Wind...

Draw: Each player shows a card from his or her Destiny pile to the player to his or her right.

### Search Card

Boon: Sunbeams from Heaven

Probe: The boon holder chooses 5 locations to lose 1 Gloom and one location to lose 2 Gloom.

### Search Card

Event: Rumors on the Wind...

Draw: Each player shows a card from his or her Destiny pile to the player to his or her left.

### Search Card

Boon: Breath of Life

Probe: All non-Ghost players may heal 1 wound. The boon holder also gains 1 Health token.

### Search Card

Event: The Chill of Destiny

Draw: Each player gives a card he or she controls to the first non-ghost player on his or her right. The card can be face up or face down.

### Search Card

Item: Holy Water

Discard this Item at any time (even in the middle of an action) to move any Ghost to the Cemetery.

### Search Card

Event: Shifting Fates

Draw: Each player gives a card he or she controls to the first non-ghost player on his or her left. The card can be face up or face down.

### Search Card

Boon: Insightful Dreams

Probe: Look at any face down card. The boon holder gets to look at any 2 face down cards.

Haunted Destinies

Search Card

A Clue...

Draw: Play to look at a card in another player's Destiny pile.  
Probe: You gain 1 Health token. The Clue holder may look at any 2 face down cards.

Haunting Card

Clouded Skies

Probe: You gain 1 Health token. All locations gain 1 Gloom.

Haunting Card

Dirge of the Dead

Probe: All Ghosts gain 1 Gloom.

Haunting Card

Misfortune

Probe: The Haunted player takes a wound.

Haunting Card

Chill of the Grave

Probe: The Haunted player take 2 points of damage.

Haunting Card

Dismay

Probe: The Haunted player take 2 points of damage or loses 1 Item.

Haunting Card

The Veil Grows Thin...

Probe: Each Ghost may put 1 Gloom on any location. If there are no Ghosts, the Haunted player takes a wound.

Haunting Card

Cursed

Probe: The Haunted player must draw 2 Haunted cards and add them to his or her Destiny pile.

## Haunted Destinies

### Haunting Card Ill Will

Probe: Choose a discarded Haunting card or the top card of the Haunting deck. The haunted player must put this card in his or her Destiny pile.

### Search Card

Item: Hunting Dog  
+1 when defending against attacks (+2 if the attacker is a Ghost).

### Haunting Card Miasma

Probe: All non-Ghosts, excluding you, take a wound.

### Haunting Card Jinxed!

Probe: The Haunted player gets -1 to all rolls he or she makes next turn. Keep this card face-up and discard it at the end of the Haunted player's next turn.

### Haunting Card An Ominous Omen

Probe: Draw 3 Haunting cards and look at them. Give one to the Haunted player. He or she must put it in his or her Destiny pile. Put the other two back on the Haunting deck in any order.

### Search Card

Item: Woodsman's Axe  
When you Attack and win, you may make your opponent take a wound in addition to any other effects.

### Haunting Card Panic & Fear

Probe: Move the Haunted character 1 or 2 tiles towards a Ghost, ignoring normal movement rules. If there are no Ghosts, you gain 2 Health tokens.

### Haunting Card Delirium

Probe: The Haunted player can not take any actions on his or her next turn. Keep this card face-up and discard it at the end of the Haunted player's next turn.

## Haunted Destinies

### Haunting Card Paralyzed by Fear

Probe: The Haunted player can not move next turn. Keep this card face-up and discard it at the end of the Haunted player's next turn.

### Search Card

Event: Overheard Gossip

Draw: Pick one...

Look at a face-down card. Return it face-up, if possible...

Look at two face down cards from other players' Destiny piles

### Search Card

Item: Four-Leaf Clover

When a non-ghost player successfully Probes you, you can give this Item to them instead of letting them look at one of your cards. You can not give this item to the player who gave it to you most recently.

### Haunting Card

Impending Doom

Probe: Put this card face up in front of the Haunted player. The next time the Haunted player rolls a 1, 2, or 3 on a die, that player takes that many points of damage and discards this card.

### Haunting Card Seizure

Probe: Roll both dice. If the white die is greater, the Haunted player takes a wound. Otherwise, the Haunted player loses 1 Health token.

### Search Card

Event: Wandering Caravan

Draw: Pick one:

Look at a face down card...

...or draw 3 Search cards, pick one, and put the other two on the bottom of the Search deck.

### Search Card

Item: Heavy Woolen Cloak

If you used 3 or fewer movement points during your turn, you may heal 1 wound at the end of that turn.

### Haunting Card

Malign Spirits

Probe: Put this card face-up in front of the Haunted player. The next time the Haunted player enters a searchable location, roll both dice. If the black die is greater than the white die, the player takes 2 points of damage.

## Haunted Destinies

### Haunting Card This Mortal Coil...

Probe: Put this card face-up in front of the Haunted player. The next time the Haunted player takes damage, roll both dice. If the black die is greater than the white die, the player also loses a Health token.

### Search Card Boon: Grace

Draw: You gain 1 Health token. Put this card face up near the board. The next Haunting card that would go face up near the board is discarded instead.

Probe: The boon holder gains 2 Health tokens and chooses one face up Haunting card. Discard all face up Haunting cards but the selected one.

### Search Card Event: Chattering Magpies

Draw: You may look at one card in your Destiny pile or two face down cards that are not in your Destiny pile.

### Haunting Card The Restless Dead

Probe: Put this card face up near the board. Every time a location gains a point of Gloom, put a token on this card. Every time a location loses a point of Gloom, remove a token from this card. If this card has more than 12 tokens on it, the Ghosts win the game.

### Haunting Card Curiosity Killed the Cat

Probe: Put this card face-up in front of the Haunted player. The next time the Haunted player draws a card, roll both dice. If the black die is greater than the white die, the player takes 2 points of damage.

### Search Card Boon: Inspiration

Probe: You may look at any face down card. The boon holder may:

- look at one face down card from each player, including him- or herself.
- Discard a face-up Haunting card.

### Search Card Event: Precocious Child

Draw: You may look at a face down card, or heal 3 wounds, or gain 1 Health token.

### Haunting Card **Revenge!**

Probe: Put this card face up in front of a non-ghost player who created a Ghost. If this player turns into a ghost from a Haunting card's effect, the Ghosts win.

## Haunted Destinies

### Haunting Card Aura of Doom

Probe: Put this card face up in front of the Haunted player. If a Ghost successfully Probes this player, that Ghost may look at all of this player's cards. If this player has 7 or more Haunting cards, the Ghosts win. Otherwise, that Ghost loses all Gloom.

### Search Card

Item: Family Bible  
+1 to Probe other players.  
(No bonus to defend against Probes.)

### Search Card

Item: Preserved Rose  
+1 when you attack, probe, are attacked by, or are probed by Ghosts or the Opener.  
If you beat a Ghost or the Opener you may discard this card to discard any face up Haunting card.

### Haunting Card Wailing Winds

Probe: Put this card face up near the board. While this card is in play, all Ghosts get +1 to all rolls.

### Haunting Card Eternal Gloom

Probe: Put this card face up near the Cemetery. If the Cemetery ever has 7 or more Gloom, the Ghosts win.

### Search Card

Item: Steady Mule  
+1 Move. You may treat "X"s on the board as if they were "7"s.

### Search Card

Event: The Raven  
Draw: Look at the top 10 cards of the Haunting deck. Put them back in any order or put 7 on the bottom of the deck (but above the skull card) and 3 on the top of the deck.  
*"It's an omen!"*

### Haunting Card

Lost on the Moors  
Probe: Each Ghost may move one board tile to any other valid place on the board. Tokens and pawns on moved tiles move with them.

## Haunted Destinies

### Haunting Card Deliberate Malice

Probe: If a Ghost is in play, pick a Ghost. That Ghost may go through the Haunting deck and pick a card to replace this card. The Haunted player must take the effects of the selected card.

### Search Card Boon: Insight

Draw: Draw a Search card and take its effects. Draw a second Search card and do the same.  
Probe: You gain 2 Health tokens. The boon holder may look at 2 cards from his or her Destiny pile.

### Search Card Item: A Pouch of Sea-Salt

You may remove a Haunting card from the game until the end of your turn. If you choose to do this, roll both dice. If the black die is greater than the white die, discard this card.

### Haunting Card Glimpses of the Future

Probe: Put this card face up near the board. If a Ghost rolls doubles to move, he or she may spend any number of movement points to draw that many cards from the Haunting deck, look at them, and put them back in any order.

### Haunting Card Betray the Betrayer

Probe: Put this card face up near the board. If the Opener turns into a ghost from a Haunting card's effect, the Ghosts win.

### Search Card

Boon: A Moment to Reflect...  
Draw: You may look at one of your cards.  
Probe: The boon holder may take one card from the Search discards.

### Search Card Item: Silver Locket

+1 when defending against attacks (+2 if the attacker is The Opener).

### Haunting Card They Like To Hear You Cry...

Probe: Put this card face up near the board. When a non-Ghost player takes a wound or loses Health, the Ghost closest to that player gains 1 Gloom. Ghosts tied for distance all gain Gloom.

## Haunted Destinies

### Haunting Card Grim Passion

Probe: Put this card face up near the board. Ghosts gain 1 Gloom when they roll doubles to move instead of losing 1 Gloom.

### Search Card

Item: Old Horseshoe

Discard to re-roll all dice in any roll you make. If the roll was doubles, it does not count as rolling doubles. After you re-roll, roll both dice. If the light die is greater than the dark die, reclaim this card from the discard pile.

### Search Card

Boon: Lost and Found

Draw: Take an Item from another player.  
Probe: Everyone but the boon holder must discard an Item. The boon holder may take up to 2 Items from the discards.

### Haunting Card

The Dead Travel Fast

Probe: Put this card face up near the board. All Ghosts get +1 Move.

### Haunting Card Ghastly Intent

Probe: Put this card face up near the board. If a Ghost rolls 2 dice to move and the black die is greater than the white die, he or she may look at the top 3 Haunting cards and put them back in any order or put them on the bottom of the Haunting deck.

### Search Card

Item: A Flask of Cool Spring Water

When you roll doubles to move, you may heal a wound or take no damage instead of taking a wound.

### Search Card Piecing the Puzzle Together

Draw: Each player may look at one card from the Destiny pile of the player to his or her left.

Probe: The boon holder may look at one card from each other player's Destiny pile. If he or she does so, those players gain 1 Health token.

### Haunting Card

A Soul Laid Bare

Probe: The Haunted player must show you two more cards from his or her Destiny pile.

## Haunted Destinies

### Haunting Card

#### Ghosts in the Graveyard

Probe: Put this card face up near the board. Any Ghost may spend 4 points of movement to put his or her pawn in the Cemetery.

### Search Card

#### Boon: Hope

Probe: You gain 1 Health token. The boon holder may discard a face up Haunting card. Roll both dice after discarding this card. If the light die is greater than the dark die, the former boon holder may put this card back in his or her Destiny pile.

### Search Card

#### Item: Silver Bell Charm

Discard when you draw a Haunting card to discard the Haunting card instead of keeping it. After you do this, roll both dice. If the light die is greater than the dark die, reclaim this card from the discard pile.

### Haunting Card

#### Pleas For Mercy Bring Them Joy...

Probe: Put this card face up near the board. When a living player draws a Haunting card, the Ghost closest to that player gains 1 Gloom. Ghosts tied for distance all gain Gloom.

### Haunting Card

#### From Beyond The Grave...

Probe: Put this card face up near the board. Any Ghost may pass his or her turn to discard this card, look through the Haunting deck, remove a card, shuffle the Haunting deck, and put the removed card on top.

### Search Card

#### Event: Purity

Select a face up Haunting card. Discard all other face-up Haunting cards. All non-Ghost, non-Opener players may heal 1 wound. The player who drew this card gains 1 Health token.

### Search Card

Item: Lock of Hair Tied With a Silk Bow  
Discard when you're about to turn your last health token into a wound to heal three wounds or gain 1 Health token.

### Haunting Card

#### Vice Taints the Land

Probe: Put this card face up near the board. Every time a player draws a Haunting card, add 1 Gloom to the searchable location that player could get to with the fewest movement points. Pick randomly between locations tied for distance.

Haunted Destinies

Character Card: Non-Ghost

Health | Wounds

Character Card: Ghost

**Ghost Probe results:**

- <0: Lose 1 Gloom
- 0: End your turn.
- 1+: Draw a Haunting card
- 3+: Probe 1 card or draw 2 Haunting cards
- 5+: Spend 3 Gloom & deal 1 damage, or Probe 2 cards, or draw 3 Haunting cards.

Character Card: Non-Ghost

Health | Wounds

Character Card: Ghost

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Search Deck

During setup, put this card face-up and sticking out of the bottom of the Search deck. If you would draw this card, do the following instead: Gain 1 Health token, shuffle the discards to make a new Search deck, put this card at the bottom, and continue playing normally.

Haunting Deck

During setup, put this card face-up and sticking out of the bottom of the Haunting deck. If you would draw this card, do the following instead: All ghosts and searchable locations gain 1 gloom, shuffle the discards to make a new Haunting deck, put this card at the bottom, and continue playing normally.