RÉGIS BONNESSÉE

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Seasons™

Path of Destiny

Rules

14+

2-4

60 min

Path of Destiny *is the second expansion pack for Seasons, introducing 21 new* Power cards *(two copies of each) compatible with all the existing cards. This expansion also contains six additional* Special Ability tokens *with which to customize your Sorcerer, as well as 10 new* Enchantment cards, *some of which let you unleash the mysterious powers of the die of Destiny! Approach, mage, and face your destiny!*

Libellud

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Game Components



1. **42** Power cards
2. **1** die of Destiny
3. **6** Special Ability tokens
4. **20** Destiny point tokens
5. **10** Replica Power cards
6. **10** Enchantment cards
7. **2** Trap tokens
8. **2** Deadbolt tokens

Setup

You can play *Path of Destiny* with one, several or all of the new features introduced in this expansion pack. Read on for a description:

Power cards

- Add the *Path of Destiny* Power cards to those used in the beginner-level base game (cards 1 to 30) or the advanced-level game (cards 1 to 50) to form a new, enhanced draw pile.
- You can also add and play with the Power cards from the *Seasons – Enchanted Kingdom* expansion. Feel free to assemble your own deck.
- Each *Path of Destiny* Power card has a special logo ☾ to help you sort them more easily.

Promotional Power card - Gala the Trickster

Gala the Trickster is a familiar included in the first edition of *Path of Destiny*.

The effect of this bonus card was designed by xxxxxxxxxx for the *Path of Destiny* competition organized in September 2013.

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Enchantment cards

- Before the first phase of the game (the Prelude) pick one of the 10 Enchantment cards at random. Place this Enchantment card face-up where all players can see it.

Note: Alternatively, the players may agree to choose a particular Enchantment card.

- Each Enchantment card alters the rules of play for all players throughout the game. Players should take the effects of the card into account when planning their strategies.

- Before picking the Enchantment card, feel free to add the Enchantment cards from *Seasons – Enchanted Kingdom* to those in the *Path of Destiny* expansion.

- Each *Path of Destiny* Enchantment card has a special logo ☾ to help you sort them more easily.

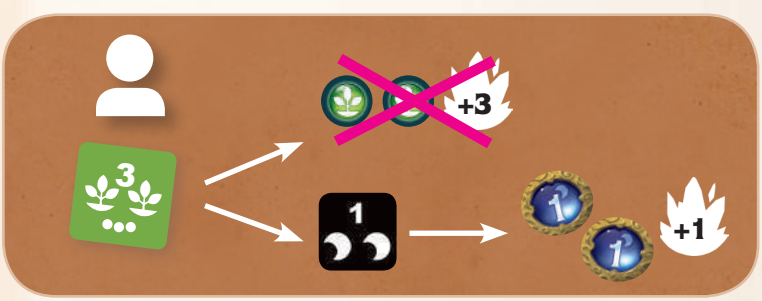
Enchantment card - die of Destiny



- Two *Path of Destiny* Enchantment cards (Divine Destiny and Force of Destiny) are used with the die of Destiny.

- The die of Destiny enables players to earn Destiny points. The actions shown by the die of Destiny are performed instead of those on the Season die.

- When the Season dice have been thrown and all players have selected a die, a player may, at the start of their turn, choose to roll the die of Destiny instead of applying the action(s) shown on their Season die. The player then applies the actions shown by the die of Destiny and receives the appropriate number of Destiny points.



- Each player chooses individually whether or not to roll the die of Destiny rather than performing the action(s) on their Season die.

- The player with the most Destiny points at the end of the game receives a bonus of 20 Prestige points.

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- In the event of a tie between two or more players, each player receives 10 Prestige points.

Effects of the die of Destiny:


receive 1 energy and 2 Destiny points


receive 3 crystals and 2 Destiny points


receive 2 energy and 1 Destiny point


receive 1 crystal and 2 Destiny points


Increase your summoning gauge by 1 and receive 1 Destiny point


receive 3 Destiny points

Special Ability tokens



Seasons – Path of Destiny introduces six new Special Ability tokens. These tokens give each player a Special Ability that can be used later in the game, during the player's turn.

If you do not own the *Enchanted Kingdom* expansion, you can play with the Special Ability tokens using the rule below. Otherwise, please refer to the *Enchanted Kingdom* rule book:

- Before the Prelude, each player randomly selects a Special Ability token and places it in the corresponding location on their individual gameboard.



- This token gives each player a Special Ability that can be used later in the game, during the player's turn, after selecting a Season die and applying its effects. A player can only use their Special Ability token once per game. When you have used your Special Ability token, flip it over. The number on the back of the token indicates how many Prestige points are won or lost at the end of the game.

Note: You are not obliged to use your Special Ability during the game, in which case the token will remain face up and you will not gain or lose any Prestige points.

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Description of the Special Ability tokens



Token 13: Look at the first Power card in the discard pile. Add this card to your hand. If you use this effect, lose 5 Prestige points at the end of the game.



Token 14: Move your Sorcerer token back one space on your bonus track. If you use this effect, gain 3 Prestige points at the end of the game.



Token 15: Discard 5 Fire energy tokens from your reserve and draw a Power card. If you use this effect, gain 10 Prestige points at the end of the game.



Token 16: Roll the die of Destiny and apply its effect in addition to performing the action(s) shown by your Season die. If you use this effect, gain 5 Prestige points at the end of the game.

Note: This Special Ability token can only be used if you are playing with the Divine Destiny or Force of Destiny Enchantment cards.



Token 17: Reroll your Season die before performing the action(s) shown on it. You must perform the action(s) shown on the Season die after it has been rerolled. If you use this effect, gain 9 Prestige points at the end of the game.



Token 18: Select a Power card that is currently under one of your Library tokens (for year 2 or year 3) and add it to your hand. If you use this effect, gain 9 Prestige points at the end of the game. This token can't be used in year III.



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Additional components

Trap token



Place a Trap token on the Urmian Psychic Cage when this card enters play.



Deadbolt token



Place a Deadbolt token on another player's familiar when the Argosian Tangleweed card enters play. Remove the Deadbolt token if the Argosian Tangleweed card is removed from play.



Replica Power cards



Replica Power cards enter play via Eolis's Replicator. The number of Replica Power cards is limited (10).

Terminology notes

- **Straightened:** Straighten an activation-effect Power card that has previously been «turned» (i.e. turned sideways to indicate that its effect has been activated). Straightening a card resets its effect, enabling the card to be activated again.
- **Play area:** Area in which the players may play cards.
- **Remove from the game:** Replace a card in the game box. The card will not be available again during the current game.

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- **Remove from play:** Action relating to a Power card that is sacrificed or returned to the player's hand.

Notes

Resolution order of end-of-round effects: End-of-round effects are resolved in the turn order. Each player applies all their end-of-round effects in the order of their choice.

Example: *Julian and Theo are playing a game. Julian is the first player. He applies all his end-of-round effects in the order that he chooses. When Julian has finished, Theo applies his end-of-round effects in the order that he chooses.*

Choice of First Player: In *Seasons – Enchanted Kingdom*, the first player is determined as in the base game, but before the start of the Prelude.

Card descriptions and notes

Power cards



1/20 *Dragonsoul*

- There is no summoning cost for Dragonsoul.
- However, you must discard 1 crystal to activate Dragonsoul.
- The Dragonsoul effect cannot be applied to itself, to another Dragonsoul card or to a copy of a Dragonsoul.



2/20 *Magma Core*

- Magma Core's summoning cost depends on the number of players.
- Cards put into play (but not summoned) by other players do not grant you the Magma Core effect (as with the Crystal Orb, Divine Chalice, etc.).



3/20 *Twist of Fate*

- The Twist of Fate effect applies only during the Prelude.
- Apply the Twist of Fate effect when you have selected your nine Power cards, before they are allocated to Library tokens. Then remove the Twist of Fate from the game (put it back in the box, not in the discard pile).

- Ensure that no Twist of Fate cards are present in the draw pile. (Any Twist of Fate cards in the draw pile should be removed from the game).
- If two players have a Twist of Fate, they draw their cards in the turn order.
- Any cards looked at by a player with a Twist of Fate card are not revealed to the other players.
- In the event that a player reveals (or looks at) a Twist of Fate card during the Tournament, remove the Twist of Fate from the game and reveal (or look at) another Power card instead.

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4/20 Potion of the Ancients

- When you sacrifice the Potion of the Ancients, you must apply two of the four available effects.
- You are free to choose the order in which the effects are applied.
- The transmutation effect of the Potion of Ancients is as for the Potion of Life in the base game.
- If you choose to draw two Power cards, you must add one to your hand and discard the other.



5/20 Ethiel's Fountain

- If you do not have any Power cards in your hand when the season changes, move your Sorcerer token forward 3 spaces on the crystal track.
- When the year changes, apply the Ethiel's Fountain effect before receiving your Power cards.



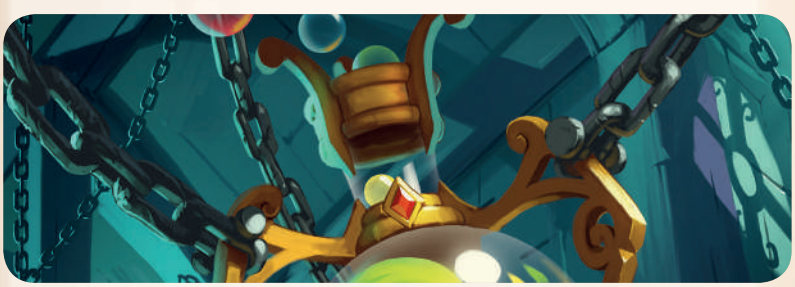
6/20 Dial of Colof

- You benefit from the Dial of Colof's permanent effect even if you are not the player with the most Power cards in play, as long as you have more Power cards in play than one opponent.
- If you have more Power cards in play than an opponent, you may reroll the Season die that was not chosen by the other players (and which is used to move the Season marker).
- You must use and apply this effect before moving the Season marker.
- You cannot use the action(s) shown on the rerolled Season die. The purpose of this die is exclusively to move the Season marker, as in the base game.



7/20 Chalice of Eternity

- Energy tokens placed in the Chalice of Eternity are not affected by cards such as Ratty Nightshade, the Lantern of Xidit, the Wondrous Chest or the Beggar's Horn.
- The summoning gauge requirement applies when the Chalice of Eternity is used to put a card into play.
- If the Chalice of Eternity is removed from play while it contains energy tokens, the energy tokens are discarded.





8/20 Staff of Winter

- In winter all types of energy may be transmuted to yield 3 crystals per token (This is not in addition to the normal energy values).

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Example: *Paul has a Staff of Winter. In winter, he transmutes 2 water energy tokens and 1 fire energy token, receiving a total of 9 crystals.*

- In winter, all your energy tokens are also treated as earth energy tokens. You may therefore use them to summon or activate a Power card that requires earth energy.
- You may activate the Staff of Winter to discard a magic item and receive 3 energy tokens from the stockpile.
- You continue to benefit from the Staff of Winter's permanent effect even when it has been activated.



9/20 Sepulchral Amulet

- If the discard pile contains fewer than 3 Power cards, apply the various effects of the Sepulchral Amulet in order, wherever possible.



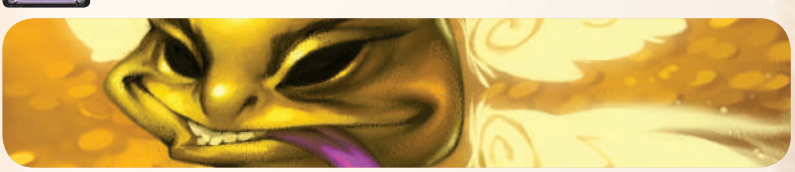
10/20 Eolis's Replicator

- When you activate Eolis's Replicator, put a Replica Power card into play.
- This Replica is treated as a magic item worth 7 Prestige points at the end of the game.
- Your summoning gauge must be high enough to allow you to put the Replica card into play.
- Replicas in play are unaffected by the Staff of Spring, Arcano-Leeches, Yjang's Forgotten Vase, etc.
- The number of Replica cards is limited. When the Replica stockpile is empty, you may no longer use Eolis's Replicator.
- Replicas are never returned to a player's hand. They are removed from the game instead.
- Replicas may not be summoned or put into play by any means other than Eolis's Replicator or a Raven the Usurper that has mimicked an Eolis's Replicator.



11/20 Estorian Harp

- You may activate the Estorian Harp to receive 3 crystals, even if your summoning gauge is already full (15).





12/20 Chrono-Ring

- The Chrono-Ring's summoning cost depends on the number of players.
- The effect of the Chrono-Ring stacks with the effect of Temporal Boots when the Season die is used to move the Season marker.
- The Chrono-Ring's effect only triggers when the Season marker moves forward by 3 or more spaces in a single movement.

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13/20 Arus's Mimicry

No specific notes.



14/20 Carnivora Strombosea

- Decrease your summoning gauge by one only if you decide to add the Power card to your hand.
- Carnivora Strombosea cannot decrease your summoning gauge below the number of Power cards currently summoned and in play. However, this does not protect you, for example, against a Demon of Argos or Argos Hawk that require you to decrease your summoning gauge.
- If you already have the maximum number of Power cards as permitted by your summoning gauge, you may not add the Power card to your hand after looking at it. Instead, place it back on the top of the draw pile.



15/20 Urmian Psychic Cage

- The effect of the Urmian Psychic Cage also applies to you.
- The Urmian Psychic Cage affects cards as they enter play, in the same way as the Chalice of Eternity, the Potion of Dreams, Eolis's Replicator, the Crystal Orb, etc.
- If a player decides to discard the Power card that they were summoning, they must still pay the card's summoning cost, without applying its effects.
- Instead of discarding the card being summoned, a player may choose to sacrifice another Power card already in play and under their control.
- If the player has no other Power cards in play, they must discard the Power card currently being summoned.
- The Urmian Psychic Cage may sacrifice itself.
- If an Urmian Psychic Cage (with or without a Trap token on it) is returned to a player's hand and subsequently summoned again, a Trap token is placed on it again.



16/20 Servant of Ragfield

- A player who has fewer than 10 crystals cannot apply the effects of the Servant of Ragfield.
- Cards are drawn in the turn order, beginning with the player that summoned the Servant of Ragfield.



17/20 Argosian Tangleweed

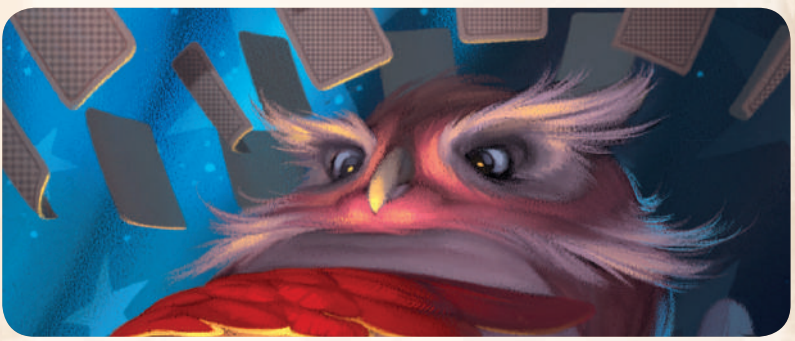
- Place a Deadbolt token on another player's familiar when the Argosian Tangleweed card enters play. The Deadbolt token cancels all (permanent and/or activatable) effects of the targeted familiar card.
- Remove the Deadbolt token from the targeted familiar if the Argosian Tangleweed card is removed from the play area.
- You may summon Argosian Tangleweed even if your opponents do not have any familiars, although you will not benefit from its effect.

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18/20 *Io's Minion*

- The player who summons or puts Io's Minion into play benefits from the card's «when entering play» effect, but any players who receive Io's Minion as a result of its activation effect do not.
- You cannot receive crystals by any means while you possess Io's Minion.
- Io's Minion does not cancel the effects of cards such as the Arcano-Leech, Figrim the Avaricious or Thieving Fairies: opponents still lose crystals but the owner of Io's Minion does not receive them.
- You may transmute energy tokens while you own Io's Minion, but you will not receive any crystals.
- A player who owns Io's Minion can still lose crystals.





19/20 *Otus the Oracle*

- Draw as many Power cards as there are players and place them in the centre of the play area.
- Each player may only summon one of these Power cards per turn. A player may, however, summon a new Power card in a subsequent turn, if any are still present in the centre of the play area.
- These Power cards are considered to be summoned and are therefore affected by cards such as the Staff of Spring, Arcano-Leech, Yjang's Forgotten Vase or the Hand of Fortune when they are summoned.
- At the end of the game, discard any unsummoned Power cards still in the centre of the play area.
- If Otus the Oracle is removed from the game, also remove the related Power cards from the centre of the play area.



20/20 *Malicious Nightshade*

- You must give one of your Power cards to the opponent who has the fewest Power cards in play, even if you have fewer Power cards in play than that player.
- The Power card gifted to your opponent does not have to be one of the two Power cards added to your hand as a result of the Malicious Nightshade effect.
- If two or more opponents have the same number of Power cards in play, you may choose which of them receives one of your Power cards.



21/20 *Gala the Trickster*

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Enchantment cards



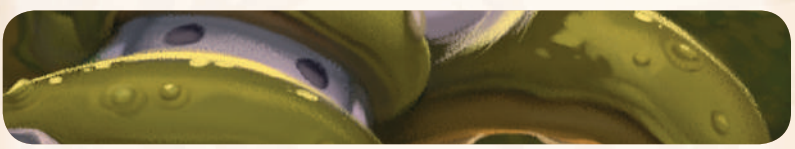
1 Divine Destiny

- The players now play with the die of Destiny. Refer to page 3 of the rulebook.



2 Arus's Cunning Schemes

- Whenever the year changes, each player must pass a Power card from their hand to the player on their left.
- Power cards are passed between players simultaneously.
- If a player has only one Power card in their hand, they must pass it to the player on their left.
- If a player has no Power cards in their hand, they are not required to pass a card to the player on their left but may still receive a Power card from the player on their right.
- The change of year rule is also applied at the end of the game.





3 Io's Mastery

- Whenever a player receives 15 or more crystals in a single transmutation operation, that player may look at the first Power card in the draw pile and either add it to their hand or discard it.



4 Seasons' Turn

- At the end of the round, if a player's energy reserve contains all four types of energy (water, earth, fire and wind), the player moves their Sorcerer token forward 4 spaces on the crystal track.
- The rule for resolving end-of-round effects (page 7) applies.



5 Into the Void

- Whenever the year changes, each player must sacrifice a Power card.
- When the year changes from the first to the second year, the effect does not apply to players who have 15 crystals.
- When the year changes from the second to the third year, the effect does not apply to players who have 30 crystals.
- When the year changes for the final time, the effect does not apply to players who have 50 crystals.
- The effect of the Into the Void enchantment does not apply to any an additional changes of year, caused by Temporal Boots, for example.

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6 Force of Destiny

- In addition to the rules similar to the Divine Destiny enchantment, a player moves their Sorcerer token forward 3 spaces on the crystal track whenever they roll the die of Destiny.
- The player receives the actions shown on the die of Destiny.



7 Fertile Grave

- Once per game, each player may look at the Power cards in the discard pile during their turn. Subject to the usual requirements, the player may then choose to summon one of the Power cards as if it were in their hand. The player must still pay the summoning cost and satisfy the summoning gauge requirement.
- The Power card is treated as summoned, and may therefore be affected by the Staff of Spring, Arcano-Leeches, Yjang's Forgotten Vase, etc.



8 Tailwind

- At the end of the round, each player may discard one air energy token from their reserve and move their Sorcerer token forward 4 spaces on the crystal track.
- The rule for resolving end-of-round effects (page 7) applies.



9 Natural Balance

- Each type of energy yields two crystals when transmuted, in all seasons. The energy/crystal ratios shown on the season wheel no longer apply.

Example: *Paul decides to transmute 1 water energy token, 1 fire energy token and 1 earth energy token in winter. With the Natural Balance effect, he receives 6 crystals.*

- The effects of Io's Purse and any transmutation bonuses still apply, and may be stacked.
- The effects of the Balance of Ishtar, the Potion of Life and the Potion of the Ancients function in the normal way.



10 Crossed Paths

- Crossed Paths modifies the Prelude.
- With this enchantment in play, each player receives nine Power cards for the Prelude. However, the first card selected by each player is not kept for their own deck, but is passed to the player on their left instead. This card will be the first card in each player's new hand of Power cards.
- The rest of the Prelude is unchanged. Cards are selected as described in the rules for the base game.
- The Tournament is played in the normal way.

Acknowledgements:
Andy Seaward: *translator*.

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Enchanted by Seasons ?

Lords of Xidit

The Kingdom of Xidit needs you!

The Southern Host has arisen, and chimeras, giants and dragons have brought darkness to the gates of Xidit's fine cities.

Even the order of high mages - the revered Guardians of Argos - struggles to contain the threat.

As one of the five Idrakys, heirs to the kingdom's great dynasties, it falls to you to aid the Guardians and take back the kingdom.

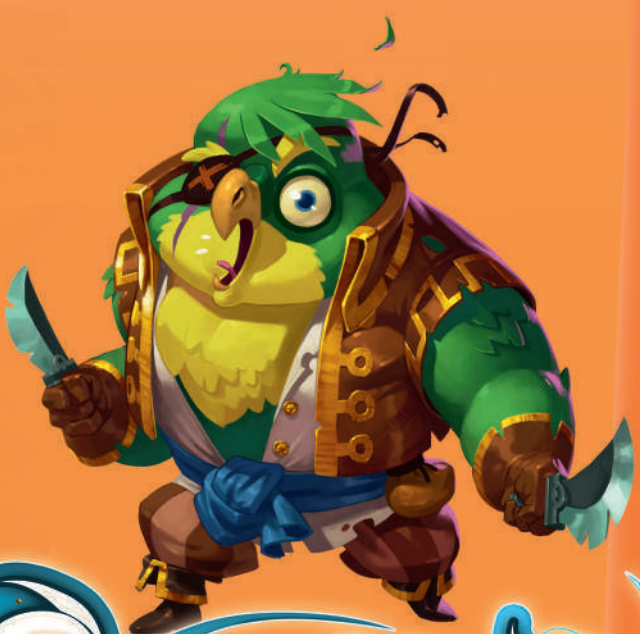


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