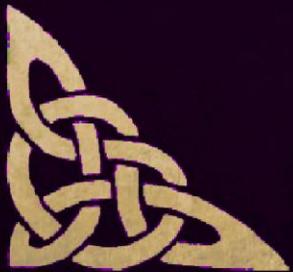


THE VEIL



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

THE VEIL

OBJECTIVE

Reduce your opponent's Health to zero.

SET UP

Each player chooses a Hero card. Every Hero has an accompanying 8 cards for their Starting Deck and 36 cards for their Fate Deck.

Shuffle your Fate Deck, place it to the right of your Hero, put the top 4 cards from that deck face-up. Those 4 cards are called your Fate Route. You will purchase cards from your own Fate Route throughout the game.

Before beginning their first turn, players have an opportunity to mulligan a card from each of the 4 slots in their Fate Route once. To do this, take a card in your Fate Route, place it on the bottom of your Fate Deck, and replace the empty slot in your Fate Route with a card off the top of your Fate Deck.

Separate from your Fate Deck, shuffle your Starting Deck and Draw 5 cards.

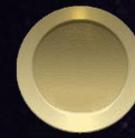
WHO GOES FIRST

The Hero with the lowest Health goes first and begins the game with one less card on their first turn (4 cards). If both Heroes have equal Health, flip a coin—the winner of the toss decides who goes first.



PLAYING CARDS

You may only play cards on your turn. All cards in your hand may be played in any order, at no cost (because you started with them, or you already purchased them from your Fate Route). In the Text section of the card, you will see a number of icons.



Gold Coin- This generates wealth for your Hero, which you use to purchase cards from your Fate Route (*cost is indicated at the top right of a card*).



Damage- Tally up all damage you generated this turn and deal it, as you choose, to Recruits and/or your opponent's Hero.



Health- Used to heal your Hero. **Your Hero cannot heal beyond its starting Health.**



X- This card is self-banishing. After you've played it for its normal ability, you may choose to Banish this card to cause the described effect.



Synergies- There are 3 types of cards you will see with synergy bonuses: Agro (*red dragon*), Control (*blue lock and chains*), and Support (*green cornucopia*). If you play more than one Agro card in a turn, all your Agro Synergies trigger once that turn (*including Recruits already in play*).



Whenever a card is purchased from your Fate Route, you immediately replace the empty slot with the top card from your Fate Deck and place the purchased card into your Discard Pile.

After you have utilized all the abilities on the cards that you played this turn, put all non-Recruit cards into your discard pile and draw 5 cards for your next turn (*If your Starting Deck is empty, shuffle your Discard Pile. It*

becomes your new Deck). Let your opponent know they can now begin their turn.

RECRUITS

Recruits have Health similar to your Hero. They remain in play until they have received damage equal to their Health. At the end of any turn, if a Recruit is not killed by damage, it is fully healed. Killed Recruits are placed in your Discard Pile (to be later reshuffled into your Deck).



A Recruit uses its abilities by exhausting (*turning the Recruit sideways*). This serves as a reminder that you cannot use that ability more than once per turn. At the end of your turn, you ready any exhausted cards you have in play (*by turning your Recruits and/or Hero right-side-up*).

Some Recruits have the Shield ability. A Recruit with Shield must always be killed before any other Recruits or the Hero can be damaged.



SLAYING A RECRUIT

There are card effects that allow you to slay a Recruit. Slaying a Recruit instantly kills it without damage, putting it into that player's Discard pile. You may slay Recruits without Shield even when other Shield Recruits are in play.

BANISHED CARDS

Cards that are Banished are gone for good. Place them in a distinct pile near your Fate Deck.

HERO ABILITY

Your Hero card will also have an ability that compliments its deck and play style. You may only use a Hero ability once per turn by exhausting your Hero in the same way you would a Recruit. There is almost always a condition to using the Hero ability.

AURAS

The Champions of Faith- Fate Deck (*Priest, Cleric, Paladin, and Templar*) contains 6 Auras. Those Auras create an effect for that player only when they are in the Fate Route. They cannot be purchased. During their turn, the player of that deck may Self-Banish an Aura in their Fate Route and replace that slot with the top card of their Fate Deck.

CONCLUSION

Players alternate taking turns (*purchasing cards from their Fate Route, healing, playing Recruits and cards, and damaging their opponent*) until one of the players is reduced to zero Health.

VILLAINS

Villains were designed to oppose 2 Heroes. They are stronger, faster, and usually more aggressive.

When playing against a Villain, the 2 Heroes combine their Health and take their turns simultaneously, coordinating their attack. This is the suggested method of play to be used in any team games. For a greater challenge you may keep your team's Health separate.

SUGGESTED MATCH-UPS

- 1 Hero VS 1 Hero
- 1 Villain VS 1 Villain
- 2 Heroes VS 1 Villain
- 1 Hero VS 1 Hero VS 1 Hero
- 2 Heroes VS 2 Heroes
- 1 Hero VS 1 Hero VS 1 Hero VS 1 Hero
- 1 Hero & 1 Villain VS 1 Hero & 1 Villain
- 2 Villains VS 2 Villains
- 3 Heroes VS 1 Villain & 1 Hero
- 3 Heroes VS 3 Heroes
- 4 Heroes VS 2 Villains

TIPS & STRATEGIES

You do not want too many expensive cards in your Fate Route at the start of the game. Consider a mulligan for any slots in your Fate Route if you begin the game with several cards that cost 5 or more.

Heroes with very low starting Health often need to focus on either Shield Recruits or cards that provide your Hero with Health in order to compete.

The Notoriety and Dispel card cannot Banish themselves, because they are no longer in your Hand once you play their abilities.

Eliminating all your opponent's Recruits each turn is often the best way to make sure you are not overwhelmed.

The Warlock Hero has a lot of interesting combos between cards and its Hero ability. Remember that the Warlock's Hero ability also triggers the Prince of the Air's damage ability—that damage continues to accumulate each time you cause any player (*including yourself*) to Discard or Banish a card.

Some Heroes have natural advantages over others. If you are having difficulty defeating a particular Hero, consider altering what types of cards you purchase from your Fate Route.

You can play cards from you hand in any order, but look closely at the abilities and synergies. Triggering synergies in a particular order can sometimes be advantageous to you.

There are a few cards in the game that permit you to interact with Banished cards, however, they are rare.

CAMPAIGN MODE

This mode of play involves individualized missions, which can be played solo or with a cooperative group of players.

Basic set-up remains the same (Fate Deck, Starting Deck, Hero, etc.), however, each mission will provide a different challenge and objective.

The game is still turn based, and the campaign enemy will have an automatic action taken on their turn. When you are playing with allies, you and your allies will take your turn simultaneously. If the mission says you take your turn first, remember that your first turn begins with one less card in your hand (4 instead of 5).

If you (or any of your allies) are victorious in the mission, you (all) may receive the reward and then continue to the appropriate page of the adventure.

TRACKING REWARDS

Campaign adventures may take more than one gaming session to complete. In order to track your character's progress, we recommend making photocopies of the Character Sheet provided in the back of the campaign book.

Use a pencil to mark your starting cards, which you will exchange for better cards as your character progresses.

A VILLAIN'S CAMPAIGN

You may choose to play your campaign as a Villain, instead of a Hero. If you do choose to play as a Villain, treat your Villain as if it were 2 Heroes.

Most of the campaign enemies you face will become more powerful against multiple Heroes. You may choose to have a cooperative team of Villains and Heroes. Just remember to scale your campaign enemies as the mission indicates (counting each Villain in the party as 2 Heroes).

A Villain only receives one reward (as listed) upon completing a mission.



DEATH OPTIONS

You (and your teammates) have an important decision to make. Hardcore or Casual?

It is possible you (and your teammates) will die at some point in the campaign. When you are defeated, you will read the DEFEAT conclusion with the dreaded words "game over."

If you choose to play Hardcore, when you (and your teammates) are defeated that is the end. You must restart at page 1 with your original starting deck.

Casual mode is far more forgiving. If you permit your defeated team of characters to replay a particular mission, it is recommended that all players decide how many "tries" your party has at the beginning of the campaign.

In either mode of play if one player survives and wins the mission objective, then the entire party may advance to the next mission.

UNSLAYABLE

This symbol indicates that the Slay mechanic may not be used to instantly kill this particular campaign enemy.



After mission 10, whenever you play a card with the Slay mechanic, you may choose to use the Slay mechanic normally or substitute it with 6 damage. This 6 damage substitute may still be used against campaign enemies that are unslayable.

Any campaign enemy, that does not have the unslayable symbol, may be slain with the Slay mechanic as though they were a Recruit.

DAMAGE DISTRIBUTION

Most of the campaign enemies deal damage on their turn. Unless the mission states otherwise, campaign enemy damage is always dealt to targets in the following order: Shield Recruits, Non-Shield Recruits, and then to the Hero (or Villain) with the most Health.

HEALING TEAMMATES

Any card that allows you to heal your own character can, instead, be used to heal any Hero or Villain in your party.

Remember that you cannot heal any Hero (or Villain) higher than their starting Health.

DIVERGING PATHS

As your party makes decisions in the campaign, you may come to a point where several characters wish to journey a different path than others. This is permissible, and if you have only one copy of the Campaign book, remember that the PDF is available at our website.

theVeil.online

THE INTRUSION

1



The tavern is almost warm enough to be called comfortable as the usual crowd of rabble jokes and sings their drunken songs. This place smells of cheap pipe smoke and stale beer. You sip from your goblet and smile. The ale's bitter crisp taste is good, but you've had better. Just the same, something about this place reminds you of your home town, and that is what draws you back every few nights.

A man dressed in tattered, blood-stained rags staggers into the tavern and interrupts your peaceful reflections. He stumbles to your table, hands you a leather-bound satchel, pleads for help, and utters something about hiding the satchel before it's too late.

As the new patron darts for the back exit, a lanky figure with a spear stops his escape. Another enters the front with an arrow knocked in a short bow. *Bounty Hunters*, you think to yourself, *like I need this tonight*. The hunters make short work of the man who left you his satchel. What was once a bustling tavern filled with energy suddenly stills with the quietness of death. You can't leave without drawing the attention of every eye in the room, but keeping that satchel visible to the Bounty Hunters could prove to be just as suicidal.

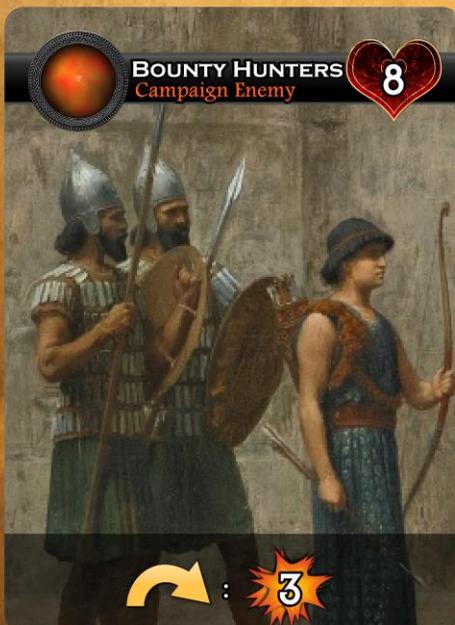
- A** Keep calm and hide the satchel until the Bounty Hunters leave. *(continue on page 2)*
- B** You owe that fool nothing; toss the satchel to the Bounty Hunters. *(continue on page 3)*
- C** "That man was unarmed, and he will have justice this day!" *(fight the Bounty Hunters)*

You take your turn first. There are 3 Bounty Hunters (+3 Bounty Hunters for each additional Hero in your party).

DEFEAT: *(Your Hero and any allies lose all Health.)* No reward. *(continue on page 3)*

VICTORY: *(You eliminate the Health of all Bounty Hunters.)* Justice was served this day. The man who gave you the satchel has been avenged. After checking the pockets of the Bounty Hunters, you find several coins that will help you along your way.

REWARD: Choose a 1 or 2 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 that adjustment. *(continue on page 2)*



It's about time you find out what all this fuss is about. You step into a secluded alley and open the satchel. Inside are a few scraps of dried food and a folded piece of parchment, sealed with a wax crest. Nothing is written on the outside of the letter, and without some further clue, the secrets of the parchment's contents would die along with the man who brought it to you. You break the seal and read.

General Ronnel,

There is a new threat to our Order. The Guild of Assassins wishes to meet with the protectors of The Veil to discuss its future. Meet me at the monastery on Blackridge by week's end. Bring a guard, but tell no one else.

There are dark forces at work here.

Tread carefully, old friend.

-Xernon

"I do wish you hadn't opened that," says the Hunter who stands before you. He is clothed in fine armor and carries a recurve bow. "I'm not sure how you got past my boys, but I'm afraid I can't let you live."

The Hunter takes his turn second (+30♥ for each additional Hero in your party).

The Slay mechanic may not be used to instantly kill the Hunter.

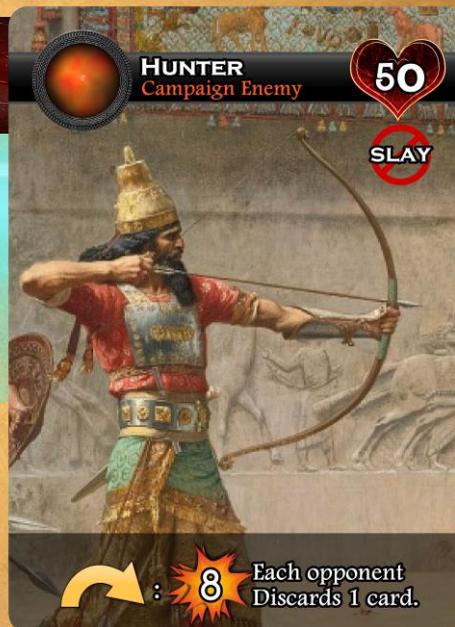
DEFEAT: (Your Hero and any allies lose all Health.) No reward.

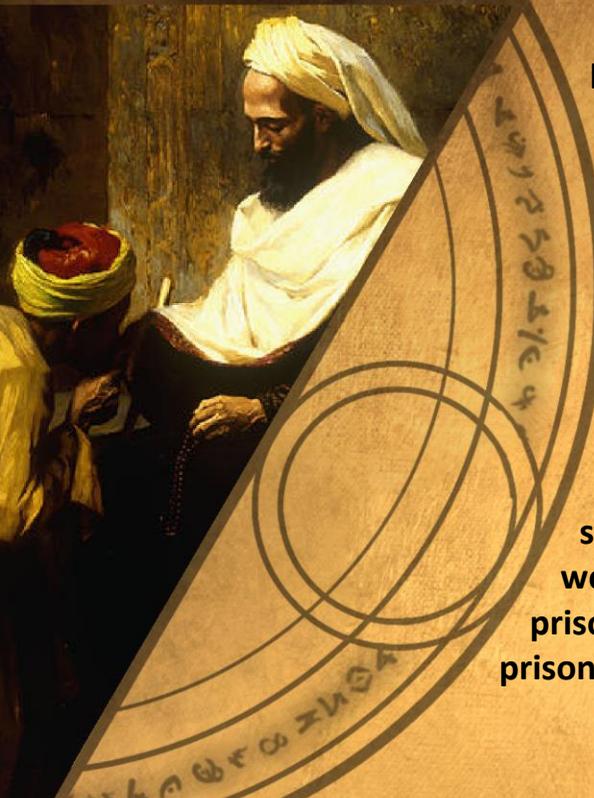
(continue on page 3)

VICTORY: (You eliminate the Health of the Hunter.) This parchment must be even more important than you thought. Whoever this Xernon fellow is, he sure has brought a heap of trouble into your life. You decide to make your way to the Blackridge Monastery to have a word with him.

REWARD: (Assassin, Hunter, or Thief only) **Hunter's Quiver-** For the remainder of the campaign, whenever you would cause an opponent to discard a card, you may instead deal 4 additional damage. (continue on page 4)

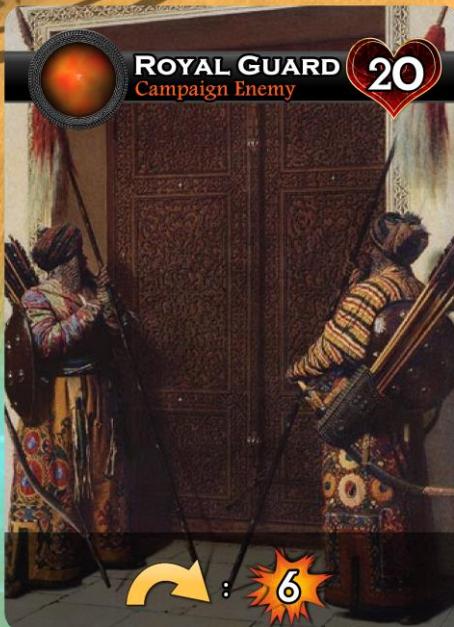
REWARD: (if your Hero is not an Assassin, Hunter, or Thief) Choose a 1 or 2 cost Agro card from your Fate Deck and replace a card in your Hero's Starting Deck. For the remainder of the campaign, your Hero's Starting Deck will keep that adjustment. (continue on page 4)





You are dragged into an antechamber by your arms. Your body is weak from injury, and a dull throbbing blinds your other senses. Your attempts to reason with the Hunters went poorly. It seems to be a day of regrets. There is a throne here, but something about the man sitting in it assures you he is not royalty. He looks at you intently for some time, before speaking in a low gravelly voice.

“You seem to be causing some trouble for my men. I don’t like people prying into my affairs. An example must be made. I could have you killed. Perhaps that would be best, but I am a business man. I prefer to seek opportunities over senseless bloodshed. If you can prove yourself not entirely worthless, we might have some use for you in the Guild. Stand, prisoner, and try and disarm my royal guard. Guard, kill the prisoner.”



The Royal Guard takes his turn first (+1 guard for each additional Hero in your party). Your Hero begins with only 25♥. You can win by killing the Guard or by ending a turn with all blue Control cards in your Fate Route.

DEFEAT: (Your Hero and any allies lose all Health.) As the Royal Guard stands over your body, the Crime Lord frowns. “Someone clean up this mess. What a waste.” (game over)

BATTLE VICTORY: (The Royal Guards lose all Health.) The Crime Lord’s smile fades to a grimace. “I believe I told you to disarm my guard. You are an ambitious one, aren’t you. Perhaps Vishnar can teach you the meaning of obedience. We shall see soon enough.”

DISARM VICTORY: (You end with only blue Control cards in your Fate Route.)

The Crime Lord claps at the show. “Very good, my prisoner. We may have some use for you yet. Slave, clean up the prisoner and fetch me Vishnar. We have ourselves another soldier for our war.”

REWARD: Choose a 2 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 that adjustment.

(continue on page 5)

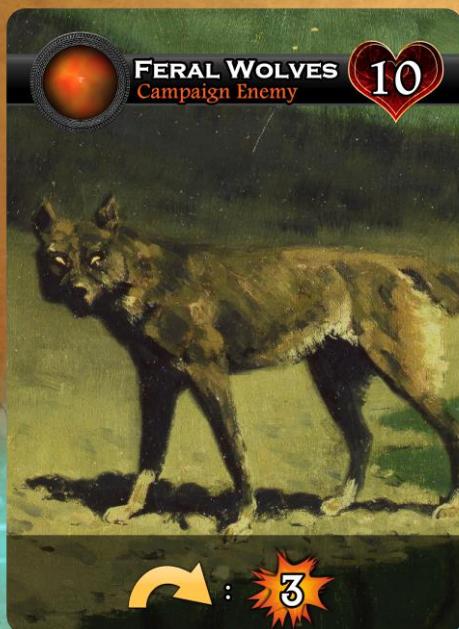
You stir the small campfire and turn the impromptu spit to roast the rabbit you caught earlier. The meat is toasting nicely, and your stomach gurgles at the prospect of a full belly. It has been two days since you set out on your journey, and it has been mostly uneventful. By this time tomorrow, you may finally have some answers. What is this sordid mess you've found yourself in, and what is The Veil?

You ponder the letter once more and remember the military encampment on the Western shore, only a half day's walk from here. Perhaps you could find this General Ronnel and deliver Xernon's message. He might even reward you with some treasure for your efforts.

You hear a strange howl to the East. An injured animal? Low growls and murmurs continue from that direction as you finish eating the spit-roasted rabbit.

- A** Travel west and look for General Ronnel. *(continue on page 6)*
- B** Continue on to Blackridge Monastery and discuss the situation with Xernon. *(continue on page 7)*
- C** You need to investigate the sounds to the east before setting up camp. *(continue on this page)*

As you pass beyond the thickness of the grove, you see the hollowed out husk of a great bear. A pack of mangy wolves stares at you with blood still dripping down their snouts. They look feral...evil somehow.



You take your turn first. There are 3 wolves (+3 Wolves for each additional Hero in your party). If you end your turn and there are 2 or less wolves still alive, the remaining wolf (or wolves) run away.

DEFEAT: (Your Hero and any allies lose all Health.) You fall into the bloody mud, and the wolves pounce onto you. You feel your flesh being torn from your bones, and the wolves begin tearing out your entrails before you begin to lose consciousness. *(game over)*

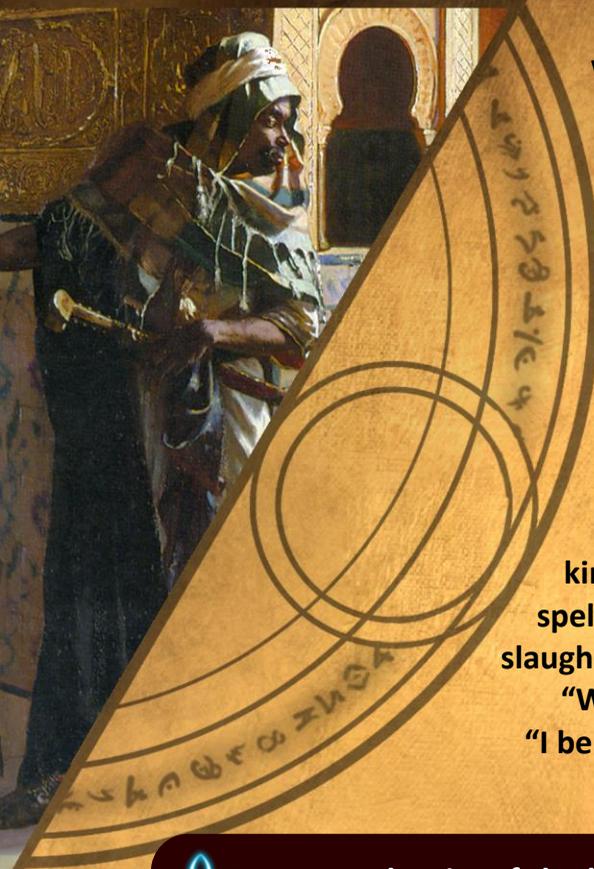
VICTORY: (All but 1 or 2 Wolves are killed.) The remaining wolves run away, and you begin to tend to your wounds. These pelts will fetch a nice reward at the fur traders outside the military camp. *(take reward and continue on page 6)*

COMPLETE VICTORY: (All wolves are killed in battle.) Something was not right with those wolves. This Xernon fellow has a lot to answer for. *(You may take this reward twice, then continue on page 7.)*

REWARD: Choose a 2 or 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 that adjustment.

THE ASSERTION

5



The Assassin, Vishnar—garbed in ceremonial white, unlocks the wrist-binds as you walk along the wooded path. He speaks now, and there is an odd pairing of high education and savagery to his dialect.

“The Boss can be cruel at times, but he keeps these regions in check and serves as a strong countermeasure to the Imperialists. Pray he is never dethroned, or you will see a new kind of cruelty from an unaccountable, bloodthirsty Emperor.

“We travel now to Blackridge. A gathering is taking place at the monastery. Even now forces of darkness converge on our cities and plot to destroy the remnants of man. Humanity is all but blind to it. You know of what I speak.”

“The Veil?” you whisper hesitantly.

“Indeed,” Vishnar answers. “It is an ancient enchantment, a kind of magic—if you are familiar with the term. Our ancestors cast the spell to protect mankind. But now it only makes men as sheep to a slaughter.”

“Why are you telling me this?” you ask.

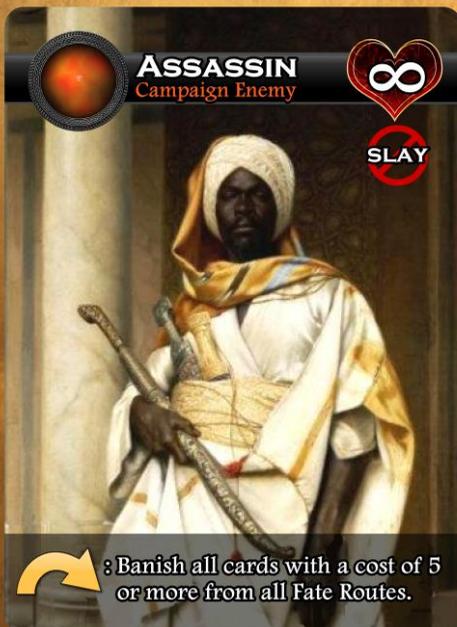
“I believe a slave can never be an ally. The Veil must be destroyed.”

A Return to the city of shadow and kill the Crime Lord. *(continue on page 9)*

B Leave the Assassin for the military encampment to inform the Emperor. *(continue page 6)*

C Journey with the Assassin. *(continue on this page)*

Vishnar hands you a blade. “Your training begins now,” he smiles. “You are no good to me, if you cannot defend yourself.”



You take your turn first. Vishnar cannot be defeated through damage. To impress him, you must purchase a card that costs 6 or more by turn 4. The Slay mechanic may not be used to instantly kill the Assassin.

DEFEAT: *(Your Hero(es) cannot purchase a card that costs 6 or more by the end of turn 4.)*
“You have a long way to go,” Vishnar frowns.
(No reward. Continue on page 7.)

VICTORY: *(Your Hero(es) purchases a card that costs 6 or more before the end of turn 4.)*
“Very good,” Vishnar smiles. “Perhaps the boss was right about you.”

REWARD: Choose a 2 or 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 that adjustment. *(continue on page 7)*

 : Banish all cards with a cost of 5 or more from all Fate Routes.

Upon reaching the military encampment, you notice the usual bustle of orderly soldiers has been replaced with frantic commands barked from a panicked general.

This must be General Ronnel, but there is no time for introductions. A woman in bone armor, adorned in dried crow feathers, stands before a multitude of undead. The sight of reanimated corpses chills your soul.

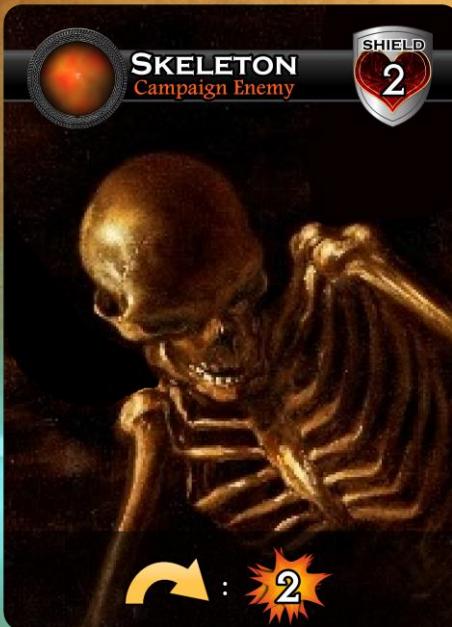
“General Ronnel,” the woman bellows in a voice ringing with magic. “You stand in judgment before the army of Be’alla, Queen of the Damned! For weeks, your soldiers have pillaged the hallowed ground of the Sanabra tombs. Now suffer the wrath of its keeper!”

A This abomination will not stand. Join the Milites and kill the Skeletons.

B You can’t defeat her. Join the Skeletons and kill the Milites.

The enemy army takes their turn first. There are 15 Skeletons (+15 Skeletons for each additional opposing player). On the Skeletons turn, add 3 more Skeletons for each opposing player. Damage is dealt first to your Shield Recruits, then split equally between non-Shield Recruits (and Milites) and Heroes.

There are 10 Milites (+10 Milites for each opposing player). On their turn, the Milites gain 1 more Milite for each opposing player. Damage is dealt first to your Shield Recruits, then split equally between non-Shield Recruits and Heroes.



DEFEAT: (Your Hero and any allies lose all Health.) The armies fight on as you collapse into the soil. You are trampled again and again as the battle rages. Soon your arms cannot push back against the weight of the soldiers, and your last agonizing gasp for air fills your lungs with mud. (game over)

SKELETON VICTORY: (All the Milites are killed.) “Thank you,” Be’alla smiles. “That coward, Ronnel, fled to the monastery. Join me and we will show him the price of his hubris.”

MILITES VICTORY: (All the Skeletons are killed.) “Well fought,” says General Ronnel, as the last Skeleton is crushed

under your boot. Without a word, you hand him the parchment from the satchel. As he reads it, his face goes pale. He drops the letter and rallies his remaining troops. “No time to wait. Come on,” he yells.

REWARD: Choose a 2-4 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 that adjustment. (continue on page 8)



THE MONASTERY

7



You step out of the woods towards the Eastern gate of the monastery. A guard calls behind the high wall, and a man dressed in armor carrying a heavy iron maul comes to greet you.

“Welcome to Blackridge, stranger,” the man says. “I am called Stephen, the Cleric. Tell your friend to come out of the shadows into the light, where we can see him.” You look back at the Cleric with a puzzled look on your face.

Vishnar, the Assassin, steps out of the darkness into the glowing torchlight of the monastery walls.

“The only question is, are you in league with this assassin or were you simply followed?” the Cleric exclaims. “No matter. The gathering is to take place in the main hall. We all honor the conditional truce provided by The Veil, so disarm yourselves here and you may enter.”

You look back at the Assassin, who makes no move toward disarming his weapons. The Cleric raises his maul in a defensive stance.

The Assassin steps forward and speaks, “The Veil will soon be no more, and you will find yourself with none who desire your protection. You misguided fool.”

Stephen grits his teeth in zealous anger, “You will honor this truce or you will die, Assassin!” He charges towards the Assassin with the maul raised above his head to strike. The Assassin leaps into the air and throws several knives at the Cleric.

A Help the Assassin, but avoid killing the holy man.

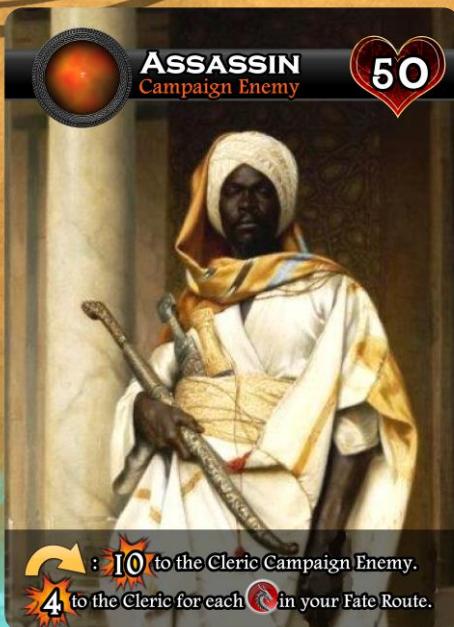
B Help the Cleric, but avoid killing the assassin.

Cleric and Assassin take their turn first. If you end your turn with all slots of your Fate Route (and all slots of your allies Fate Routes) containing only Control cards, you have disarmed the Assassin and Cleric, gaining victory.

DEFEAT: (either the Assassin or the Cleric dies) A young man in priestly robes steps beyond the walls and blinds you and your ally with a spell of holy light. “I can revive your victim, but if you keep up this pointless bickering, I’ll take your sight permanently!” (No reward. Continue on page 10.)

CONTROL VICTORY: (You end a turn with all the slots of your Fate Route containing Control cards.) “Enough,” you yell. “I’ve just about had it with both of you. We will honor the truce and hear what the order has to say, agreed?” The Assassin looks at you for a moment and then throws his remaining weapons at the feet of the Cleric.

REWARD: Choose a 2-4 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 that adjustment. (continue on page 8)



THE CAUSEWAY

General Ronell quickly dismounts his horse and charges up the stone steps of the monastery causeway. Several of his soldiers chase behind him, calling out to him for his orders.

The General bellows to the gatekeeper, "The enemy is upon us! Sound the alarm."

As the bell tolls, a group of rotting corpses lurch on their feet towards the monastery grounds. Behind them, the renowned necromancer, Be'alla walks toward the church.

"Ah, this must be the gathering of The Veil," Be'alla cackles. "Did you forget to invite the practitioners of the dark arts? Perhaps you need to be reminded who rules this world?"

- A** The Necromancer may yet reward your loyalty.
(fight the knights, without the aid of the zombies)
- B** Send these corpses back to the grave.
(fight the zombies, without the aid of the knights)

The zombies take their turn second. There are 5 zombies (+5 for each additional Hero in your party).

OR

The Knights take their turn second. There are 5 knights (+5 for each additional Hero in your party).

DEFEAT: (Your Hero and any allies lose all Health.) A young man in priestly robes steps out of the church into the causeway and casts a spell that disintegrates the remaining ghouls. "Breathe, my friend. There is still some life in you yet." (No reward. Continue on page 10.)

VICTORY: (You kill all the zombies.) "Back to the earth with you, foul creatures of death," you cry. You look back and see other Clerics and soldiers fighting off the last remaining ghouls. Good has triumphed over evil this day. And now for Be'alla.

VICTORY: (You kill all the knights.) "Be'alla," you whisper as the last knight you slayed falls to the ground. "Let us show these fools the consequences for those who would defy the power of the dark arts."

REWARD: (Cleric, Priest, or Paladin only) **Righteous Aura-** For the remainder of the campaign, whenever you use your Hero ability, you may also heal 5 Health distributed to the Heroes in your party as you choose. (continue on page 10)

REWARD: (Your Hero is not a Cleric, Priest, or Paladin.) Choose a 3-5 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 10)



THE REPRISAL

9



You kick down the door of the antechamber. A number of guards ready themselves. The first approaches with a lunging spear attack. You parry the attack, and with your follow-through, you splatter the floor of the chamber with the hot blood from the guard's throat. A few guards run, and several others back off.

"Your days of running this city are over, Crime Lord," you bellow with rage in your voice.

The Crime Lord chuckles to himself and stands. "Perhaps I've underestimated the whelp. Do you think you have what it takes to run this crime ring? Can you work the markets, stave off the assaults of the Empire, and keep your own men from turning on you like jackals? Try me then. For sport, let's say the winner of this duel retains the operations of my criminal empire.

The loser, which will be you, drowns in a pool of his own blood. Come on, you insolent bastard!"

The Crime Lord takes his turn first and has +30♥ for each additional Hero in your party. The Slay mechanic may not be used to instantly kill the Crime Lord.

DEFEAT: (Your Hero and any allies lose all Health.) The Crime Lord laughs over your dying body. You feel yourself slipping into darkness as he accosts you with a final terrifying thought. "I will find your family and make slaves of them all. The only blanket they will receive to keep them warm in the cold, naked nights will be your skinned hide." (game over)

VICTORY: (You kill the Crime Lord.) The jeering chamber silences as the Crime Lord collapses to the ground. You look around the room, satisfied with yourself for ending the hubris of this monster. Several of his guards are already bowing to you. You speak to the room, "I hold you all to the wager he made. The Guild of Assassins is now mine. There are going to be some changes around here when I get back, but for now, help me prepare for travel. There is a meeting I don't want to be late for."

REWARD: Choose up to 3 cards each costing between 1-3 gold from your Fate Deck, and replace a card in your Hero's Starting Deck for each card you chose. For the remainder of the campaign, your Hero's Starting Deck will keep that adjustment. (continue on page 10)

CRIME LORD
Campaign Enemy

85

SLAY

12 No player can use their Hero or Villain ability.

You follow Be'alla into the foyer of the Church. It seems every eye in the sanctuary watches her suspiciously. As you approach her, you cannot help but wonder how many here would applaud her murder.

"The priests have created a fine enchantment in this church," Be'alla grins. "We cannot harm each other or cast any spells while inside its walls."

You watch the necromancer closely as she steps further into the sanctuary. There are soldiers and casters from every order. At the pulpit, stands the Assassin, Vishnar, who begins to speak.

"Most of us are enemies now and will leave here as enemies still. But one thing we all have in common, The Veil. Our ancestors vowed to protect this world from the corruption of the dark worlds beyond The Veil. My spies have found an ancient temple. There warlocks seek to open a gateway. If we cannot stop them from their task, all the world could be consumed by death and shadow."

A raspy voice from the dark interrupts, "It is far too late for any of you to stop me."

A bearded man in ashen robes steps into the light. He extends a withered hand to the window. "Your little enchantment will not stop the teeth of my demons."

"Stephen!" shouts Xernon, the wizard. "Quickly, lower the enchantment! We are defenseless!"

Groal vanishes into the shadows as a hulking, winged demon crashes through the church window.



The demon takes his turn first and has 66♥ (+66♥ for each additional Hero in your party). The Slay mechanic may not be used to instantly kill the Demon.

DEFEAT: (Your Hero and any allies lose all Health.) The demon crouches over you and smiles as its razor teeth sink into your throat. (game over)

VICTORY: (You kill the demon.) After you land a killing blow, the demon crumbles into ash. You look behind you and see Be'alla sneak out of the church. At the front of the sanctuary, Stephen the Cleric approaches Xernon.

"I'm going to find that defiled temple and destroy it," Stephan says.

"I'm coming with you," General Ronnel interjects.

Xernon nods, "Good. That Warlock, Groal, has a fortress to the east of here. If there is more to what he's planning, I'll be able to find it there."

"The Emperor must be informed of all of this," Vishnar concludes.

REWARD: Wrath of Agency- For the remainder of the campaign, whenever a card or ability would provide the Slay mechanic, you may instead deal 6 damage.

- A** Follow Be'alla the Necromancer. There is something more going on here. (continue on page 14)
- B** Join Stephen the Cleric and Ronnel the Legionnaire to the Temple of the Damned. (continue on page 13)
- C** Go with Xernon the Wizard to Groal's fortress. (continue on page 12)
- D** Travel with Vishnar the Assassin to seek an audience with the Emperor. (continue on page 15)

THE LINCHPIN

11



You squint as your eyes adjust to the dark. This church is familiar. It seems a life time ago when last you saw this place. Is the memory even yours? A web of confusion seems to entangle your mind. You are here for a purpose, some great and terrible task.

“Do you know where you are?” the Chronomancer asks.

Your mind clears at the sound of your guide’s voice. “Blackridge Monastery,” you reply. “But when?”

“Groal just attacked the gathering,” the Chronomancer sneers. “Xernon is preparing to investigate the Warlock’s fortress. Do you remember why you are here?”

Xernon hurriedly steps into the room. His gray robes are clean and new, far different from the tattered rags of the wizard you met in your time. He seems young, perhaps even spirited. Misguided fool.

The wizard stops mid-stride, illuminates his crystal orb, and speaks, “Who’s there?”

“It’s all your fault,” you mutter. “I have to stop you.”

“What? Who are you?” the wizard looks at you, his eyes filled with concern. Is it pity he feels staring at you now? Is your madness so plain to see? If your journey with the Chronomancer has taught you anything, it is that explanations serve no purpose. Only one persuasion can alter the dark path he is about to unwittingly unleash upon the world.

“Goodbye, Xernon,” you snarl as you prepare for combat.

Xernon takes his turn first (*he has +25♥ for each additional Hero in your party*). The Slay mechanic may not be used to instantly kill Xernon.

DEFEAT: (*Your Hero and any allies lose all Health.*) The wizard’s lightning spell crackles through your limbs. The pain that follows is far greater. Somehow your presence here is destabilizing. Your corporal form scatters like dried leaves. (*game over*)

VICTORY: (*You kill Xernon.*) The wizard tries to crawl away from your wrath. His breathing is faint and raspy. “Why?” he slurs under his breath. “To save the world,” you reply with conviction. The Chronomancer reaches down and grabs Xernon’s crystal orb. “Our work here is done, my friend,” The Chronomancer says. “Only one task remains.”

REWARD: Choose a 6 or 7 cost 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 20 of Campaign 3*)



Xernon's voice crackles with the sound of age and confidence, but his appearance under the wizard's hood is younger than you expected. His salt and pepper hair is pulled back in a knot, and his beard is cut to a sharp Van Dyke. On your journey, he has answered many questions, but you always get a sense that he is holding something back.

You approach a black gate hewn from the side of a high steep obsidian wall. You see before you a number of armored lancers and a grotesque man-shaped creature, who looks to be the leader.

Xernon speaks with a volume that echoes through the canyons, "We have come for the Warlock, Groal. Tell him we are here to discuss his recent happenings."

The captain steps forward and bellows in response, "I'll give him your head, wizard. My front lines will tear you to ribbons."



There are 5 Battalions (+5 Battalions for each additional Hero in your party), and they take their turn first. Damage is dealt first to your Shield Recruits, then to your non-Shield Recruits, and then split as you choose among all remaining Heroes in your party (including Xernon). Xernon must survive.

DEFEAT: (Your Hero or Xernon dies.) After several additional piercings from the Battalions' spears, you collapse into the mud at the foot of the fortress wall. As you begin to lose consciousness, you hear the captain cry to his troops, "Bring me the Wizard's head and start a fire. Tonight we feast on their flesh." (game over)

VICTORY: (You kill the Battalions.) The captain flees beyond the gate of the fortress wall. Xernon looks at you with admiration. "Well fought. Still we may be in a little over our heads. I think I had better cast an enchantment on us before we continue."

REWARD: (Wizard, Druid, or Sorceress)

Wizard's Enchantment- For the remainder of the campaign, your Hero has +25♥. (continue on page 16)

REWARD: (Your Hero is not a Wizard, Druid, or Sorceress.)

Wizard's Blessing- For the remainder of the campaign, your Hero has +15♥. (continue on page 16)



:10 to Campaign enemies as you choose. All Heroes may draw another card.

Your traveling companions remained silent most of the journey. After a long time, you decide to speak.

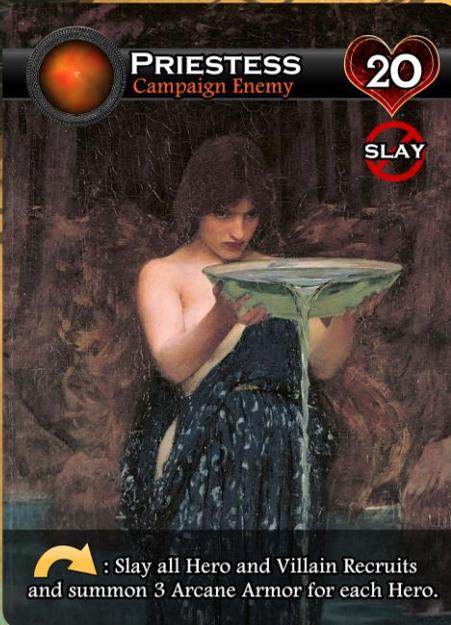
“How did you know of this place, General?”

“My soldiers told me rumors of some ancient ruins. They spoke of strange noises coming from an old temple. A week ago, I sent a scout to investigate in this region. He never returned.”

Stephen speaks, “We had best be vigilant.”

As you walk beyond the ridge, the temple comes into view, and you immediately regret your decision to find it. An unnatural vortex in the sky swirls high above the temple walls. A moat of water surrounds the temple, and a wicked priestess appears to be hovering over the waters. She holds a large basin of liquid and begins to pour it into the moat. Something ethereal, vile with tendrils begins to swirl beneath the waters.

“You’re too late,” the priestess laughs. “The three will be unleashed once more, and Groal will serve as their great counselor in the destruction of this world.”



PRIESTESS
Campaign Enemy

20

SLAY

 : Slay all Hero and Villain Recruits and summon 3 Arcane Armor for each Hero.

The Priestess goes first. The Slay mechanic may not be used to instantly kill the Priestess.

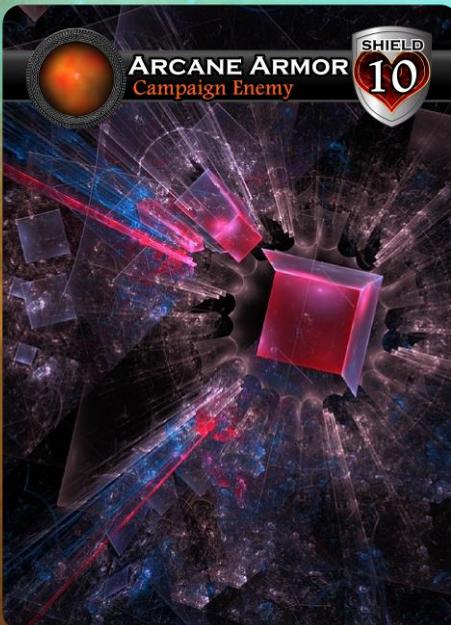
DEFEAT: (The Priestess lives to the end of turn 6.) The priestess drops the basin into the waters and lowers herself into the deep as she screams, “I am yours, O great serpent. Your day of vengeance is finally at hand.” The Priestess writhes for a moment before she stills. Her body explodes in the waters, and a huge blue and black demon emerges dripping with her blood. Before you can turn to run, his serpentine body lurches at you. You feel the demon’s thorny fist push through your chest. (game over)



RONNEL & STEPHEN
Campaign Ally

 : 15 to Campaign enemies as you choose.

VICTORY: (You kill all the Arcane Armors and the Priestess before the end of turn 6.) The Priestess screams, and she drops below the waters. The creature she was summoning thrashes around her, and the waters turn red. It slowly rises from the water, a serpent demon with a blue and black thorny husk, encasing pure evil. General Ronnel charges at the demon and is torn in two at the waist. The demon slithers out of the far side of the moat and into the temple.



ARCANE ARMOR
Campaign Enemy

SHIELD 10

REWARD: Horn of Valor- For the remainder of the campaign, you may draw 1 additional card at the end of your turn (6 instead of 5). (continue on page 17)

You follow Be'alla into the grove before she stops and turns.

"If you've come to stop me, don't bother," the Necromancer says. "I'm not working with Groat. I'm going to put an end to this. Help me, and together we can stop this madness."

"What are you trying to achieve?" you ask.

"Those pompous fools would maintain The Veil, even after Groat sets forth the legions of Hell on this earth. But we can stop this. The Veil continues as long as 3 Druidic rune stones are active. If we destroyed but one of them, the enchantment will fall."

"You know where these *rune stones* are?" you question further.

Be'alla smiles, "I only know of one of their locations, but I am not powerful enough to destroy it. The stones get their magic from the life force of the earth. I only know of one with enough knowledge of those energies to be able to corrupt it. Will you help me find him?"

A Destroying these stones may be the only way to help mankind defend themselves against Groat's coming onslaught. You must help Be'alla. *(continue on page 18)*

B She can't be trusted. Kill the Necromancer. *(continue on this page)*

Be'alla goes first. The Slay mechanic may not be used to instantly kill Be'alla.

DEFEAT: *(Your Hero and any allies lose all Health.)* Your body is broken and bleeding out. As you feel your life begin to slip away, something far more sinister begins to occur. You feel your body twitching and pulling itself upright without your efforts. Your body begins to move by someone else's will, and the struggle against it is excruciating. You realize now that this body is no longer yours and your torment as a corpse slave to the dark arts has only begun. *(game over)*



BE'ALLA
Campaign Enemy

35

SLAY

12, summon 2 Skeletons for each Hero, and heals herself for 10.

VICTORY: *(You kill all the Skeletons and the Necromancer.)* The Necromancer has a strange look on her face as she begins to die. "Ah, the cold embrace of death. At long last!" she utters. Her vile sorcery has come to an end, but her plan to destroy The Veil frightens you. The Warlock's plan must be stopped if this world is to have any chance of survival. You must find this temple and help destroy it.

REWARD: Choose a 3-5 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 17)*



SKELETON
Campaign Enemy

SHIELD 4

3



Vishnar knows the way well, and you travel quickly into the capital city. Upon finding the Imperial Keep, he addresses a guard and slips him a pouch brimming with gold coins. The guard slaps the coin purse to the ground and draws a blade.

“You dare try to bribe a Praetorian guard?” he yells.

Vishnar speaks sternly, “We seek an audience with the Emperor. We must warn him of danger.”

The Praetorian guard gestures to the high wall. There are archers all ready to fire upon your position. “Well, you’re in the wrong spot for that,” the Praetorian scoffs. “Besides, he’s at the Coliseum for the games. Perhaps you should join him there. Survive long enough, and you just might get your chance to talk.”

It’s not long before you find yourself in a slave pit, with the light of the blazing sun shining through the narrow slit windows. In the commotion, you were separated from Vishnar, and you wonder if you will ever see him again. Suddenly, the large wooded entryway swings open, and you are pushed out into the sand of the open Coliseum. The crowd is deafening, as their champion steps out of an opposing door.

You see a powerful Gladiator draw an axe and a sword. He looks up to the highest balcony of the Coliseum. You glance up to see what he’s looking at. *Of course, you think, the Emperor.*

“We, who are about to die, salute you,” the Gladiator chants. He turns and runs toward you with his blades readied.

Flip a coin to decide who goes first. If you are playing this campaign in a multiplayer party, each player faces their own Gladiator by themselves, without the aid of teammates.



GLADIATOR
Campaign Enemy



60



 : **6** for each  in your Fate Route.
(this damage ignores all Recruits)

 for each  in your Fate Route.

Banish 6 cards off the top of your Fate Deck for each  in your Fate Route.

DEFEAT: *(Your Hero dies.)* You try to crawl away in the blood-soaked sand. The Gladiator looks questioningly to the crowd. “Do it,” the Emperor hisses. In a moment, your whole body feels like it’s on fire. Your face droops, and you feel your head lifted high into the air. Your body lies still in the sand. The last thing you hear is the deafening applause of the spectators. *(game over)* [When playing with multiple players, all who kill their Gladiator opponent gain victory and the reward. Only players killed by their Gladiator are eliminated from the game.]

VICTORY: *(You kill the Gladiator.)* “Your highness,” you yell to the Emperor. “A Warlock named Groat seeks to destroy your kingdom. Let me help you put an end to his defiance.” The Emperor stares at you for a moment and then gestures to the Gamekeeper at his side. Several gates open, and a multitude of lions charge into the stadium. You take a defensive stance and ready yourself for another battle.

REWARD: Choose a 4 or 5 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 19)*

You and Xernon make your way through the winding maze of the inner fortress. The Captain of the Guard tries to ambush you, but Xernon's magic stops the monster in his path.

"Is your master here?" Xernon questions.

"...Groat don't live here no more?" the Captain utters in a feeble use of your language.

"Groat cannot open this portal on his own," Xernon continues. "Who has allied with him?"

The Captain manages a weak smile as he speaks, "Where's your master, Wizard?"

Xernon scowls, "I have no mas-." Xernon stops mid-word and the Captain guffaws a horrible laugh. You look at the Wizard, and a terror has crept onto his face. Xernon drops the Captain and backs against a wall. The Wizard throws a fireball, which engulfs the Captain in flames, and he dies screeching in agony.

"What was he talking about?" you ask reluctantly.

"My order," Xernon says, "we were schooled in the ways of magic by a sorcerer. A man of great power. But he disappeared into solitude nearly a century ago. He can't be alive now."

As you and Xernon make your way to the top of the fortress tower, you both discover he is wrong. A great spire of energy crackles with electricity. Stone runes and magic incantations swirl and circle about the structure. Three great elemental beasts stand blocking your path to the spire.

The 3 golems go first. The Slay mechanic may not be used to instantly kill these enemies.

DEFEAT: (Your Hero and any allies lose all Health.) Pieces of your body are strewn across the tower. A red-robed figure steps past you toward the spire, his long white beard trailing behind him. "Very good, my pets," the Archmage laughs. "Now, I shall begin my ascension." You feel an evil from him that makes death a welcome release. (game over)

VICTORY: (You kill the golems.) The final golem is destroyed, and you hear a single pair of hands clapping. A figure robed in red, with a long white beard, steps out of the shadows. "A new challenger, excellent," the Archmage smiles.

REWARD: Choose a 4 or 5 cost Support card from your Fate Deck, and replace a card in your Hero's Starting Deck. For the remainder of the campaign, your Heroes' Starting Deck will keep that adjustment. (continue on page 20)



CORE GOLEM
Campaign Enemy

40

SLAY

5 to each Hero (ignore shields)
the Hero with the least Health Discards 1 card.



DEPTHS GOLEM
Campaign Enemy

40

SLAY

5 to each Hero (ignore shields)
5 for each Hero to the golem with least Health.



STORM GOLEM
Campaign Enemy

40

SLAY

5 to each Hero (ignore shields)
Banish the top 3 cards from each Heroes Fate Deck.

THE THREE EVILS

17

You see Stephen the Cleric rush into the temple. You follow behind, struggling to keep up. After snaking through a number of twisting corridors, you and Stephan see an eerie blue light coming from a long hall. At the end of the hall, you enter a huge room, at the center of which stands the hooded Warlock. A vortex of blue light ripples behind him.

"Stop this madness now," Stephen yells, and he draws closer to Groal.

Groal laughs, "Welcome to Hell. My friends thirst for blood. Yours will do nicely."

A great blue serpent demon slithers into the room, still dragging the upper torso of General Ronnel in its twisted claws. From out of the portal, steps a red demon bright with flames. A third, seated at a throne, stands and moves towards you with dead hollow eyes.

Stephen charges at Groal, and the two begin to fight. The 3 great demons close in on you, and you ready your soul for the fight of your life.

You go first. (Each demon gains +66♥ for each additional Hero in your party). The Slay mechanic may not be used to instantly kill these enemies.

DEFEAT: (Your Hero and any allies lose all Health.) You feel your body, mind, and soul being ripped apart by the demons. The white blinding agony of it all is magnified by your final thoughts. *These monsters are only the first of many to invade this world, and no one will be able to stop it. (no reward. continue on page 25)*

VICTORY: (You kill the demons.) Stephen, the Cleric, collapses at the feet of the Warlock. A green mist flows from Stephen's body to Groal's. You fear that the Cleric's soul may be lost to the darkness now. Groal turns to you and smiles as he steps into the portal.

REWARD: Choose a 6 or 7 cost 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 21)



As Be'alla, the Necromancer, approaches the dwelling place of the Lich, the dark spire casts eerie shadows across the blighted landscape. Be'alla motions you to stay back, as the tower's gate slowly opens and casts an unearthly green light from within.

"Who disturbs my solitude?" The Lich hisses from inside the tower. His dark form emerges as a silhouette in the open gate.

Your companion speaks with an unusual caution in her voice, "I am Be'alla, the Necromancer, and I humbly plead for your help. We seek to destroy the rune stone, and you can help us to that end."

The Lich pauses before speaking again, "What gift have you brought for my allegiance in this task?"

Be'alla smiles and gestures to you, "This warrior is strong and full of vitality. Once you feed, you will know your old strength again."

The Lich seems to float towards you, and you immediately feel your energies begin to drain. Small tendrils of green light are drawn from your chest towards the dark form of the Lich. You see Be'alla run into the tower behind the Lich's back. Fear grips you, and you know there isn't much time.



You go first. (The Lich gains +40♥ for each additional Hero in your party.) The Slay mechanic may not be used to instantly kill the Lich. In this battle, your Fate Route dwindles over time.

Turn 3: Your Fate Route is reduced by one slot.

Turn 5: Your Fate Route is reduced by one slot.

Turn 7: Only one slot in your Fate Route remains.

Turn 8: You have no cards in your Fate Route.

Turn 10: You lose if the Lich is still alive.

DEFEAT: (Your Hero and any allies lose all Health.) Your flesh begins to wither, tighten, and wrinkle simultaneously. The taunt brittle skin begins to crack and split. It is the last thing you see before your eyes liquefy and your final raspy breath is drawn. The husk of your body drops to the ground as the dust of your corpse scatters off of your bones. (game over)

VICTORY: (You kill the Lich.) The creature dies most curiously. Its corporeal form seems to dissipate into the wind like a morning fog at first light. You feel your strength return to you and something else. A hunger like nothing you have ever experienced before. You slowly turn to the tower. High above you, in the embrasure slits of the tower wall, you see torchlight ascending the spiral stairs. That Necromancer will pay for her treachery.

REWARD: (The Hero who deals the last point of damage to the Lich, must take this reward.) **Essence of the Lich-** For the remainder of the game, whenever you deal damage you may gain that much life. (continue on page 22)

REWARD: (All other Heroes in the party) Choose a 6 or 7 cost 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 22)

THE GAMEKEEPER

19



As the lions charge, you see another Gamekeeper calling out commands to the slaves. They seem to be releasing the animals on his orders. If you can survive the waves of these ferocious cats, perhaps you can try to talk some sense into the Emperor. Then again, it may be better to just kill off this Gamekeeper and show these lions who is really in charge here.

The Gamekeeper goes first. Each turn he releases lions to deal damage to you and your party, and he Banishes one card in your Fate Route. Roll a 6 sided dice to determine which card he eliminates. If you survive all 7 waves of lions, the Emperor will be impressed and hear your plea. You may only attack the Gamekeeper on turns when you have 4 Agro cards in your Fate Route. The Slay mechanic may not be used to instantly kill the Gamekeeper. (Villains count as 2 Heroes so Wave 1 would deal 8 damage to a Villain).

GAMEKEEPER
Campaign Enemy

45

SLAY

- 1 die: Banish the 1st card in your Fate Route.
- 2 die: Banish the 2nd card in your Fate Route.
- 3 die: Banish the 3rd card in your Fate Route.
- 4 die: Banish the 4th card in your Fate Route.
- 5 die: Banish all cards in your Fate Route.
- 6 die: Banish no cards in your Fate Route.

Wave 1: 4 Damage (to each Hero in your party)

Wave 2: 7 Damage (to each Hero in your party)

Wave 3: 7 Damage (to each Hero in your party)

Wave 4: 14 Damage (to each Hero in your party)

Wave 5: 21 Damage (to each Hero in your party)

Wave 6: 28 Damage (to each Hero in your party)

Wave 7: 35 Damage (to each Hero in your party)

DEFEAT: (Your Hero and any allies lose all Health.) The lions chew and pull relentlessly at your entrails. Your body is jerked around and ripped to the bone. This cruel turn of events is made all the worse as you hear the crowd laughing and jeering at your grim fate. (game over)

VICTORY: (You kill the Gamekeeper or survive the 7 waves of lions.) The Emperor steps into the arena, clapping his hands and laughing. "Good, good. You are indeed powerful, my friend." A number of Praetorian guards circle you as the Emperor walks confidently toward you.

REWARD: Choose a 6 or 7 cost 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 23)

The red-robed caster walks slowly around you and Xernon, like a predator circling its prey. His hands are folded neatly in front of him, and two thick tomes of spells follow behind him, levitated by some mystic power.

“Has my old student come for his final lesson?” the Archmage taunts.

“Why would you ally with the Warlocks?” Xernon mutters under his breath. He is injured from the previous battle and seems to barely have enough strength to pull himself to his feet.

The Archmage smiles, “You fool. There are many worlds to explore beyond that gateway. Groal seeks to contend with the powers of Hell, and he is welcome to it. I, however, will find a place worthy of my powers. Beyond that gateway are beasts of unfathomable terror, creatures big enough to crush a castle underfoot, and so many horrors desperately in need of a master.”

“You’re mad,” Xernon exclaims.

The Archmage smiles wickedly and gestures to one of the floating spellbooks. It opens, and pages flick by until suddenly stopping. The Archmage contorts his hands, and the energy spire behind him changes color to a bright orange hue. An unstable portal begins to open. The Archmage levitates Xernon with a wave of his hand and casts him into the portal, like a lifeless doll.

“No!” You scream. But it is too late. The Wizard has passed beyond this world into another. All that remains is to contend with the Archmage.



You go first. (The Archmage has +50♥ for each additional Hero in your party). The Slay mechanic may not be used to instantly kill the Archmage.

DEFEAT (Your Hero and any allies lose all Health.) You feel your body going limp. He has defeated you, but somehow death eludes you. You feel your body levitate into the air and hover towards the orange portal. “Something special for you, my dear,” the Archmage sneers. A number of black oily tendrils reach out of the portal and pull you into the bright gateway. Agony spreads through your body as you feel your limbs being violently ripped from their fleshy sockets. (game over)

VICTORY: (You kill the Archmage.) The Archmage stumbles before his body dematerializes. His red robes fall weightlessly to the ground. The spellbooks clatter down, and you step uneasily toward the portal. The orange glow casts an eerie light into the room. “Xernon!” you call. “Can you hear me?”

REWARD: Choose a 6 or 7 cost card from your Fate Deck, and replace a card in your Heroes’ Starting Deck. For the remainder of the campaign, your Heroes’ Starting Deck will keep that adjustment.

(continue on page 24)

THE HELLSPAWN

21

You see the silhouette of Groat, the Warlock, just on the other side of the blue portal as it turns fiery red. He contorts his hands to conjure some final spell, and you instinctually dive for cover behind a stone column.

“You’ll have to excuse me, Hero,” Groat bellows from beyond the dark portal—his voice like rushing waters. “I have a world to conquer. Fret not, I shall return with an army of demons. But until that day, a parting gift.”

You see the portal is now twice your height, and a hulking mass of spiked marrow and twisted sinew skitters through the portal with staggering speed. The flaming gateway remains, but slowly begins to fade, as the creature opens its jagged mandibles and smells the air. You sense in that moment, you cannot hide. It knows where you are.

The Hellspawn goes first and has 66♥ (+66♥ for each additional Hero in your party). The Slay mechanic may not be used to instantly kill the Hellspawn.

DEFEAT: (Your Hero and any allies lose all Health.) The Hellspawn looms over you a moment, before slowly pushing its bony claw into your stomach. The agony that grips your mind drives you to madness. You can’t quite fathom it, but you feel your flesh unravelling and merging with the beast. Your bones becoming part of its talons, your muscle adding to its own strength and mass, your flesh becoming part of its vile covering—your body is the final mockery of this demon’s triumph. (THE END—Your Hero gains the title VESSEL OF EVIL.)



HELLSPAWN
Campaign Enemy

66

SLAY

6 to all Heroes and Recruits.
Heroes and Villains cannot gain health.

VICTORY: (You kill the Hellspawn.) The demon’s constricting legs twitch uncontrollably, as you remove your blade from its hissing corpse. The Warlock, Groat, is gone, and the mysteries of his machinations have gone with him. *What was that he said? A world to conquer?* Surely this demon you just vanquished could only have come from Hell itself. *Someone has to stop him,* you think to yourself. As you step through the flickering portal, it closes behind you. Your fate is sealed. If Groat is to be stopped, it will be by your hand. (THE END—Your Hero gains the title GROAT’S BANE.)



You reach the top of the spiral staircase, only to find the floor is now a great obsidian tablet with strange circular carvings covering its face. Be'alla stands at an open parapet on the tower's high edge. You approach slowly. *Perhaps a well-placed kick can send her off to her fate.*

Be'alla speaks to you without turning, "I knew you could beat him. The ceremony is almost ready."

"You said we needed its help," you growl.

Be'alla smiles, "We needed the Lich's corruption of life energies. And now we have it," she gestures to you. You look down and see that familiar green smoke traveling up the sides of the tower and being absorbed into your body. You feel stronger, but there is a sickly taste at the back of your throat. Something is very wrong! You peer over the tower's edge to see hundreds of woodland animals writhing in death throes at the foot of the tower, with that evil green smoke being drawn from their corpses. Far below, the wolves, bears, birds, and deer are all corrupted, and all channeling their life energies to you.

"What have you done?" you howl.

"Look around you!" Be'alla scoffs. "The tower's apex IS the Druidic rune stone. Those sadistic Druids trapped the Lich here as their guardian and kept him weak by focusing his energies into the rune stone's magic. But you are not weak, and the creatures of the woods felt the call as you drew closer to the Druid's stone. We've done it. The Veil will break, and all will know of the existence of magic in this world."

Just one more thing to do.

You go first. The Necromancer has 35♥ (+35♥ for each additional Hero in your party). If you cannot kill the Necromancer by the end of turn 8, you are defeated. The Slay mechanic may not be used to instantly kill the Necromancer.

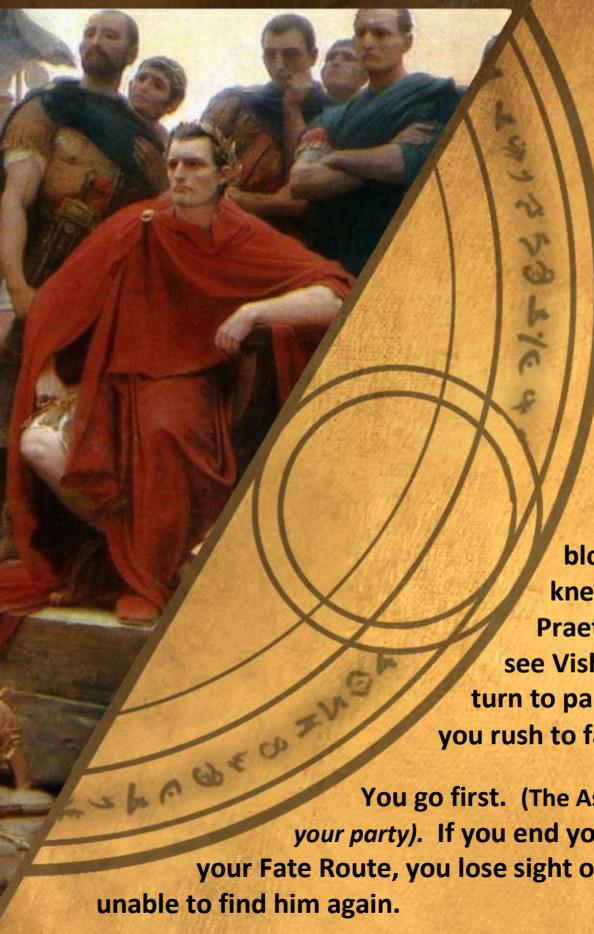
DEFEAT: (Your Hero dies or can't kill the Necromancer by the end of turn 8) You stumble to your knees onto the cracking obsidian floor. The energy is consuming you. Embers of life and death are swirling about you in a final glittering chaos. The great tablet fissures, and a burst of green light flows through your body high into the night sky, like a beacon to all. You cease to exist, but in your demise, the truth is known to all. The world is full of magic and insurmountable darkness.

(THE END—Your Hero gains the title **DOOM OF THE VEIL.**)

VICTORY: (You kill the Necromancer.) You lift Be'alla to the edge of the Spire. "Please," she winces, "don't kill me. We can still destroy The Veil. It's what you wanted." You glance over your shoulder and see the obsidian of the rune stone begin to crack. Be'alla smiles, "We will be remembered forever." You look back into her eyes and nod slowly, "Yes, I think we will." You leap off the edge of the tower, clutching Be'alla to your chest. Her screams are muffled, as the air rushes past you. You and Be'alla slam through the mountain of animal corpses, and whatever unearthly powers you once possessed over life and death end with the sickening crunch of your broken bodies breaching the sanctity of the earth.

(THE END—Your Hero gains the title **SAVIOR OF THE VEIL.**)





“Your majesty,” you begin. “What do you know of Blackridge Monastery?”
The Emperor smiles, “Those priests are harmless, and they wisely stay out of my affairs.”

“Those priests are part of some generational pact to keep a great secret from the rest of us,” you retort, as you hand the Emperor the folded parchment--written and signed by Xernon. It seems like a lifetime ago when you first received that parchment from the hand of that poor soul in the tavern.

As he mutters to himself, the Emperor’s lips purse, “The protectors of The Veil?”

Behind you the ground shudders, and you hear a thunderous rumble. As you turn, your eyes (as well as the eyes of everyone else in that Coliseum) are drawn towards a beam of green light reaching high into the clouds. It is midday, yet somehow the beam seems to compete with the brightness of the high sun.

“We are too late,” you hear yourself utter.

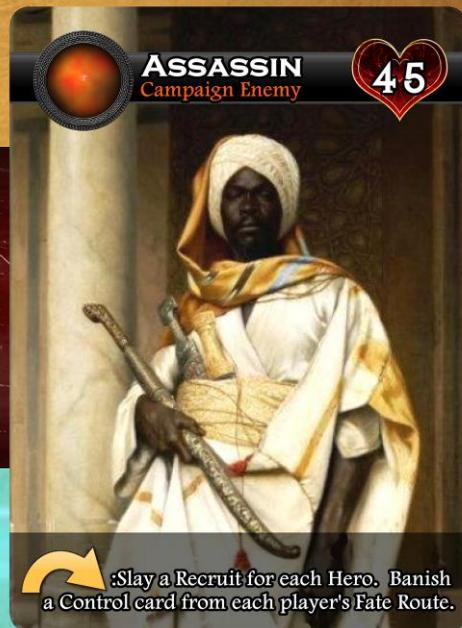
Something whizzes over your shoulder, and you hear a gruesome sound of blood and bone split by the broad head of an arrow. The Emperor drops to his knees; a second arrow pierces his throat. He gurgles on his own blood, as the Praetorians rush to surround their dying Emperor. You look towards the shooter and see Vishnar, the Assassin. The incoherent mutterings of the Coliseum’s patrons quickly turn to panicked screams. The crowd begins their stampede down the stone brick stairs, as you rush to face Vishnar once more.

You go first. (The Assassin has +45♥ for each additional Hero in your party). If you end your turn and have no blue Control cards in your Fate Route, you lose sight of the Assassin in the crowd and are unable to find him again.

DEFEAT: (You begin a turn with no Control cards in your Fate Route.) “Vishnar,” you scream into the running crowd. “You coward! Fight me, damn you.” Your eyes dart from face to face, but it is no use. The assassin is gone. You look back into the sky to see the green light has vanished. Somehow, that doesn’t comfort you. Something has happened. But if the world all saw it with you, perhaps The Veil has finally been destroyed. Perhaps the truth you sought will finally be known. Perhaps humanity will prepare itself to face the coming evil.

(THE END—Your Hero gains the title ASSASSIN’S ACCOMPLICE.)

VICTORY: (You kill the Assassin.) Vishnar lies at your feet in a pool of blood. He looks at you with vacant and empty eyes. Still he manages to speak, “I didn’t want to fight you.” You scowl back at him, “You used me. The Emperor was beginning to understand, and you killed him anyway.” Vishnar frowns, “He doesn’t matter anymore. Neither do we. The light!” You take a knee by him as his voice is becoming hoarse and weak. “The light is the end. The Veil is breaking,” Vishnar mutters and breathes his last. (THE END—Your Hero gains the title IMPERIAL AVENGER.)



"I'm here," Xernon shouts, his voice like fire and water from the other side of the portal.

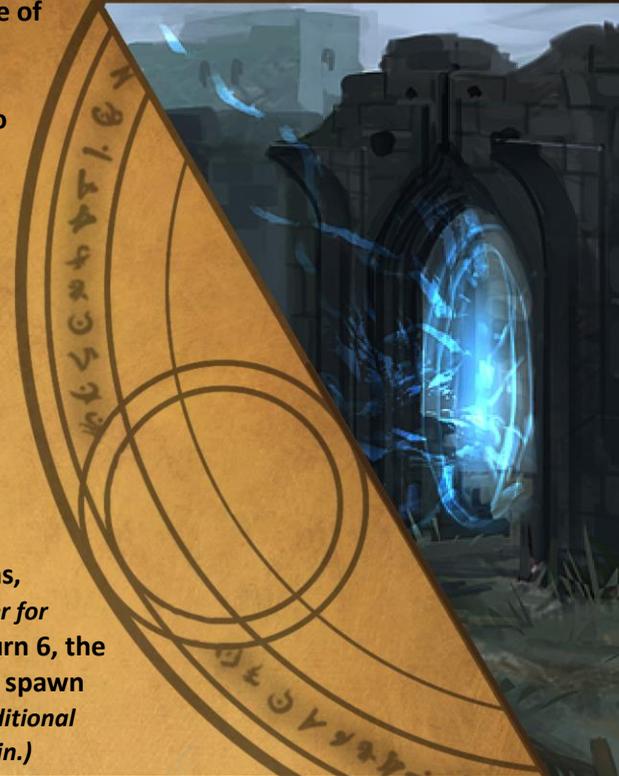
"Come back," you yell.

"I dare not," Xernon replies. "There are creatures here. They are trying to get through. I can't hold them off for much longer."

You pray Xernon cannot hear the hopelessness of your words as you speak them, "What can I do?"

"I'm going to close the portal," Xernon shouts. "Kill anything that comes through. Goodbye, my friend. Protect The Veil. You are its keeper now."

As the portal begins to flicker, you see one of the creatures Xernon spoke of. It has the humanoid stance of a man, but its flesh is riddled with moss and spores. As it steps into your world, you feel as though the vitality of every living thing will soon come to an end. The creature moves, and the dark spores and moss seem to drift from its body. You instinctually cover your mouth and nose with a cloth from your hood and prepare yourself.



The Blighters go first. For the first 6 turns, the portal spawns one Blighter (+1 Blighter for each additional Hero in your party). After turn 6, the portal closes, and the Blighters no longer spawn from the portal (Continue to spawn one additional Blighter for each of your Recruits that are slain.)

DEFEAT: (Your Hero and any allies lose all Health.) Your lungs burn, and your vision blurs. You cough and sputter blood, along with some strange green powder. Your body begins to twitch and rise under the control of an entity you are scarcely aware of. A thick gray film accumulates across your skin, and your mind drifts to memories. Blackridge monastery, the guild, the soldier's encampment, the Emperor's city—your mind is aflutter with the places in which people dwell. Before your mind blinks out completely, you see the other Blighters begin their lurching stride towards those dwelling places. You know exactly how to travel to reach each of those locations and now, so do these mossy horrors.

(THE END—Your Hero gains the title **BLIGHT OF THE WORLD.**)

VICTORY: (You kill all the Blighters.) The fortress stones are bleak with gray and green moss. Your makeshift facial covering seems to have protected you from the foul poisons of these creatures. You look back to the archway, where the portal once stood. There is no gateway of light now, only the stonework hollows of an empty stronghold. Xernon's absence is a great loss. You hardly knew him, but your survival ensures his sacrifice will be long remembered. His final words echo in your memory for years to come. *Protect The Veil. You are its keeper now.*

(THE END—Your Hero gains the title **KEEPER OF THE VEIL.**)



THE FOWL LEVEL

25

You awaken suddenly. The air is cold and dank. The eerie sound of dripping puddles and a faint cracking noise chills your marrow. Your eyes slowly adjust to the dim but oddly colored light swirling into the room. You remember dying... but how could that be? How did you end up here? Where are you?

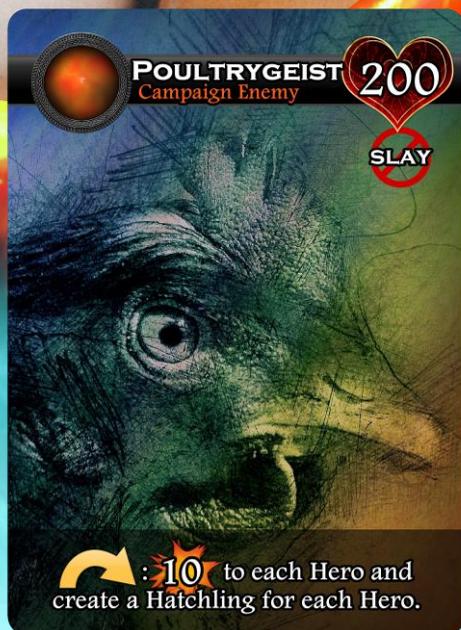
A pungent smell builds in your lungs. There are large cocoons everywhere around you. The hard carapace shells seem to pulsate in rhythm with your frightened steps. At their apex, these pulsing shapes stand almost to your waist. No. Not cocoons. Eggs! Hundreds of them. But what is laying the eggs?

Once more you hear the frightful sound of cracking shells. Behind you, a beak the size of your head begins to crack through one of the giant eggs. There is hardly time to wait, for every beast is born of hunger, and you stand little chance if even 10 of these monstrosities hatch now. You run as fast as your legs can carry you and turn the corner at full sprint, only to find your exit blocked by a great abomination.

It is some kind of Cluck Queen! This ghastly creature stands 3 times your height. Its chicken head cants as it locks eyes with you. About the creature, there are strange colors that break your mind's perception of reality. "BAWK," the beast bellows with a deafening cadence. It steps forward, and the ground beneath you shakes. Its head bobs with each of its steps, and you now fear a fate worse than death. If you are dead, then this is no nightmare, it is hell!

You take your turn first. (The Poultrygeist has +100♥ for each additional player in your party). The Slay mechanic may not be used to instantly kill the Poultrygeist.

DEFEAT: (Your Hero and any allies lose all Health.) With your spine nearly severed at the neck, you are dangled above the hatchlings. Slowly, the Poultrygeist lowers you to their snapping beaks. As your flesh and bowels are torn from your body, the torture does not cease. You are raised back into the air, and to your horror, the colors and lights surrounding this hellish creature seem to regenerate your flesh. The process of this carnal regrowth is as agonizing as when you were ripped apart, as though fire were reforming your flesh. Just as your body rematerializes and the torment subsides, you are lowered back into the hungry mouths of the hatchlings. Torment and eternity-- a fowl pairing indeed! **(THE END—Your Hero gains the title FEED SACK.)**



VICTORY: (You kill the Poultrygeist and the Hatchlings.) The stench is worse now, as the room is littered with raw meat, feathers, and broken shells. There is a light up ahead, different than the eerie colors surrounding that grotesque bird you just dispatched. You step toward the long corridor and find another portal. Could any place be worse than this? You hear more of the sickly cracking of shells behind you and decide to take your chances with whatever lies beyond this Veil. You step into the portal and towards your destiny.

(THE END—Your Hero gains the title CHOKER OF CHICKENS.)





Name _____

Class _____

Starting Deck

1 _____

2 _____

3 _____

4 _____

5 _____

6 _____

7 _____

8 _____

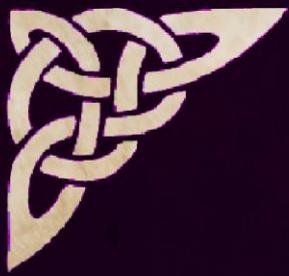
Rewards

Campaign Progress



The background is a deep, dark blue space filled with numerous small, bright stars of varying colors, including white, yellow, and blue. Several prominent, bright purple light trails streak across the scene, primarily from the upper right towards the lower left. These trails are composed of multiple parallel lines, some solid and some dashed, creating a sense of motion and depth. The overall atmosphere is ethereal and futuristic.

Thank you for playing.



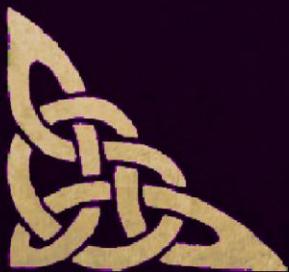
THE VEIL



YOUR WORLD IS ON THE BRINK OF ANNIHILATION, AS A GREAT EVIL SEEKS TO CONQUER THE EARTH. THE ANCIENT ENCHANTMENT, CALLED THE VEIL, HAS LONG HIDDEN THE EXISTENCE OF MAGIC AND THE DARK REALMS FROM HUMANITY. HOWEVER, WITH THIS NEW THREAT, THE VEIL MAY ONLY SERVE TO BLIND MANKIND FROM THEIR ONE CHANCE AT MOUNTING A DEFENSE AGAINST THE COMING ONSLAUGHT.

1 – 5 PLAYERS.

REQUIRES THE VEIL DECK BUILDING GAME TO PLAY.



THE VEIL ONLINE

