

CAMPAIGN



DRAGON WAKE
THE VEIL

MATURE AUDIENCES ONLY This game module contains disturbing, violent, and graphic text. Not intended for players under the age of 17.

AGE RECOMMENDATION

The Veil card game contains some graphic and violent imagery. The card game is recommended for ages 14 and up.

The Campaign Book's text contains some additional scenarios that imply torture, disturbing scenes of violence, and some sexual implications that may not be suitable for children under the age of 17. We recommend the Campaign books for Mature Audiences Only.

HOW TO PLAY

Rules and additional game content is available at our website.

DEATH ANGEL. ONLINE

HONOR OR GLORY

1

You scan the skies with a weary frown. There have been too many attacks lately, far too many for it to be a coincidence. Your village has only been partially rebuilt from the last attack, and these double shifts of guard duty are starting to weigh down on you. You breathe deeply and sigh. Who could be responsible for setting dragons upon your village? How could anyone control such beasts? Your eyes blink heavily as you are startled by the all too familiar sound of the village bell. Another attack? Of course it would be on your watch.

You look around and still see nothing in the air. Your eyes dart toward the ground, and you see at least two Drakes moving toward the village well. You clamber down the railing and head them off, preparing for battle once more.

You take your turn first. There are 2 Drakes (+2 Drakes for each additional Hero in your party).



DEFEAT: (Your Hero [and your allies] loses all Health.)

The Drakes flee after nearly killing you and several others.

What's worse, the village is in shambles once more.

No reward. (continue on page 2)

VICTORY: (You eliminate the Health of all Drakes.) As you pull your bloodied axe from the slain dragon skull, you look up to see one last Drake flying away from the battle. It is already out of range from the village archers. There are several fires burning the huts of your village, but if you can keep up with the small dragon, you may discover who is orchestrating these attacks.

REWARD: Choose a 1 or 2 cost Control card from your Fate Deck and replace a card in your Hero's Starting Deck. For the remainder of the campaign, your Hero's Starting Deck will keep this adjustment.

A The fires need to be doused to save the village. (continue on page 2)

B The Drake looks injured. You may be able to keep up with it. (continue on page 3)

Hot steam billows from the quenched flames as the final water drops from your clay pot drip down your arm. The blackened wood frames of the homes are too far damaged now, and it will take weeks to repair.

"It's those green-skins from the Yaqon Mountains. They set these beasts on us," says a grizzled townsman wielding a pickaxe.

"I heard they captured one of the b-big ones. A m-mamma," stammers another.

"They're breedin' em. Like pets, they are," says a third.

"And what's our Chief d-doing about it? N-nothin' at all."

"Somebody oughta do somethin' about this, 'fore we get killed!"

You squint at the grizzled man with the pickaxe, choosing your words carefully. "There is plenty to be done here before we go looking for more trouble," you say calmly.

"Maybe you just wanna keep the Chief from ownin' up to 'is failures," grins pickaxe. "Maybe, you're a part of the problem too!"

They form a semi-circle around you, gripping their weapons as though you started this nonsense. *They just need someone to blame.* There is nothing to be gained from this conflict, but some people don't listen to reason.

You take your turn second. There are 3 Rebels
(+2 Rebels for each additional Hero in your party).

DEFEAT: (Your Hero [and your allies] loses all Health.) The grizzled townsman raises his pickaxe to finish you off, but he is cut down at the knees. The Chief's guards grab the remaining rebels as the Chief approaches. "Who started this?" Pickaxe smiles and spits into the Chief's face. The Chief wipes his face with a rag and helps you to your feet. "Start with him," says the Chief. No Reward.
(continue on page 6)

VICTORY: (You eliminate the Health of all Rebels.) "We are wasting our time fighting amongst ourselves," you spit. "If we don't bring the Chief to Yaqon Mountains, the village is doomed," the grizzled townsman growls. "Who told you that?" He just smiles. *Sigh. This is going to be a long night.*

REWARD: Choose a 1 to 3 cost Support card from your Fate Deck, and replace a card in your Hero's Starting Deck. For the remainder of the campaign, your Hero's Starting Deck will keep this adjustment.

A These rebels know more than they are letting on. (continue on page 6)

B The rebels are a waste of time. Best to ask the coastal folk. (continue on page 7)



FREEDOM OR SECURITY

3



Your horse pants against the wind as you spur her on. The Drake has traveled south toward the Yaqon Mountains for nearly 3 hours. The Throng tribe settled in these parts long ago. Orcs and goblins they have hence been named. You heard these green-skinned abominations were spawned from the depths of hell--*empty campfire tales to frighten children, no doubt.*

They went unnoticed at first. The seer claims they emerged around the same time as the Dragons. *It doesn't matter. They are all the same, animals that pillage our lands and murder our loved ones. We won't be safe until they are all dead.* The Drake begins to descend as something darts past your head. You turn to see another arrow loosed from a Throng Bowman. Your horse drops to the ground.

You look to your horse to see if you can rouse her to a swift escape. Her dead eyes stare back into the black nothingness beyond. *A mercy!* You think to yourself. *These Savages would have eaten her alive.*

You take your turn first. There is 1 Savage and 1 Bowman (+1 Savage for each additional Hero in your party).

DEFEAT: (Your Hero [and your allies] loses all Health.) The injured Bowman binds your arms with rope. As he walks you back to the Throng encampment, you manage to cut the binds with a small, concealed knife. Without the Savages to protect him, the Bowman is no match for you. This close to the camp, you finally see it. The White Dragon! Chained and injured. No Reward. (continue on page 4)

VICTORY: (You eliminate the Health of all Orcs.) After dispatching the Orcs, you take in your surroundings of mountainous terrain and barren wastelands. You hear drumming and a bellowing cry from some large beast. The Throng encampment must be close. You stealthily approach the strange sounds and see it there chained to their stone wall, the White Dragon.

REWARD: Choose a 1 to 3 cost Agro card from your Fate Deck, and replace a card in your Hero's Starting Deck. For the remainder of the campaign, your Hero's Starting Deck will keep this adjustment.

- A** This Dragon is the threat. Best put it out of its misery. (continue on page 4)
- B** If you could free this Dragon, it may be of some use. (continue on page 5)



BOWMAN
Campaign Enemy

10

3 Each player Discards 1 card.



SAVAGE
Campaign Enemy

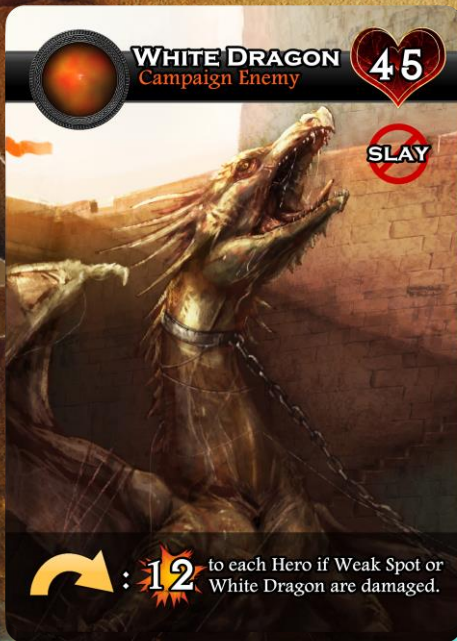
SHIELD
20

5

The creature is huge. Its white scales glint in the light of the sinking sun. You've never seen one fully grown. The enormity of its claws takes your breath away. Even chained up and injured as it is, this beast will be difficult to eliminate.

The Orcs dance and chant around a large fire in the distance. None are here to guard it. Still best not to rouse their attentions, or you'll be facing the entire Throng tribe and an angry Dragon. *How did they manage to capture it?* The sage at the old tower might be able to tell you. If you survive this, it might be wise to consult his wisdom.

As you sneak up toward the beast, you see a number of missing scales near the throat, revealing flesh underneath. *A chink in the armor? Perhaps you can silence it before it calls the Throng upon you.*



You take your turn first. There is 1 Weak Spot and 1 White Dragon.

DEFEAT: (Your Hero [and your allies] loses all Health.) You try to stab at the opening of the Dragon scales, and the beast turns again, avoiding the full strike of your attack. A chain restraining the Dragon's neck rumbles. You are knocked to the ground as the chain breaks, and the Dragon rises up above you. Its mouth closes around your waist as you feel the sword-like teeth sink through your flesh. Your bones crush under its jaw strength, and you cry a muffled scream as it continues to chew. (game over)



VICTORY: (You eliminate Weak Spot with 4 Control cards in your Fate Route, or you eliminate Health of all enemies.)

The Dragon finally goes limp. With blood pouring from its neck, you turn and see the tribe of green-skins still chanting and dancing by the fire. The thought of these fools managing to capture such a beast still haunts you. *The old sage would know...*

REWARD: Choose a 1 or 3 cost Control card from your Fate Deck, and replace a card in your Hero's Starting Deck. For the remainder of the campaign, your Hero's Starting Deck will keep this adjustment. (continue on page 8)

THE WHITE DRAGON

5

You step up to the chained White Dragon, and its eyes bulge in fear. You gently put your hand on the crest of the Dragon's head. It recoils but doesn't attempt to harm you. "It's okay," you say peacefully, "I'm here to help you."

The Dragon sighs and seems to calm its breathing. *Can it understand you?* You remember the sage at the old tower. He used to speak of the time before the Dragons and the Throng. *Perhaps he could help you learn more about the Dragons and how to better protect your village.*

You begin to examine the barbed chains that restrain the dragon. A number of huge bolts pin the chains into the old wall of the ruins surrounding the Throng encampment. It will take you some time to detach them.

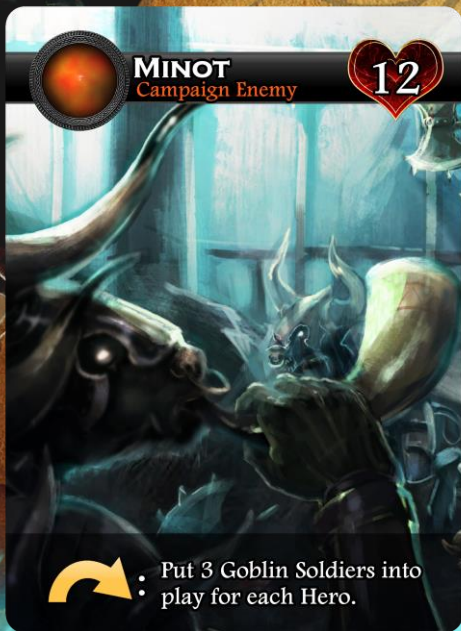
A horn bellows. You turn to see a troop of Goblins charging towards you. A large Minot beast sounds another horn. *The Dragon will have to wait.*

You take your turn first. There are 8 Goblin Soldiers and 1 Minot.

DEFEAT: (Your Hero [and your allies] loses all Health.) The Goblins pin you down. Another of their serrated, rusty blades pierces you, and the attacker twists the blade before removing it, tearing flesh and muscle. You go still, too weak to fight back anymore. The Goblins notice your change in demeanor and begin biting into your skin. You feel hundreds of jagged teeth sink into your flesh, rending the meat from your bones. Your eyes roll back in your final moments, as you are eaten alive by the Throng. (game over)

VICTORY: (You eliminate the Health of all Goblin Soldiers and the Minot.) Exhausted from the battle, you can barely stand. The pile of Goblin corpses teeters in the wind. You begin to work loose the Dragon's chains. As the final pin is broken, the White Dragon rises up and regards you. You pray this wasn't a mistake. "You are free to go," you speak gently. The Dragon makes no move as you glance toward the ruined tower on the distant horizon. "I wish to learn more about your kind. I'm going to consult the sage at the old tower." The Dragon lowers its neck for you to mount it.

REWARD: Add the White Dragon Ally to your roster. (continue on page 8)



You tighten the restraints on the grizzled man's wrists and crank the rack one notch further. He winces in pain. "You wanted to turn our Chief over to the green-skins," you scowl. "What did they promise you?"

"They'll stop the Dragon attacks," the grizzled man moans. "They said we can 'ave peace."

"And you believed them? When did you make this deal with the Throng?" you assert.

The grizzled man spits at you. You tighten the rack another notch, and the grizzled man's elbow pops.

You take your turn first. At the end of your turn, add the combined Gold costs in your Fate Route to reveal more info.

4-8 in your Fate Route: "I never met them," the man cries. "P-p-please stop!"

9-13 Gold in your Fate Route: "The Chief knows it's true. He met with them."

14-18 Gold in your Fate Route: "The Orcs said they'd leave us be if we bring the Chief."

19-23 Gold in your Fate Route: "The old man in the tower. He knows about the Dragons..."

DEFEAT: (*The informant dies before you have 24 Gold Cost in your Fate Route.*) You tighten the rack three more notches, and you hear the snapping of tendons. The man squeals out in pain as his limbs tear away from his torso. The villagers stare at you in horror. "I'm trying to keep you all safe," you growl. "Don't you understand that?" You are no wiser now than when you began, and you have lost the faith of the village. *Perhaps it would be best to consult the sage.* No Reward.

(continue on page 8)

VICTORY: (*You have 24 or more Gold in your Fate Route.*) You bring your hand to the lever to tighten the rack once more. "I don't think you can take much more," you whisper. "Please," the grizzled man moans, "I've told you everything." "What makes you think the Orcs would honor this arrangement?" you say with a frown. He whimpers once more, "The Orcs work for the old man in the tower. He needs the Chief to stop the Dragons." *Finally, something of value.* You release the grizzled man from the rack, and he lays on the ground weeping. *Can it be true? Best to be careful when you confront the sage.*

REWARD: Choose a 2 to 4 cost Control card from your Fate Deck, and replace a card in your Hero's Starting Deck. For the remainder of the campaign, your Hero's Starting Deck will keep this adjustment. (continue on page 8)



INFORMANT
Campaign Enemy

35

Informant loses 6 Health. You may Banish a card of your choice from your Fate Route.

THE ROAD TO KNOWLEDGE

7



You travel east for several days, toward the neighboring village. The road is lonely, but you eventually meet a stranger along the path less traveled. She is dressed in a strange fabric that seems completely unrestrictive to her movements.

“Hail to you,” you exclaim. “Are you of the coastal folk?”

“I am,” she stoically responds. “What business do you have with my people?”

“My tribe has been having some trouble with Dragons of late,” you reply. “I seek counsel.”

“We have never seen our Dragon fly toward your village.”

“You have a Dragon? How do you control it?” you plead.

“It helps defend us in times of great need, but we do not control it,” she says unconvincingly.

“The green-skins send younger Dragons against us to cripple our village,” you say. “If you could loan us your Dragon, we could easily defeat them and save our village.”

She shakes her head, “As I said before, we do not control our Dragon. I cannot send it to help you.”

“Then tell me where it is kept, so I can meet this ‘uncontrollable’ Dragon,” you growl.

“Mind your tone, stranger,” she says while taking a defensive stance. “I do not know you.”

You see her stance and reach for your blade, in case she tries to strike. *Not your first mistake of the day.* A swift kick of her leg knocks you to the ground.

You take your turn second. The Ninja has 25 Health (+20 for each additional Hero in your party).

If you have less than two Control cards in your Fate Route during your turn, the Ninja takes no damage from you.

DEFEAT: (Your Hero [and your allies] loses all Health.) The Ninja throws another blade into your back. You stumble toward the ground. A pool of your blood trails behind you as you crawl back towards the path. “Pity,” she says. “I had no quarrel with you. Now your village will have one less warrior.” You feel a sharp pain at your neck. Your ears ring, and you lose your breath. Your head rolls to the side of the road. Panicking, the pain amplifies in your final moments. As consciousness begins to fade, all you can think is how bad your legs hurt. (game over)

VICTORY: (You eliminate the Health of the Ninja.) She falls backwards, and you hold your final attack. “I should kill you for your trouble,” you spit angrily. “Our Dragon,” she pants, “it strikes at us too. The man in the tower knows how to control them.” You glance behind you and see storm clouds forming above the tower at the furthest reaches of the horizon. “If I let you live, will you promise not to kill me?” The ninja nods and mutters, “I feared you would attack my village for our Dragon.” You nod, “I was considering it. But now I think it would be best to have an ally when I visit the old man who tames Dragons.” The Ninja slowly rises and smiles, “Perhaps you aren’t as foolish as you look.”

REWARD: Gain Ninja Ally. (continue on page 8)

NINJA
Campaign Enemy

25

8 Ninja takes no damage if you have less than 2 Control cards in your Fate Route.

At the base of the tower, stands the old sage. He looks blind, but you have a strange feeling you are being watched. "I've come seeking your wisdom. I've heard you have power over the Dragons," you sternly voice.

"Only a great Wizard could manage that," the old man scowls. "The Dragons came when the Serpent agreed to keep the Demons from our realm. And without Demons, magic died. So you see, there are no great Wizards anymore. Only regretful blind fools."

You tilt your head questioningly, "Then why are you here?"

"The Lich's tower held the green Runestone," the old man scoffs.

"When the stone was damaged, the Veil weakened."

"The Veil?"

"An old magic," the sage grinds his teeth. "It was an enchantment. A barrier between our world and the spirit realm. If we could repair the Runestone, we might be able to prevent more Dragons from crossing over."

"And if we weaken the barrier further?" you ask.

The old man looks fearfully to the west and retorts, "Then you will face countless more Dragons and Demons with only your strength to defend you. Mankind can't survive it."

You look to where the old sage glanced. You only know of two settlements in that direction: the ruins of Saraceth and Blackridge monastery.

"My name is Xernon," says the sage, "and I need your help to restore the green Runestone and the Veil."

A Help Xernon. *(continue on page 9)*

B He is untrustworthy. *(continue below)*

You lunge at the old sage, and he steps back, pulling a lever at the base of the tower. A group of horrid beasts are released from the tower and instinctually rush to kill you.

You take your turn first. There are 4 Horrors (+4 Horrors for each additional Hero in your party).



HORROR
Campaign Enemy

15



5 to the Hero or Ally with the most Health.

DEFEAT: *(Your Hero [and your allies] loses all Health.)* The creatures begin to crush the bones of your extremities, blood pouring from your wounds. "Stop," Xernon commands his horrific beasts. "I need him alive." A green smoke courses through your body, as the Runestone reactivates. Your dying soul will feed this tower's magic for all time. *(game over)*

VICTORY: *(You eliminate the Health of all Horrors.)* Xernon cowers in fear as you drop the body of the final beast. You grab the old man by the throat and growl, "Where are the other Runestones?"

REWARD: Choose a 2 to 4 cost Agro card from your Fate Deck, and replace a card in your Hero's Starting Deck. For the remainder of the campaign, your Hero's Starting Deck will keep that adjustment. *(continue on page 11)*



Atop the great tower, you see the shattered stone flooring that was once the Green Runestone. In the light of the moon, there seems to still be some magic left in it. Xernon adjusts a great mirror to shine the moonlight into the center of the Runestone. A corporeal human skeleton slowly rises through the shattered stone. Xernon breathes excitedly, "Arise, Lich, and return to your rightful prison." Magical armor encases the skeleton as it stares at Xernon.

"My powers have ascended from my time in Hell, Wizard. You are a fool to bring me back. I am far more than the man or the lich I once was."

Xernon's eyes seem to clear, and lightning courses around his body. Xernon smiles, "And with you here, I can feel my magic returning."

- A** Time for a better ally. Stop Xernon. *(gain the Death knight as an ally)*
- B** Xernon needs help. Stop the Death Knight. *(gain the Archmage as an ally)*

ARCHMAGE
Campaign Ally

8

1 **1**

for each Agro in your Fate Route.

You take your turn first. The Archmage (campaign enemy) attacks Shields first, non-shields second, then Death Knight Ally. The Death Knight's (campaign enemy) Skeletons attack Shields, non-shields second, then Archmage Ally.

DEFEAT: *(Your Hero [and your allies] loses all Health.)*
 The two spell casters hurl lightning and life draining magic back and forth. Xernon throws a fireball at the Death Knight, who reflects it back. The fireball hits your chest, and you ignite. Your flesh sears and melts as you stumble from the tower's height. *(game over)*

DEATH KNIGHT
Campaign Enemy

55

: Put 3 Skeleton Tokens into play.

VICTORY: *(You eliminate the Health of your Campaign Enemy.)* Standing victorious over the corpse of your enemy does not bring you satisfaction this day. You feel the looming dread of a long journey that has only just begun. You slowly turn to your new ally and mutter under your breath, "Now what?"

If Archmage was your ally continue on page 12
 If Death Knight was your ally continue on page 13

DEATH KNIGHT
Campaign Ally

12

: Put up to 2 Skeleton Tokens into play with 2 Shield and Exhaust: 2 Damage.
 (When one dies, Banish it.)

ARCHMAGE
Campaign Enemy

70

9 **9**