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Game: **DESTINIES**
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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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**Peter 'Universal Head' Gifford
The Esoteric Order of Gamers**



DESTINIES

SETUP

Choose a **scenario** in the app and read the introduction aloud to all players.

The Nature of the Beast is stand-alone, and the other 4 form a campaign, which are best played in the suggested order with the same group of players. A scenario may be replayed, but only if all players have already played it (otherwise, a player who already played the scenario would have an advantage).

Each player chooses one of the playable characters presented. If players cannot agree, assign characters randomly.

Each player takes a **player board**, 2 **main dice** (white) and 3 **effort dice** (purple), 1 coin, and their character's **destiny card** and **miniature**.

Each player places their 2 main dice and a starting coin in the supply area of their player board, and their 3 effort dice off their board to mark they are *exhausted*. Then place **skill tokens** on skill tracks, according to the values provided by the app.

Each player privately reads their destiny card and places it on their player board so the character illustration is visible and destiny is facedown (keep destinies secret).

Follow the instructions in the app: place **map tiles** on the table (one side of a tile is *explored* and the other is *unexplored*; at the beginning of the game, usually only one tile is explored). Place available **points of interest** marked with their tokens, 3D points of interest minis, and all characters' minis on the starting map tile.

GAME FLOW

Players take turns, passing the device from one to another. All narrative events and information gained during play are public and read aloud. A player's turn has 3 steps performed in order:

1. START OF THE TURN

Refresh 1 effort die by moving it from the table onto the supply area of your player board. Refreshed dice may be used during any upcoming test.

Most game events trigger at this step of your turn.

2. MOVEMENT

You may choose to **stay** on your current tile, or **move** your character miniature to any tile up to 2 tiles away, counting orthogonally (no diagonal movement). You may move onto an unexplored tile, but must immediately stop moving there.

After moving to an explored tile, you may visit 1 **point of interest** (represented by a token or miniature) on that tile.

After moving onto an unexplored tile, you explore it by clicking in the app on the tile and following the instructions. Usually these will be to flip the chosen tile to its explored side, place your character miniature onto the tile, place point of interest markers on the tile, and place new unexplored tiles adjacent to the tile (unexplored side faceup).

Finally, you may choose a point of interest on the now explored tile to visit.

3. VISITING A POINT OF INTEREST

To visit a point of interest, click on the chosen point of interest in the app and read the description aloud.

You will have multiple options; any or all of them may be chosen in any order, but each option can be chosen only once. In some cases, choosing an option may open or close certain other options, or even force you to leave the point of interest and end your turn.

The possible options are:

INTERACTIONS

An interaction lets you do an action without having to pass a test. The action will automatically happen, but its consequences vary and are unknown beforehand.

Doing an action may change the situation and give you a new choice. You must choose to proceed further.

TESTS

A test lets you attempt something harder and less certain, with a random chance of success.

When choosing a test, you will know what you are trying to do and which **skill** the test will use. The test's difficulty must be deduced from the description.



INTELLIGENCE: Cleverness, charisma and wisdom; eg, talking with someone, focusing on a task, reasoning, drawing conclusions.



DEXTERITY: Agility and sense awareness; eg, sneaking past guards, searching for tracks, climbing a tree.



POWER: Strength, health and endurance; eg, fighting a monster, lifting a heavy object, running a long distance.

When taking a test, **you must roll your 2 main dice**. Optionally, you may also roll all, some, or none of your **effort dice**. When an effort die is used, it is exhausted (removed from your supply).

Total the numbers on all rolled dice and compare this with your skill markers on the relevant skill track. **For each skill marker on a number less than or equal to the roll total, you score 1 success.**

For each **automatic success** die result (the star on an effort die), you also score a success.

A test never needs more than 6 successes.

Enter your total number of successes into the app, which then tells the result. This may include storyline changes, experience points gained by the player, items gained by the player, and/or skill gain/loss.

SCANNING ITEM CARDS

You may have the option to **scan** your items. The app indicates whether a particular scan represents talking about the item with an NPC or using the item some way.

SCANNING A DESTINY CARD

When talking to NPCs, you have an option to ask them about your destiny. Scanning your destiny card when you talk to an NPC represents sharing your story with the NPC, and usually results in getting hints about how to fulfill one's destiny.

If you wish to do so, scan the code of the specific destiny path you want to talk about (still keeping your destiny secret from other players).

SCAN OR TEST

You may be given a choice of using an item or performing a test to achieve the same result.

If you use the right item, the action automatically succeeds, but if you use the wrong item, it automatically fails. In contrast, a test gives a chance of success, depending on your skill markers and number of effort dice rolled. You can only try one of these 2 methods per turn.

TRADING

When a point of interest offers a **trading** opportunity for the first time, the app will typically instruct players to create a **trade stack** by getting some specific item cards, plus any matching pair of **trade stack tokens**.

One trade stack token goes next to the point of interest on the map, and its matching token goes on the item cards nearby which are available to buy. Events during the game may cause new items to appear in trade stacks.

The trade stack remains in play at that point of interest from then on; so if one player sells an item there, later another player can buy that item. Similarly, when one player buys something, it becomes unavailable to others. Item prices are equal to their printed value, both when buying and selling.

During each trade a player may sell and buy any number of items.

Besides trading, players may also use money for other purposes if the app allows it: paying coins to bribe, to repay debts, or even to throw coins somewhere. In cases like these, put used coins back into the general supply.

EXPERIENCE



You gain **experience points** as a result of certain interactions. At any moment during your turn, except during a test, you may spend your gained experience points to upgrade your skills.

For each experience point spent, you may move any of your skill markers a total of 2 spaces left (either moving 1 marker 2 spaces left, or 2 different markers each 1 space left on the same track or on different tracks).

There can never be 2 skill markers in the same space of a skill track.

SKILL GAIN AND LOSS

Actions may result in you gaining or losing skill. The app instructs you to move your skill markers of a specified skill to the left (when gaining) or to the right (when losing). The app tells the total number of spaces to move, but you decide how to distribute these moves among your skill markers on that track.

Both skill loss and skill gain are permanent.

Some items let you lose some skill in exchange for some other reward. A specific skill may be lost, or you may be able to choose.

Some items and interactions may cause you to gain skills by moving skill markers to the left, the same way as when upgrading.

ITEMS

Each player's inventory is limited to 5 item cards. If you get more, you must get rid of excess items to reduce back to 5 immediately. You can either abandon an excess item, or use its *discard* ability and then discard it back to the box.

When you abandon an item, place it near the map. Take a pair of unused trade stack markers, put 1 marker onto the abandoned card, and the matching marker onto the map tile where the character is to show where the item was dropped.

From now on, any player who visits any point of interest on this map tile may, as a free action, pick up this item card and add it to their inventory.

Item special abilities are of 2 types: *Always*, which means that the ability is active as long as the character has the item in their inventory, or *Discard*, which means that to use the ability, the owning player must return the item card to the box.

You may use your item abilities freely in any order during your turn. If an item ability does not specify the exact moment when it should be used, you are allowed to use it in any moment of their turn, as you wish.

If it ever happens that the result of a player combining several actions seems ambiguous, choose the resolution most favorable for that player.

EVENTS

When an event is triggered, the active player follows the app's instructions. Events may change the state of points of interest. Such events might happen, for example, when an NPC arrives at a location, or moves to another location.

FINALE AND GAME END

Players are each trying to fulfill their personal destiny. Each destiny gives a player 2 different possible paths to fulfill it.

By exploring the world, getting and using items, talking with characters, and overcoming challenges, each player tries to complete one of their destiny paths before their opponents do.

The app informs players when they reach the next steps of their path. Players are free to switch between their 2 paths at any time, and can even try to progress on both paths.

When a player is ready, they start a **finale**: a series of events which ends with the player fulfilling their destiny.

When the criteria described on a player's destiny card are met, a new type of interaction appears at the relevant point of interest (). Clicking on this interaction will trigger that character's finale.

Once a player triggers their finale, they can not go back to taking normal turns. Instead, they start a series of climactic events that will last several turns, depending on how well they have prepared and what choices they made earlier.

The number of turns to play out a finale greatly depends on players' current and previous actions, so even when one player has already started their finale, other players still have a good chance to trigger their own finale and fulfill their own destiny first.

A player will never be blocked from their finale and their personal destiny, no matter what quests and items their opponents might have taken.

The first player to fulfill their destiny is the winner.

SOLO MODE

Explorer mode: If you want to enjoy exploring the game's story; there's no time pressure or special events pushing you to optimize your performance.

Challenger mode: Time pressure and special events will make the scenario difficult; you may lose each scenario and replay it several times.

SEA AND SAND EXPANSION

The campaign consists of 3 scenarios, best played in order and with the same players.

OPTION: DUNGEON

Some points of interest may lead you into dungeons, where you will have to choose your way at every intersection. Try to remember the path you chose so you can explore other parts of the dungeon or return later.

OPTION: MAZE

Mazes are usually bigger than dungeons and have numerous dead ends. You can rely on luck, or search for the solution to the maze somewhere else.

SUBMAPS

Players may travel between separate smaller maps; to do so, interact with points of interest called **Travel**. The list of destinations may expand as the game continues, all of them are connected to one another. There are also hidden ways and items that allow you to travel.

DESTINY HINTS

By examining murals and researching in libraries, player can gain information about their destiny.

BOUND BY FATE TEAM MODE

All scenarios can be played in a 2 vs 2 team mode.

SETUP

Set up as normal. As a final step, divide 4 players into 2 teams, either by choice or randomly. The players should sit around the table in alternating turn order, so each player has their 2 opponents from the other team sitting on their left and right. Each of the 2 team members takes 1 action marker from the same pair.

GAME FLOW

During the game, members of the same team can freely discuss their decisions and strategy, but *all* communication must be done by speaking aloud so all can hear.

During the start of the turn step, if both team members are on the same tile they may freely exchange item cards and coins. They cannot swap any other game elements.

Anytime during a visit to a point of interest, a player may **summon** their teammate, who must agree to be summoned and be within standard movement range.

If these requirements are met, press the **summon** button, place the summoned teammate's action marker into the summoning teammate's supply area, and move the summoned teammate's miniature onto the same tile with the summoning teammate's miniature.

All interactions and tests during this turn are performed together by both teammates. The summoned teammate may use their items and spend their experience points as if it was their own turn. During each test both perform the test, using their own skills and item cards, but total the number of successes.

Item cards owned by either teammate may be scanned when the scan option is available.

All effects of tests and interactions, positive and negative, are applied to both teammates. The exception is item cards: when they receive one, they also gain an additional experience point. They decide together who gets the item card, and the other player takes the experience point.

During this turn teammates may perform as many exchanges as they wish, but not during tests.

The first turn of the summoned player afterward consists of only the turn start phase. They will usually only refresh 1 effort die, use *on turn start* item effects if they have any, and take their action marker back from their teammate's board.

FINALE

Teammates only need to complete one chosen path to start the finale. They must enter the finale together, so both player's miniatures have to be on the tile where the finale's point of interest is located.

In the finale, both teammates act together on each turn of the teammate who triggered the finale (as if the other teammate was summoned). All future turns of the other teammate are skipped.