

Haunted Destinies Reference Sheet

Do not look at or rearrange the cards in your Destiny pile unless a game effect permits you to.

On your turn: Roll for movement, move, and take one action. You can take your action before, while, or after you move.

You may trade Items and information with players you share a tile with during your turn.

Once per player per turn, you may show a player in your tile a card you select from your Destiny pile. In return, that player must show you a card he or she selects from his or her Destiny pile.

When you roll for movement, roll 1 or 2 dice. If you roll doubles, take a wound and draw a Haunting card.

The actions you can take are: **Search**, **Query / Probe**, and **Attack**.

Search

Roll both dice. Add your health to the light die. Subtract the location's gloom and the dark die.

Less than 0: Draw a Haunting card.

0: Your turn ends.

1+: Draw a Search card. Add 1 gloom to the location.

3+: Look at a card in another player's Destiny pile. Add 1 gloom to the location.

5+: Look at a card in your Destiny pile. Add 1 gloom to the location.

Query / Probe

Roll both dice. Add your health and the light die. Subtract your opponent's health and the dark die.

Less than 0: Your opponent can make you draw a Haunting card, or can pick a card from your Destiny pile and look at it.

0: Your turn ends.

Greater than 0: You may make your opponent draw a Haunting card or pick a card from your opponent's Destiny pile and look at it. If you return a Psyche card face up, you may gain 1 health or make an opponent draw a Haunting card.

Attack

Roll both dice. Add your health to the light die, then subtract your opponent's health and the dark die.

Less than 0: Your opponent can take one of your cards, or can make you take a wound.

0: Your turn ends.

Greater than 0: You may take one of your opponent's cards or make your opponent take a wound.

If the light die is higher, you choose whether combat continues. If the dark die is higher, your opponent chooses whether combat continues.

If your opponent runs out of health tokens, you must declare whether you're binding the Opener or initiating the opening ritual.

If you're binding the Opener, your opponent reveals all of his or her cards. If your opponent is the Opener, you win. If your opponent is not the Opener, your opponent becomes a ghost and you take half your health in wounds.

If you're initiating the opening ritual, reveal all of your cards. If you're the Opener, your new goal is for all of the other players to be ghosts. The goal of the non-ghost players is for your health to be 0. If you're not the Opener, you become a ghost and your victim heals up to 5 wounds.

If you're a ghost, you use gloom as health. You can't Search or Attack, but you can be attacked. If you lose to a probe or attack, your opponent can only make you lose 1 gloom.

You can't win until there's a Haunting card in play that gives the ghosts a win condition.

The actions you can take are: **Haunt**, and **Syphon Gloom**.

Haunt

Roll both dice. Add your health and the dark die. Subtract your opponent's health and the light die.

Less than zero, you lose 1 gloom.

0: Your turn ends.

Greater than 0: Pick one of the following options:

- If the result is 1 or greater, your opponent must draw a Haunting card and add it to his or her Destiny pile.

- If the result is 3 or greater, you may pick a card from your opponent's Destiny pile and look at it or you may take the first option twice.
- If the result is 5 or greater, you may spend 3 gloom to make your opponent turn a health token into a wound token, or you may take the second option twice, or you may take the third option three times.

Syphon Gloom

Roll both dice. If the the dark die is greater than the light die, you may take up to the dark die's value in gloom tokens from the location you're in. If you roll doubles, you must take all of the gloom. If the light die is greater, add 1 gloom to the location.

If you're the Opener, you can remove portions of the landscape from reality. After you roll to move, you can choose not to move. If you do, you can remove one tile from the board. The tile must not be a searchable location. It can not have any pawns or tokens on it. The sum of numbers on the tile must be less than the sum of your health and your movement roll. The board must still be contiguous after your remove the tile.

You may take an action after you remove a tile.