



**RULERS OF
DARKNESS**
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, and put the top 4 cards from that deck face-up. These 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. You may do this by taking 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.

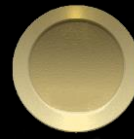
WHO GOES FIRST

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 (This is 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 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 playing it for its indicated 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*).



When a card is purchased from your Fate Route, you 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 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 kills it instantly 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 complements 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

Some Fate Decks contain a different card type called an Aura. 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 Fate Route may Self-Banish an Aura and replace that slot with the top card of their Fate Deck.



TRAPS

Some Fate Decks contain a different card type called a Trap. Upon purchase, place the trap from your Fate Route into an opponent's Discard Pile.

When your opponent plays that trap from their Hand, later in the game, an adverse effect occurs (as described on the card). **Traps must always be played first.**



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 game. For a greater challenge, you may keep your team's Health separate.

SUGGESTED MATCHES

- 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



MULTIPLAYER MATCHES

When playing in a team game with more than one player, combine the Health of each Hero (and Villain) on the team and take your teams turn simultaneously, coordinating your attack.

Your opponent's team will also have a single Health total, so your damage will be dealt to Shield Recruits first, then split as you choose to non-shield Recruits and the opponent team's 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 team.

Remember that you cannot heal any Hero, Villain, or team higher than their starting Health.

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.

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 your 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 may each receive the reward and then continue to the appropriate page of the adventure.

CAMPAIGN REWARDS

Campaign adventures may take more than one gaming session to complete. To track your character's progress, we recommend making photocopies of the Character Sheet provided in the back of this Campaign book (or print a Character sheet from TheVeil.online). Use a pencil to mark your starting cards, which you will exchange for better cards as your character progresses.

When you gain a reward that replaces an existing card in your starting deck, remove the replaced card and set it aside. You will usually be replacing Basic cards (that your Hero started with), however you may elect to replace non-basic cards in your Deck. If you do, the replaced non-basic card will return to your Fate Deck.

REWARD CARDS

Many of the Campaign adventures will reward your victories by allowing you to substitute one card from your Starting Deck with another card from your Fate Deck for the remainder of the Campaign.

Instead of selecting a card from your Fate Deck, you may choose to select a **REWARD CARD** of the appropriate cost.



A VILLAIN'S CAMPAIGN

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

Many 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-- remember to scale your Campaign enemies as the mission indicates (counting each Villain in the party as 2 Heroes).

A Villain still 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) may die at some point in the Campaign.

When you are defeated, you will read the DEFEAT text, often concluding 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.

ALLIES

Throughout the Campaign, you may be joined by other brave souls inhabiting the world of The Veil.

Allies have an ability similar to a Hero and will absorb some damage in battle. You may heal Allies in your team as you would heal any other teammate.

Even if an Ally dies in a mission, if you or one of your teammates survive to the end and fulfill the mission's objective, the slain Ally will remain alive in your party for the next mission.



ROSTER

The Roster is simply the list of Allies in your party. When an Ally leaves your Roster, you may no longer use them on missions.

When the Campaign instructs you to add an Ally your Party Roster, you only gain that number of Allies. You do not add an Ally for each player on your team.

UNSLAYABLE

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



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,

ENEMY DAMAGE IS ALWAYS DEALT TO TARGETS IN THE FOLLOWING ORDER:

1. Shield Recruits
2. Non-Shield Recruits
3. The Hero, Ally, or Villain with the most Health.

DIVERGING PATHS

As your party makes decisions in the Campaign, you may come to a point where several players 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 and additional content are available at our website.

TheVeil.online

THE FORTRESS

The frightened tracker that guides the way to the Warlock's fortress now grows more reluctant with each step. It is now clear to the man that you are not the only thing to fear in these lands. As you approach the black obsidian walls of the outer gate, the blight moss that covers the fortress comes into view. The moss's verdant hue infers both the bloom of life and the rot of death in some twisted harmony. So *it's true*, you think to yourself. *The Wizard crossed over here. The Veil is lifting.*

"P-P-Please," the tracker stutters, "let me leave. I wo-wo-won't tell anyone you were here." He fears you as he should, but there is something else here that should chill his soul had he the vigilance to see it. Perhaps he can help you draw out this thing that lurks in the shadow.

"Where I go next, you cannot guide me," you utter. "I release you from my service." The tracker turns and begins to run down the path away from the fortress. You watch him intensely, as a predator would its prey. But it is not he whom you now hunt. From the shadows of the cliff, the creatures pounce on the tracker as you knew they would. Their sickly gray hands rend the flesh from your former servant as he screams. *Blighters from the other side of The Veil.*

The soldiers of these lands have been fighting them off for many years now. Every time a Blighter kills its victim, they transform into another one of these gray, mossy beasts. The dead tracker will rise soon enough covered in the moss. Now you have found the source of these creatures. *Best to dispatch of them quickly, you think to yourself, lest I become a part of their afflicted wanderings.*

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

DEFEAT: (Your Hero and any allies lose all Health.) You manage to fight them off, but one was able to bite into your flesh. There is no remedy for such affliction. It seems this will be a one way trip after all. No reward.
(Your Hero gains the title **HELLBOUND**, continue at the bottom of the page.)

VICTORY: (You eliminate the Health of all Blighters.) You look thoughtfully at the pile of corpses you created. With the nuisance of the Blighters tended to, the more critical matter nags at your mind. *The Veil is lifting. If Wizards and Warlocks now venture into the underworld, the great dissension of our time may soon be at hand.* This opportunity may be exactly what you've been looking for, but how best to proceed?

REWARD: Blighter's Touch- For the remainder of the campaign, any card or ability that slays a Recruit or forces an opponent to Discard a card may instead be substituted with deal 5 damage.



- A** You need a new guide. Find the demon on the outskirts of the Coliseum. (continue on page 2)
- B** How weak is The Veil? Investigate the Rune Stone at the Lich's tower. (continue on page 3)
- C** He isn't here. The Warlock was last seen at the Temple of the Damned. (continue on page 4)

THE CITY

2



You walk through the empty streets passing the Coliseum. Not long ago this place would have bustled with merchants and travelers, all eager to watch the Gladiators and their blood sport. It was here, through the hubris of an Assassin, that an Emperor died. No, not just an Emperor, it was here an EMPIRE died.

Without the arena and the merchants, this place died a slow death. Only the impoverished remain, and they without choice. You alone have the will to go where no one else would choose to be, for you have heard rumors of a strange man. A man who resides near the tombs on the outskirts of this shambled city. A man possessed by demons.

Who better to guide you through the sulfurous bile of hell than such a man. He will bend to your will, or you will break him.

You take notice of a troubling sensation. The earth itself trembles and shudders. Instinctually, you kneel and touch the ground. Something colossal is coming this way. Whatever it is, it is traveling under the earth itself. The nameless destitute huddle together and tremble in terror.

The beast breaches above the ground near the Coliseum. *Is it some kind of worm?* You've never encountered anything quite like it. The men and women nearest meet an unfortunate demise. The remaining bits are quickly slopped up and devoured.

A This Under Dweller is a distraction. Ignore it. *(continue on page 6 with no reward)*

B This may be good preparation before you face the demons. *(fight the Under Dweller)*



You take your turn first. *(The Under Dweller has +20♥ for each additional Hero in your party.)* The Slay mechanic may not be used to instantly kill the Under Dweller.

DEFEAT: *(Your Hero and any allies lose all Health.)* You awaken in the belly of the beast. Desperately, you try to claw out, but the inner hide proves too thick. The acids of the creature's stomach slowly burn into your flesh as you feel your eyes melting out of their sockets. Blind and broken, you surrender to your fate, a slow agonizing digestion. No reward. *(continue on page 9)*

VICTORY: *(You eliminate the Health of the Under Dweller.)* One final strike and the beast collapses into the rubble of the Coliseum. To your surprise, the surviving underprivileged and destitute cheer as if you were their savior. They know nothing of you or your aspirations, and you have no time for their praise. You have a demon to find.

REWARD: Choose a 1 to 3 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 this adjustment. *(continue on page 6)*

The foul stench of rotting flesh is carried by the cool autumn breeze. Through a clearing, you see it—the tower, broken, and fissured. Few in this world were aware of its beautiful and terrible existence before its demise. The spire housed one of three Druidic Rune Stones, fueling that enchantment we call The Veil.

The ancient lore you have studied described The Veil as a protection for humanity from the dark forces on the other side of this world. If those old fools only knew the extent of that depraved darkness, they would have protected it with more than anonymity. Anonymity and that life-draining Lich, of course.

As you step into the shadow of the tower, the Lich comes into view. He is shrouded in a black robe, wreathed in the lost souls he has claimed. At the base of the tower lie the skeletal, rotting remains of many woodland animals--no doubt part of some defiled ritual.

“They destroyed the stone,” you snarl towards the Lich. “How did they get past you?”

“They killed me,” the Lich hisses. “Now I am free.”

“If they killed you, how are you here?”

“The first curse surpasses the second.” The Lich begins to float towards you, and you feel your life begin to drain as green tendrils of smoke are pulled from your body toward the Lich.

“Cryptic,” you mutter. “You are immortal, that was your first curse. And the second?”

“The tower,” the Lich hisses once more. “It was my prison, but I am imprisoned no more. She freed me. Now, I must free her.”





LICH
Campaign Enemy



40



SLAY





4 4 for each Hero.
Slay the Recruit with the most Health.

You take your turn second. (*The Lich receives +20♥ for each additional Hero in your party.*) The Slay mechanic may not be used to instantly kill the Lich.

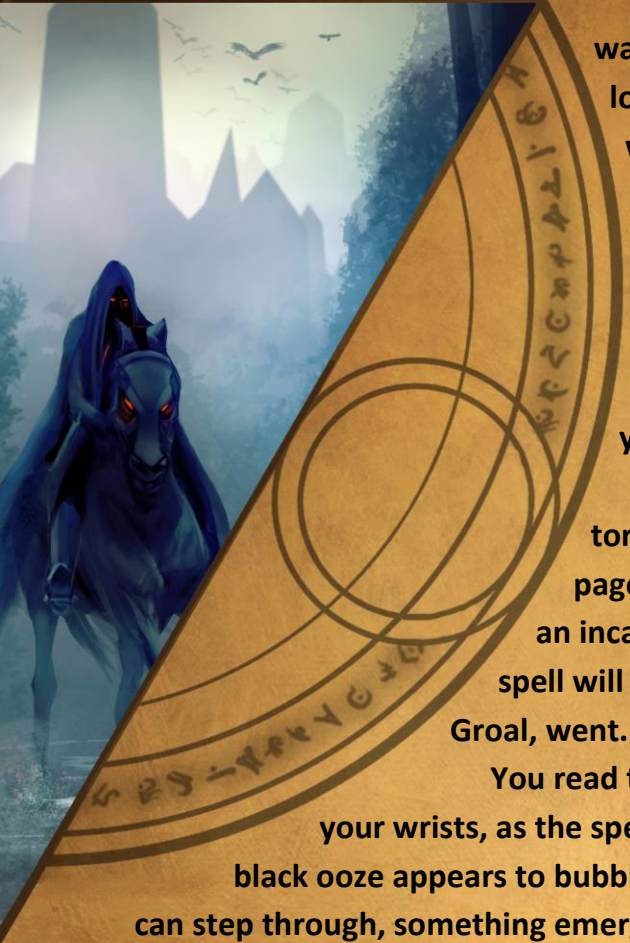
DEFEAT: (*Your Hero and any allies lose all Health.*) You are too weak to move as the Lich looms above you. “Your life is mine,” the Lich rasps. “And you are coming with me.” It casts a spell, and you are both brought to the Underworld. (*Your Hero gains the title HELLBOUND.*) No reward. (*continue on page 5*)

VICTORY: (*You eliminate the Health of the Lich.*) *Far too easy.* Before the destruction of its tower, this undead horror might have bested you. Yet, it will regain its strength. This misshapen creature may yet be of some use to you. “If you can take me to the Underworld,” you sternly begin, “then perhaps we can help each other. I am going after someone as well. Tell me, Lich, who are you trying to free?”

REWARD: Choose a 1 to 3 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 this adjustment. (*continue on page 5*)

THE TEMPLE

4



Beyond the moat of some blackened slime, you wind your way through the twisting corridors of the temple. The cultists long ago corrupted this sanctuary into a place of demon worship, but some of the old religious carvings remain-- defiled with the blood and bone of human sacrifice.

Not far from the altar, you see the twisted carapace of some hulking demon, long ago slain. Its spidery legs curled in its final death throes. Insects have made a home of its carcass, and it is difficult to avoid breathing in the flies that circle about you in this place.

On a nearby table, amidst the rusty blades and old tools of torture, you see the mad scrawlings that the Warlock quilled onto pages made from tanned flesh. It appears to be the necessities of an incantation. As you read on, you discover its true power. This spell will unlock a portal to another world. This is where the Warlock, Grael, went. This is how you will find him.

You read the incantation in the Dark Tongue and make an incision below your wrists, as the spell requires. Your blood flows out onto the grimy floor, and a black ooze appears to bubble up from it. A gateway of light begins to form. Before you can step through, something emerges.

The creature has wings like a bat and a greenish hide that looks thick enough to stop a sword. Its lips curl back to reveal gnashing teeth, sharpened to points—a demon by all accounts. Surely this will be a test of your worth.

You take your turn first (and begin with 10 less life than your starting Health). The Slay mechanic may not be used to instantly kill the Desecrator. *(The Desecrator receives +20♥ for each additional Hero in your party.)*

DEFEAT: *(Your Hero and any allies lose all Health.)* You were weakened from the blood loss of the spell. The demon grabs you by the throat and thrusts you into the closing portal. But it closes before the creature can recoil, severing the arms that pushed you in. The demon's head falls into your lap. *Perhaps there is yet some luck on your side.* No reward. *(continue on page 7)*

VICTORY: *(You eliminate the Health of the Desecrator.)* With a rusty blade, you behead the dying demon. It will be a testament to any who dare challenge you on the other side of The Veil. You carry the head by its horn and step through the dark portal.

REWARD: Choose a 1 to 3 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 this adjustment. *(continue on page 7)*



THE BLACK RIVER

The sulfuric fumes pull at your stomach as the Lich leads you through the jagged terrain of this unfamiliar landscape. The Lich speaks to you with less difficulty here. Perhaps the dark energies of this realm are the true source of its power.

“She was my betrothed a lifetime ago,” the Lich hisses.

“You were a caster in life?” you ask as you follow.

“A sorcerer,” it replies. “We will need use of those Dark Arts in the battles here.”

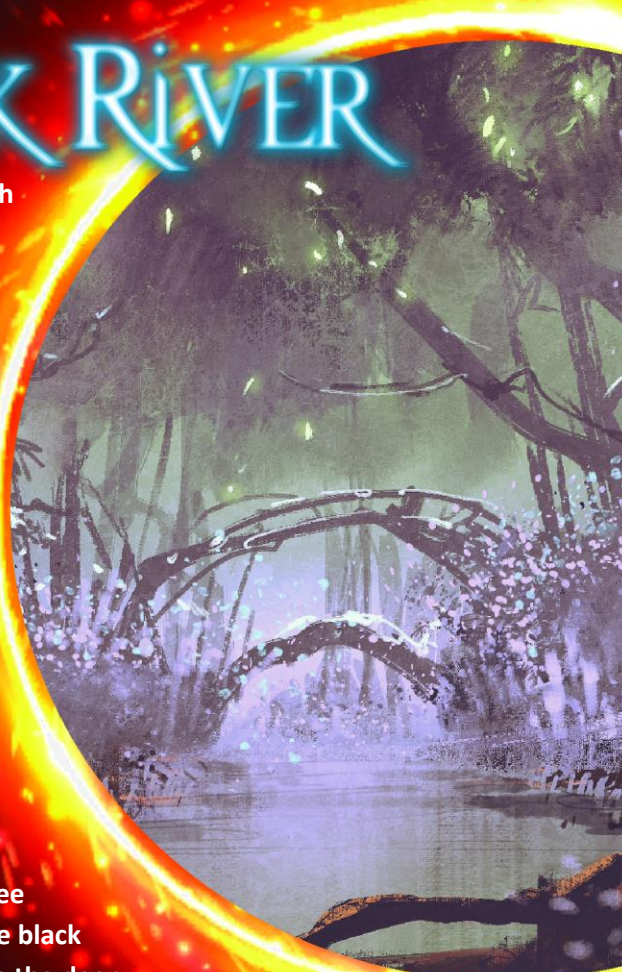
“Where are you taking me?”

Without speaking a word, the Lich extends its bony finger pointing towards a spire of metal and glass beyond a black river. Despite its varying materials, the tower before you somehow reminds you of the one that imprisoned the Lich.

“Is it a prison, like your tower?” you ask.

“As above, so below,” murmurs the Lich.

You approach the black river and notice other creatures lurking about. Imps, lesser demons, and strange things that crawl upon the ground all watch intently as you and the Lich move through the terrain. You soon see what they are waiting for. From the river a beast emerges, dripping with the black substance you now know cannot be water. Its grotesque form hovers above the deep, and its eyes lock with yours.



You take your turn first. Add the Lich Ally to your Party's Roster. (The Slay mechanic may not be used to instantly kill the Initiator. (The Initiator receives +50♥ for each additional Hero in your party.)

DEFEAT: (Your Hero and any allies lose all Health.) The creature from the river begins to embed large eggs into your flesh. You are so bloated with eggs that you cannot even crawl away before it drags you back into the black river. The Lich then floats across the surface, leaving you to your fate. You feel the first of the eggs stir as your screams are silenced by the river's dark filth filling your throat. **(game over)**



LICH
Campaign Ally

40





6 **6**

distributed as you choose.



INITIATOR
Campaign Enemy

50





10

for each Hero.
(split between all Heroes and the Lich)

SLAY

VICTORY: (You eliminate the Health of the Initiator.) The creature from the river falls back into the black liquid as it perishes. The husk of the beast bubbles at first, but it is unmistakably buoyant now that there is no life left in it. It seems you now have a means of passage to the river's far side.

REWARD: Choose a 2 to 4 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 this adjustment. *(continue on page 8)*

THE TOMBS

6



For a moment, you see the man wrapped in chains surrounded by the headstones of the cemetery. Your true sight flickers, and then you see him for what he really is, hundreds of demons and small imp-like creatures. They have made for themselves a whole form, an abomination that joins each demon to the other in some bizarre colony of evil.

“I’m journeying beyond The Veil into the underworld,” you begin, “and you’re going to take me.”

The cacophony of voices that responds makes you shudder, “We can help you find hell.”

“In all my travels, I have never seen a creature such as you,” you begin. “What are you?”

The creature hisses with rage, “We are LEGION, for we are many!” You gird yourself and continue, “I will not yield, demon. I have a great purpose.”

“Yes, you do. You will be our next host,” the troop of demons responds.

Legion attacks first. The Slay mechanic may not be used to instantly kill Legion. If your Fate Route ever has no Control cards in it, you are defeated.

DEFEAT: (Your Hero and any allies lose all Health, or you have no control cards in your Fate Route.) You feel the demons beginning to occupy your soul. You fear you will burst as hundreds of them penetrate into you. As your twitching body begins to move without you willing it, you realize you have found hell after all. Your legs move you towards the crypts; your arms begin removing the armor and clothes you were wearing. Naked and humiliated, you will end your days as a slave in your own body. (game over)

VICTORY: (You eliminate Legion’s Health.) “We yield,” Legion hisses. “We can take you to the beyond. It is just over the Cliffside.” You look over the precipice to see the briny sea slamming against jagged rocks below. Despite your great powers, this leap will surely kill you. You turn back towards Legion with annoyance and disbelief. “Death is the quickest way to hell,” Legion responds. You look back into the violent waters below and utter, “It undoubtedly is.”

REWARD: Choose a 2 to 4 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 this adjustment.

- A** This is suicide. It seems best to withdraw back to the Temple. (continue on page 4)
- B** Take the leap into the waters, and come what may. (continue on page 9)

LEGION
Campaign Enemy

65

SLAY

: 10 for each Hero.
(If your Fate Route has no Control card in it, you lose.)

You walked for days in the fiery wastelands of the underworld. A lava flow travels within a hundred paces of your path, blocking any hope of exploration in these strange lands. The heat is unbearable, but you see a creature that may be of some use. A small Imp has been following you for some time. You confront it first with words, "Where is the Warlock?"

It hides behind the nearest rock before replying, "Knowledge is costly. It's very costly here."

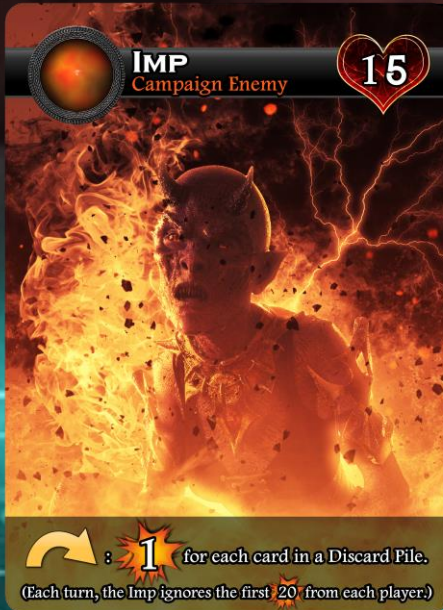
"I may spare your life if you tell me," you reply.

"It shouldn't make threats to things it doesn't know," the imp snarls. "Threats are costly here."

"Crossing me is far worse," you growl back. "This is what I did to the last demon I met." You toss the severed head of the Desecrator towards the Imp. It ducks as if you were aiming for it. "Now tell me, where is Groat?"

The Imp's eyes widen at the mention of his name. "It seeks the master? Oh, it will die soon. Oh, so fun to see it die! Master is in the palace by the fire lake." The Imp throws the desecrator's head back at you like a game of sport. You charge toward the Imp, and it teleports behind you through some portal of flame. Killing this pest may be more complicated than you thought.

You go first. The Imp ignores the first 20 damage dealt to it from each player every turn.



DEFEAT: (*Your Hero and any allies lose all Health.*) The Imp prances around your injured body while laughing. You try to pull yourself up, but the Imp quickly opens and closes one of its portals around your wrist, slicing your hand clean off. You stare at your stump in panic as the Imp does it again around your foot. You try to crawl away, but the Imp continues to sever joints off of your body with its portals. "Folly is costly here," the Imp taunts you once more before separating your head from your body. (*game over*)

VICTORY: (*You eliminate the Imp's Health.*) The Imp tries to escape from you once more, but you grab it and pull it back through the portal, careful to keep a tight grip around its throat. "Make another fire door that takes me to Groat's palace," you growl. The Imp shakes its head in denial of your request, and you tighten your grip around its neck. As you feel the flesh begin to crush beneath your fingers, another Hellfire Portal opens before you. "That's better," you say with a smile. You drop the Imp's broken body and walk through the gateway into the Warlock's domain.

REWARD: Choose a 2 to 4 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 this adjustment. (*continue on page 11*)

THE SACRIFICE

8

The husk of the slain creature carries you safely across the Black River. There at the foot of the great prison tower, you begin to understand how small you really are in the scope of this place. Human Knights guard the entrance. The Lich makes short work of them, but you are altogether puzzled. You follow him through the labyrinthine corridors of the winding prison tower.

"Who controls this place?" you ask the Lich.

"A generation of priests," the Lich sneers. "Long have they kept this place a secret."

"I don't understand. How can men survive in the underworld?" you question.

The Lich pauses and turns down a different passageway increasing his speed, hovering across the stonework floors as you struggle to keep up. "She is near," he whispers. "I can feel her."

The passageway opens into a great hall. There, a woman is strung up on some sort of torturous apparatus and an armored man presses a dark energy blade into her flesh. Despite her screams, he greets you, "You are not welcome here, and your black magic will not avail you."

"Let her go," the Lich commands.

"Ah, you must be the lost suitor. For a time, she begged for us to spare you. Her devotion was stronger than most, but she should have never freed you. Now you all belong to the Inquisitor."

The Inquisitor goes first. The Slay mechanic may not be used to instantly kill the Inquisitor. (The Inquisitor receives +55♥ for each additional Hero in your party.) Heroes and Allies may not heal in this match.

DEFEAT: (Your Hero and any allies lose all Health.) When you regain consciousness, you realize the Lich and the woman are both chained to the same device as you. When you pull against the chains to breathe, the other two scream in agony. The woman pulls back and gasps for breath, and you feel your lungs contract in crushing pain. The Inquisitor smiles, "Now, we have much to discuss." (game over)

VICTORY: (You eliminate the Inquisitor's Health.) You push your thumbs into the Inquisitor's eyes, piercing to his soft inner skull. He writhes then stills with death. The woman pulls out of her chains and runs to the Lich, who lies defeated on the cold stonework floor. The Inquisitor's energy blades countered the Lich's life-stealing powers in some way. The Lich is dying. "My love," she whispers, "please don't leave me." He turns to her and begins to fade as he breathes his final words, "Isabella, we are both now free..."

REWARD: You lose the Lich Ally from your Party's Roster. You add the Necromancer Ally to your Party's Roster (from page 27). Choose a 2 to 4 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 this adjustment. (continue on page 10)



YOU ARE DEAD

You always expected death to be an unpleasant experience. Now you know why everyone spends their whole damned lives trying to avoid it. You are surrounded by darkness, enveloped within some strange ethereal plane of existence. Soon a column of blinding light reveals a great throne framed by large seraphim wings. Seated between them, upon the judgment seat, you see a figure like an angel of God. He speaks to you, and you feel unbearable dread.

“Away with you, you cursed one. You shall be cast to the eternal fire prepared for the Serpent and his demons. For I was hungry, and you did not feed me. I was thirsty, and you gave me no drink. I was naked, and you did not clothe me. I was injured, and you gave me no care.”

You look away from the robed illuminant figure, his eyes burning like the fires of hot coals. “In all my travels, I have never met you,” you reply.

The figure stands from the throne and responds, “What you say is true. But I tell you this, what you denied to the least of my brethren, you denied to me.”

With that, you are gone, pushed into the place of suffering. The sounds of anguish ring through your ears and you feel the intense heat all at once. Something brought you here. A dark angel, robed in black. You see it standing before you carrying a great scythe.

“Tell your master, this is exactly where I need to be,” you sneer. “I have a Warlock to kill.”

The dark angel speaks in a breathy whisper, “You cannot kill your way out of Hell.”

“If I’m right about Groat, he’ll be bringing hell to everyone soon enough,” you mutter.

The dark angel pauses before responding, “Should you face the Warlock alone, you will be defeated.”

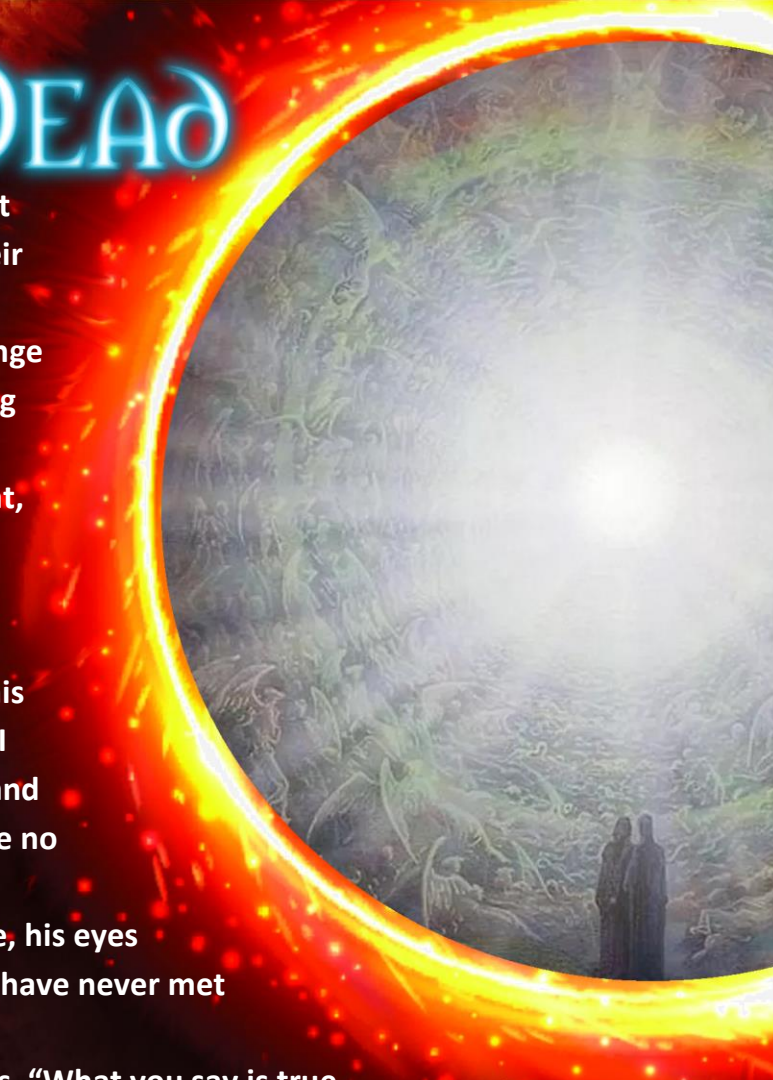
“Then help me,” you implore.

“I cannot directly interfere with the affairs of Hell,” the dark angel whispers.

“Coward,” you spit.

You see before you three other black-robed angels materializing lost souls into the realm of Hell. You turn back questioningly to the dark angel who previously spoke with you. It begins to dematerialize as it whispers once more, “I cannot directly interfere.”

REWARD: You may add up to 3 Allies to your Party’s Roster from page 26. *(continue on page 11)*





You walk through the winding corridors of the tower once more, with the woman Isabella behind you. She weeps for her fallen comrade, and now she speaks with anger, "To hear my beloved speak my name... I haven't been called that in centuries. Lord Jareth will pay for taking him from me."

After fighting your way through the guards at the antechamber, you find the tyrant who rules this tower. His throne surrounded by mountains of glittering gold, and his inner sanctum adorned by a number of crow's cages suspended by chains. Each cage detains a mighty prisoner held motionless by some kind of stasis enchantment. There you see him. Xernon, the wizard, is among the Tyrant's prisoners.

"Free the Wizard, and I will have no quarrel with you," you assert loudly.

The Necromancer looks at you with rage in her eyes, "My beloved is gone because of him."

Lord Jareth smiles and looks at the caged wizard. "My decorations came at a great price. What do you offer in return?"

- A** "Take her in his stead," you propose. *(claim BETRAYAL REWARD at bottom of page)*
- B** "I offer nothing but my blade." Kill Lord Jareth. *(continue below)*

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

DEFEAT: *(Your Hero and any allies lose all Health.)* You and Isabella are both forced into separate cages and lifted into the air. The metal barbs of the gibbet pierce you. You try to scream, but no sound can be heard. You will have an eternity to watch, powerless and without voice, as the riches of the Tyrant increase. *(game over)*

VICTORY: *(You eliminate the Lord Jareth's Health.)* You pin Jareth to the ground, and Isabella stands above him, contorting her fingers with some incantation. Dozens of skeletal arms reach up from beneath the gold and pull him down into the money pit. His screaming mouth fills with the gold coins. *Long live the King.* "Let's get you out of here, old friend," you whisper looking up to Xernon.

VICTORY REWARD: You gain the Dark Wizard Ally to your Party's Roster *(from page 27)*. Choose a 3 to 5 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 this adjustment. *(continue on page 11)*

BETRAYAL REWARD: *(Your Hero gains the title BETRAYER.)* You lose the Necromancer Ally from your Party's Roster. You gain the Dark Wizard Ally to your Party's Roster *(from page 27)*. Choose a 6 to 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 this adjustment. *(continue on page 11)*



LORD JARETH
Campaign Enemy

95

SLAY



Banish each Control card (🗑️) in all Fate Routes.

5 for each 🗑️ in your Fate Route.

5 for each 🗑️ in your Fate Route.

THE WARLOCK

Standing before Greal's palace above the lake of fire is Xernon, the Wizard who first traveled into these strange lands. He waits for you there at the closed black gates. He does not look well. You see an inscription in a peculiar language carved above the towering doorway, and Xernon instinctively translates it for you, "Abandon all hope, ye who enter here."

"Can I trust you to see this through?" you ask the Wizard.

Xernon frowns. The deep wounds on his face split open from under his hood as he speaks. "Time has no meaning here. Every day of suffering is like a thousand years. The thought of ending the Warlock and completing my task is all that has kept me going."

The black gates open, and there, waiting for you in the foyer, stands Greal. He carries a gnarled staff, crested by a crystal ball. The dark energies pulsing from him give you pause.

"Long have I awaited this day, Warlock," Xernon cries out.

Greal sighs beneath his dark hood, "That is odd, Xernon. I never gave you a second thought. My powers are far greater since last we met at Blackridge Monastery. I have unlocked the abyss, and the demons of Sheol now serve me. Soon, I will release the Ancient Ones from the Pit of Tartarus. The heavens will be rent asunder, and the Earth shall be no more."

"You power hungry fool," Xernon gasps. "You will pay for your recklessness!"

You go first. The Slay mechanic may not be used to instantly kill Greal.

DEFEAT: (Your Hero and any allies lose all Health.) Greal laughs maniacally as Xernon is split in half by the creatures. The Demons tear at your limbs, and soon you are a mass of raw meat. A dark magic in this realm prevents you from dying. Your body reforms and they renew their atrocities on your endlessly healed flesh. (game over)

VICTORY: (You eliminate Greal's Health.) "Impossible," Greal stutters. You clutch his upper skull and rip the crowning bone and flesh from his corpse. "Things are worse than I feared," Xernon says. "If Greal opened the abyss, the demons will soon overrun us all. I've heard there are Aeons here who have the power to defeat them. If we get their help, we may stand a chance. Let us consult the Oracle."

REWARD: Choose a 3 to 5 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.

- A** You need no help, you will be the new Ruler of Darkness. (continue on page 13)
- B** Greal meant to free more than demons. Seek Tartarus (continue on page 14)
- C** You may need all the help you can get. Consult the Oracle (continue on page 15)



DETERMINANTE

12

After stepping through the portal, the Chronomancer walks to a broken staff and picks up the glowing Orb that was its headpiece. It belonged to the Warlock, Groat, who now lies dead here.

"Who are you? What magic is this?" Xernon asks.

"Your plan fails," you speak slowly, your mind still foggy from the temporal shift. "Magic is destroyed because of what you do here. Without magic, there are none strong enough to stop the Serpent when he is freed. We must destroy The Veil."

"Ah, this old song again," the Wizard scowls as he begins to study the Chronomancer carefully.

The Spiritist looks at you questioningly before musing, "I sense no deception in him, only fear and a sense of purpose."

"You? Is it really you?" Xernon interrupts. "In all my tortures here in Hell, I dreaded only this. Have you truly returned in our last hour of hope? Have you come to kill me again?"

The Chronomancer looks at the Crystal ball in the Spiritist's hands and says to you, "we will need that relic as well."

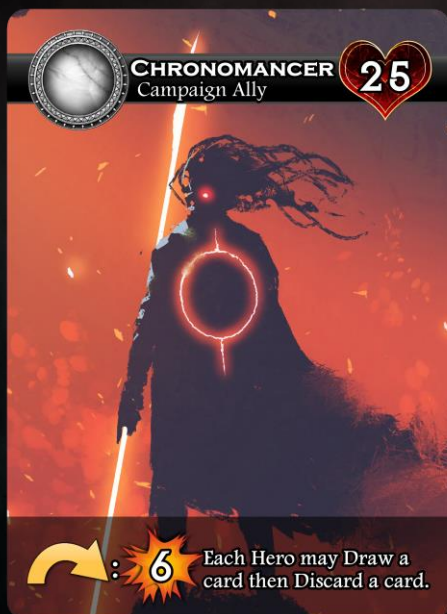
"Xernon, get out of here," the Spiritist commands. "I will send these foes back from whence they came!"

You take your turn first. Add the Chronomancer Ally to your Party's Roster. The Chronomancer must survive. The battle begins with 2 Spirits for each Hero.

DEFEAT: (if the Chronomancer dies) The Chronomancer collapses and you know the future is doomed. "Wait!" the Wizard commands. "Don't kill the time mage. We must learn of this 'magic' before we kill him." (game over)

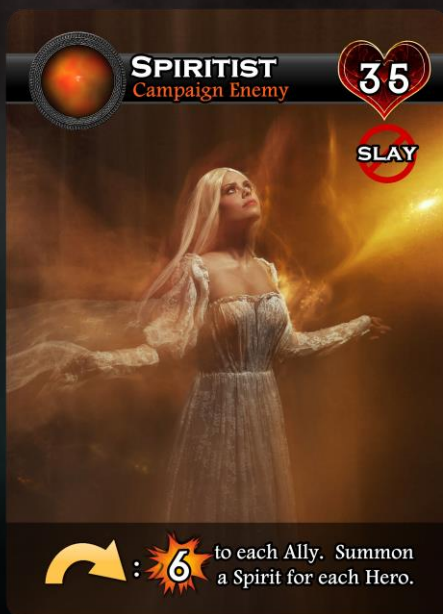
VICTORY: (you kill the Spirits & Spiritist) Standing over her corpse, the Chronomancer collects the Spiritist's crystal ball. "There is no reasoning with these casters," he says. "We need not change their minds, only change their future." You nod and search the terrain for the Wizard. He is nowhere to be seen. "What of Xernon?" you ask. The Chronomancer opens another temporal gateway and replies, "We will deal with him in the hitherto."

REWARD: Choose a 3 to 5 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 this adjustment. (continue on Campaign 2 page 20)



CHROMANCER
Campaign Ally **25**

Each Hero may Draw a card then Discard a card.



SPIRITIST
Campaign Enemy **35**

SLAY

to each Ally. Summon a Spirit for each Hero.



SPIRIT
Campaign Enemy **10**

SHIELD

for each Hero.

(When this Enemy dies, heal the Spiritist to full Health.)

Xernon spoke of the Rulers of Darkness. After searching the River of Fire and traversing the Spires of Despair, you find one of their realms. It is a decaying stonework Keep that conveys both power and bleak dissension. You see her lovely and terrible form waiting for you at the threshold.

"I have heard of your great works, warrior. You have killed so many in such a short time. And what you did to Grael...exquisite." She glides towards you now, and you are unsettled.

"Who are you really?" you ask.

"Which name do you prefer? Inanna, Asherah, Ishtar... Here I am called the Red Queen. I have orchestrated the slaughter of all life for generations. The weak perish, and the survivors are made strong by their scars. It is my gift to creation. I have made all life powerful. And you are my greatest achievement. I think I shall have union with you, but my husband is jealous. Kill him for me and take his place by my side?"

A colossal knight in obsidian armor charges at you from the Keep. The sword he wields is twice the length of a man. His howl pierces your soul. The Red Queen watches expectantly, caressing her exposed ribs wantonly.

Red Knight goes first. The Slay mechanic may not be used to instantly kill the Red Knight. (The Red Knight receives +60♥ for each additional Hero in your party.)



DEFEAT: (Your Hero and any allies lose all Health.) You cannot move, impaled by the Red Knight's blade. "Forgive my weakness, my love," the Red Queen whispers as she dances her fingertips across the Knight's chest. "You are my champion still." The Knight and his Queen consummate their rekindled love atop your near lifeless corpse. (game over)

VICTORY: (You eliminate the Red Knight's Health.) After you decapitate the Knight, the Queen caresses you. "You are as powerful as I've dreamed," she breathes. "Let us create a new life in our image. It will be a celebration of our brutality." You find yourself swept away in her seduction. Upon reflection, you are dismayed at the depraved acts you shared with her. Days turn to weeks and weeks to months. The gestation period of the creature you've spawned passes quickly, but now something terrible stirs within her. "The child is eating me from inside," the Red Queen winces. "We must kill it, or it will be the end of me."

REWARD: Choose a 6 to 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 this adjustment.

- A Save the Red Queen, kill the infant (continue on page 16)
- B Kill the Red Queen and bring the child into this world (continue on page 17)

THE PIT

14

You find the pit beyond the Lake of Fire. Its depths are indescribable, fashioning a blackened darkness from within that teases your mind to madness. From out of the hollows of this great pit rises a Djinn of shadow and fire.

"None shall pass," the Djinn booms.

You approach forthrightly and riposte, "You would protect the ancient evil within this place?"

"I protect you from them," the Djinn smiles a toothy grin.

"Are the Aeons down there?" you question.

"Destroy the Red Queen and you will come to find the Aeons. Here, only Yeqon and his brood remain. Turn back before they realize you've come," the Djinn warns.

"I've come too far to turn back now," you frown. "Step aside or be destroyed."

The Djinn rises higher into the cavern around the pit. "None shall pass," he roars.

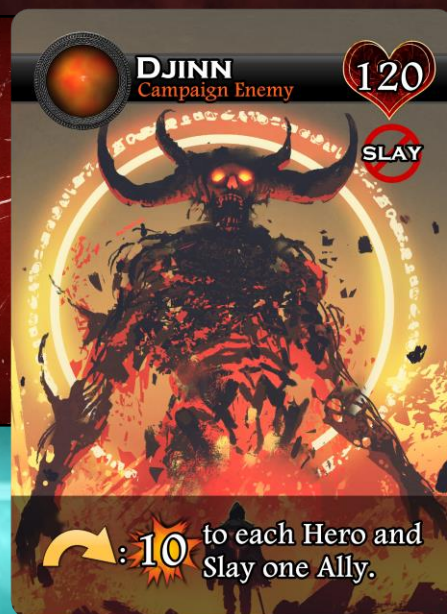
You take your turn first. The Slay mechanic may not be used to instantly kill the Djinn. (The Djinn has +100♥ for each additional Hero in your party.)

DEFEAT: (Your Hero and any allies lose all Health.) You are held in the air by your throat as the Djinn rebukes you, "You should not have come. They have heard us." He looks beneath him into the pit. "Yes, my master," the Djinn sighs and drops you into the chasm. You fall for hours. With each passing moment the darkness and dread of this place become deeper and more hopeless. The fall seems endless. It is not. Upon impact, you shatter and fragment with ligaments and meaty tissue everywhere. Despite the pain and grotesque nature of your broken form, you have not perished. The Ancient Horror, Yeqon, hisses from the dark. Here, in his grasp, you discover the true nature of pain. (game over)

VICTORY: (You eliminate the Djinn's Health.) You extend your hand for a final spell, and a wave of rushing air consumes the Djinn into smoke. He evaporates and the echo of his scream pulses into the pit. After a moment, you hear a loud breathing noise from deep within the pit. The creature, Yeqon, lurks down there. Defeating him would make you stronger, but your failure would release him from this prison. Moreover, the Aeons are elsewhere.

REWARD: Choose a 6 to 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 this adjustment.

- A** There must be a way to contain this evil further, consult the Oracle. (continue on page 15)
- B** These Demons stand no chance against you now, kill the Red Queen. (continue on page 17)
- C** This Yeqon must be dealt with before your task is complete. (continue on page 18)



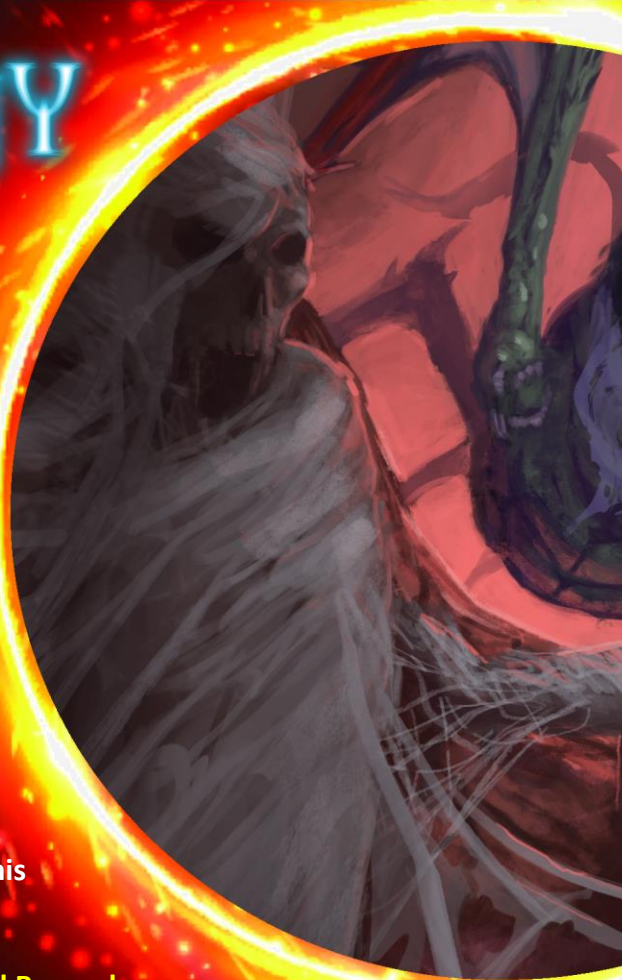
You ascend through mountainous terrain to the Spires of Despair. After crossing the cragged inlets, you find a crumbling stair embedded within the mountain, leading into the dark clouds above. At the summit, you pass through ancient columns and find a woman cocooned in hardened webbing.

"I seek the Oracle," you rasp.

The woman's eyes roll back as she speaks, "I am she. You were a fool to come. Baraqel the Allseer has foreseen this moment and is prepared. He is the reader of signs and the eater of the cosmos. Only one who can abandon destiny itself can defeat him."

When you see him, you nearly go mad from the sight. The Allseer is suspended in air, his bulbous form of sinuous tendrils, looming towards you like a nightmarish cloud. He will consume you and add what is left of your mind to his own. This consumption will destroy both spirit and flesh. Somehow you sense his plan for you, and the part of you that is still sane longs for death.

Baraqel goes first. The Slay mechanic may not be used to instantly kill Baraqel. Baraqel takes no damage while there are cards in any Fate Route.



DEFEAT: (Your Hero and any allies lose all Health.) Baraqel's sinuous tendrils wrap around your limbs and torso, constricting you and crushing your bones into pulp. You are absorbed into a digestion sack where your lungs can no longer scream. You feel your flesh begin to burn and melt as Baraqel's small internal cilia slowly burrow into your skull's orifices. (game over)

VICTORY: (You eliminate Baraqel's Health.) The black creature slides to the ground as you impale it once more. With dark fluids from its many digestion sacks dripping off your body, you begin to free the Oracle from her cocoon. "The Wizard spoke of Aeons," you cough. "He said they wish to destroy the demons of this place." The Oracle nods, "So long as the Ancient Ones live in Hell, the Aeons will remain imprisoned. You need not kill all 6 of the Ancient Ones that remain. By destroying but a few, they will all be weakened." You nod and notice several others cocooned in webbing as the Oracle was. *There may yet be more survivors.*

REWARD: You may add up to 2 Allies to your Party's Roster from page 26.

- A** Destroy Gadreel, the Mistress of Suffering (continue on page 17)
- B** Extinguish Yeqon, the Violator of Ancestors (continue on page 18)
- C** Face Samyaza, Armaros, and Sariel (continue on page 19)

THE CURSE OF THE UNBORN

16

The Red Queen cries out in agony once more. The monstrous creature you have created within her now consumes her flesh. You know what you must do, but the challenge you now face will be keeping your Queen alive.

You attack her lower abdomen and black pus spurts out across you both.

“What are you doing?” the Red Queen screams.

“It’s the only way,” you growl. “Try to hold still.”

You go first. To achieve victory, you must end your turn with the Red Queens Health between 1 and 10, 3 turns in a row. You may heal the Red Queen with any cards that could heal yourself. Recruits and cards you play that deal damage must be used. You may choose to damage yourself, your Allies, your own Recruits, or the Red Queen to use your damage each turn.

DEFEAT: *(The Red Queen dies.)* The Red Queen goes still as you impale her once more. “I think we got it,” you cough. “My Queen?” She can no longer respond. As you realize what you have done you step back and grow weary. She is nothing but another corpse in your wake. In your haste to kill the beast inside of her, you have become something far worse. *(continue on page 21)*

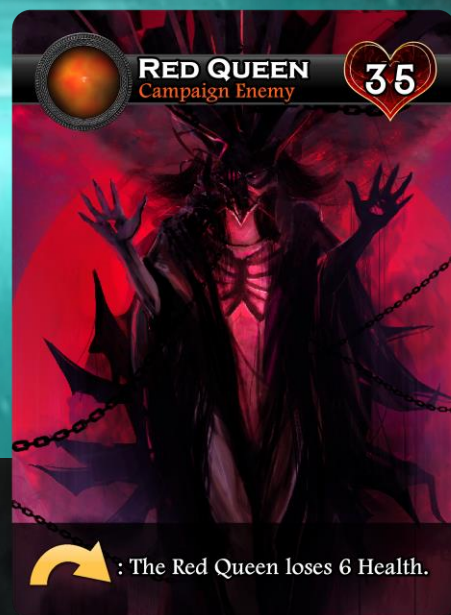
VICTORY: *(You maintain the Red Queen’s health between 1 and 10 for 3 turns.)*

With her lower abdomen shredded to ribbons, the slain creature within her falls to the ground. The Red Queen weeps. “You’ll live,” you mutter. She looks at the stillborn flesh upon the rocky soil. “Had we not listened to Samyaza or Yeqon, we would not be cursed so.” You look away from the broken flesh of your progeny. “What did they do?” you ask. “Samyaza convinced us to join the Serpent god in his war against the heavens,” the Red Queen says, “and Yeqon’s sin was far worse.” You look back at your Queen as you speak, “You are cursed because of them?” She nods. “Then let us repay them tenfold,” you growl.

REWARD: Choose a 6 to 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 this adjustment.

A Search the pit for Yeqon, the Violator of Ancestors *(continue on page 18)*

B Face the combined strength of Samyaza and his ilk *(continue on page 19)*



THE MISTRESS OF SUFFERING

The Red Queen gazes upon you with her piercing eyes. She is as elegant as she is horrid. She clutches at the pulsing contusion of her womb. You are moved to smile that even a creature so vile as this would try to play to your sympathies. A pregnant monster is a monster all the same.

"I was first called Gadreel," the Red Queen cringes. "I *am* one of the Ancient Ones. But whatever you were told of us, I assure you, we have always been a source of strength to your people. Please help me. I am in great pain."

You steel your mind for what will ensue as you grin, "I will ease your suffering, Gadreel."

"Tracherous cur," she fumes. "I have helped your kind for generations! Every struggle with death, every sickness, every wound you have survived has made you stronger. And you dare repay me with contempt? Help me. Kill the child within me, and I can repay you with power even kings dare not dream of. You need me! Your people need me!"

"We will just have to find a way to manage without you," you frown.

You go first. The Slay mechanic may not be used to instantly kill The Red Queen.

DEFEAT: (Your Hero and any allies lose all Health.) Weakened and wounded, you attempt to crawl away from her. The Red Queen prances to you and pulls your chest against her womb in a violent embrace. "Now, my child, we are ready to bring you into the world," she sneers. The ferocious gnashing infant burrows through your body. Choking on your own bile, your entrails burst out of your back, and the new life is born. The last thing you see is the small creature beginning to feed on your meaty flesh. (game over)

VICTORY: (The Red Queen dies.) With a lance you find from the war-torn field, you pin her to the stonework keep. There suspended above the ground, the Red Queen looks at you with pleading eyes. You press another blade deep into her heart, and her shriek must have been heard in the highest heavens. With her body now limp, the birthing infant falls effortlessly to the ground. Its arms and legs elongate and twist with the vile corruption of its unnatural existence. You bandage the creature with cloth to help contain its festering lesions. Within minutes, it can stand and is nearly as tall as you. "You are mine now, creature," you snarl. The offspring lowers its head in compliance.

REWARD: You may add the Hellion Ally to your Party's Roster (from page 27). Choose a 3 to 5 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 this adjustment.

- A** These Ancient Ones may unlock some final secret of power. (continue on page 19)
- B** Despite your many victories, you feel so empty inside. (continue on page 21)
- C** You hear a strange clucking sound through a cavern on the floor. (continue on page 22)



TARTARUS

18

You descend down the precipice, through the spiraling rocks of the pit. Finally, you reach the mossy floor at the bottom. There is a light here, emitted from spherical pods of liquid. The pods house creatures, there yet unformed. You follow the sound of the breathing and see it; the horrid beast with slithering protrusions beneath dead black eyes.

"You are Yeqon the C'thonian?" you start.

And with that, the conversation is over. A piercing sound rings through your mind. Your sight blurs, and you see a thousand images at once. Eons ago, the Ancient Ones grew enamored with the creations of Earth. Though forbidden by all natural and heavenly law, they sought to be worshiped as gods and took the daughters of men as their brides. Yeqon found a way to merge the seed of humanity with that of the Ancients, and for generations, he taught them how to sire a host of vile progeny to rear as their children. The retaliation from Heaven was swift and severe. After exterminating the offspring and nearly all mankind, the Ancient Ones were cursed to an eternity of damnation in this place.

You look back at thousands of the spherical pods, then turn to Yeqon in horror. "You weren't just trying to procreate," you gasp. "You were breeding out humanity." Yeqon nods slowly. "You've used your time here to perfect your methods," you wince. Within a pod you see a grayish green-skinned humanoid, vacant and mindless. "You mean to breed us into your slaves?"

Yeqon speaks in a breathless whisper, "I only needed one of your kind to begin the process. I only needed you."

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

(Yeqon receives +100♥ for each additional Hero in your party.)

You lose if you have no cards in your Fate Deck.

DEFEAT: (You have no cards in your Fate Deck.) Yeqon wastes little time with you.

You are cast into a restraining apparatus where hollow blades press into your flesh. Your essence is siphoned into the pods. Soon, Yeqon will have his army of slaves to wage his war. You caused this. Your failure will doom all. (game over)

VICTORY: (Yeqon dies.) With Yeqon incapacitated, Xernon (the Wizard) descends into the pit with several casters. "It won't die," you growl. "Nothing does in this place," Xernon frowns, "not for long. We could put it in one of Jareth's stasis chambers." "Do it," you say. "Xernon, have you found the Aeons?" Xernon looks at you somberly and nods, "We have found them and the Ruler of Hell."

REWARD: Choose a 6 to 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 this adjustment.



A Face the Serpent god and become the Ruler of Darkness (continue on page 23)

B Find the Aeons and cut off this realm from Earth forever (continue on page 24)

You can scarcely perceive the misshapen entities hovering before you. Three beings like elemental forces rather than any man or beast. The green glowing entity speaks, "I am Samyaza, first of the fallen."

"I am your destroyer," you scowl.

The red one speaks in a dissonant chorus, "Such insolence. Where is your gratitude? There is no enchantment in this realm or Earth above that was not given by me, Armaros."

The blue being replies with the voice of haunting chimes, "It is their way to forget our gifts to them. Have you not heard of me, Sariel, who bestowed your ancestors with the moon's magic?"

"I know of no such names," you mock. "I care not for your stories or sorrows. I am here to vanquish you all."

Samyaza sighs, "It hasn't even faced its own darkness, much less prepared for what's ahead. The Maker's curses are cruelty without end. The Serpent god was right to hate Him, as should we."

You go first. The Slay mechanic may not be used to instantly kill Samyaza, Armaros, or Sariel.

DEFEAT: (Your Hero and any allies lose all Health.) "It has a strong spirit," Samyaza groans. "It would make an excellent Runestone anchor," Sariel agrees. "Yes," Armaros contends, "let us strengthen the enchantment of The Veil." You scream as they perform their ritual. For all time, you will feed the magic that blinds the eyes of man to real evil. (game over)

VICTORY: (The Ancient Ones die.) As each entity is vanquished, it loses its hold on this reality and disintegrates from its corporal form. "Thank the Maker," Samyaza cries, "I am finally free." Though troubling, it was his earlier mutterings which bother you more. *Face my own darkness? The Serpent god was right?*

REWARD: Choose any 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** What Samyaza said is true, you haven't faced your own darkness yet. (continue on page 21)
B You hear a strange sound through a cavern in the floor. Was that a cluck? (continue on page 22)
C Only this Serpent god remains and must now be destroyed. (continue on page 23)
D The Aeons can help you contain this realm once and for all. (continue on page 24)

ARMAROS
Campaign Enemy

80

SLAY




↻ : 8 to each Ally.

(Takes no damage if you have an Aura in your Fate Route.)

SARIEL
Campaign Enemy

60

SLAY




↻ : 6 to each Recruit.

(Takes no damage from Agro cards)

SAMYAZA
Campaign Enemy

120

SLAY



↻ : 10 to each Hero.

(Takes no damage from Support cards)

CAUSALITY

20



You exit the portal, and you nearly fall over, nauseous, and dizzy. *Where am I? Why does their air taste so bitter?* You look up to see a black river winding like a moat around a twisted metallic tower that pierces up into the high caverns of this underworld.

The tower is besieged by C'thonians. A group of knights and priests fight them at the base of the tower. The Chronomancer leads the way as he speaks. "The sub-basement of the tower is the closest to our world. That is where the Runestone will be. I can age the stone into dust, but the temporal spell will leave me defenseless."

You find the lower halls that wind into the chamber housing the great blue Runestone, and the Chronomancer begins his incantation. The Runestone is unguarded, but for an unclothed maiden chained to its center and a ghostly figure floating above. The Wraith is twisted and changed. Her fingers like long bone knives, and a dark energy flowing around her. Her eyes are gray and lifeless, but she moves with an unearthly grace that makes you shudder. "Trespassers," the Wraith hisses. "You do not belong here."

"The Veil will be the end of us all," you reply. "The runestones must be destroyed!"

"We were all deceived," she scowls. "The Veil is not what you think. Leave now or face Be'alla- Queen of the Damned and I, her Wraith of Sorrows."

Time is shifting (Place a marker on "phase 1" on the runestone.) After completing all parts of the phase you may move the marker to the next phase. Victory is achieved if the Chronomancer is alive at the end of phase 6 or if the Wraith is killed.

DEFEAT: (The Chronomancer dies.) The Wraith sinks her claws through the heart of the Chronomancer. His body twitches then falls lifeless. You see her dark energies flow into the Runestone and its hue shifts from blue to black. The Wraith channels magic through the corpse of the Chronomancer and Be'alla blinks out of existence. (game over)

VICTORY: (The Wraith dies or the Chronomancer is alive at end of phase 6.) The Runestone fragments into dust, and the Wraith scatters to ash like burnt leaves. The injured Be'alla charges at you in a desperate attack, and the Chronomancer creates a rift beneath her feet. She falls through the rift, into another time. "Now for that Wizard," the Chronomancer says.

REWARD: You pick up a piece of the Runestone. For the rest of the campaign, you may Banish any number of cards from your own Fate Route on any of your turns. (continue on Campaign 1 page 11)

WRAITH
Campaign Enemy

85

SLAY

9 for each Hero.

- 1 Wraith goes first then players take 1 turn.
- 2 Be'alla goes first, then players take 2 turns, and then Wraith goes.
- 3 Players take 1 turn.
- 4 Wraith goes first, then Be'alla, goes.
- 5 Be'alla goes first then players take 1 turn.
- 6 Be'alla first, then Wraith, and then players take 1 turn.

BE'ALLA
Campaign Enemy

85

SLAY

7 to each Ally. Each other Player must Discard 1 card.

It takes you many months to find the Cavern of Solace. In the time it took you to find this place, you lost each of your companions. Some fell in battle. Others lost faith in your cause and went their own way. Within the Cavern of Solace, you see a spring of cold water. As you cup your hands to your mouth to drink, the water becomes ash.

“Stop torturing yourself with all this duty and purpose. Take some joy from the violence and killing. Otherwise, what was the point of it all?” a being of shadow asks. As you look closely at it, you realize it is you, shrouded in darkness.

You know nothing of me or my struggles, you think to yourself.

“We are one,” the Shadow growls. “I was there when we sacrificed the guide to draw out the Blighters. I was there when we crushed the Warlock’s skull. I was there for every gleeful kill. I am the grinning skull beneath your skin, and still, you deny me.”

You reflect on all the kills and all the betrayals you have been a part of. So much misery was here already. Can you be held accountable for bringing more of it? But, you have certainly made an impact. *Am I a monster?*

“Of course not, but you could be. There is no morality, only force, and the will to enact it.”

I will not be made a slave of my own actions!

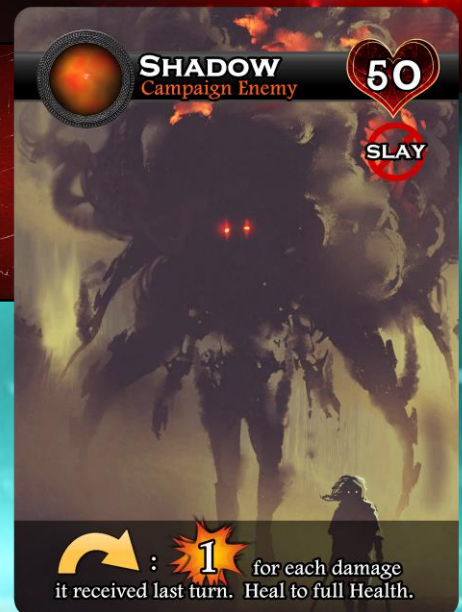
“By deceiving yourself, you make us a slave to the moral musings of antiquity. Who shall we be a slave to? Our appetites, our self-deceptions, or our rulers?” the Shadow asks.

You have no Allies. The Slay mechanic may not be used to instantly kill the Shadow. Each player faces the Shadow alone. You go first. If you deal 50 damage in a turn you win.

DEFEAT: *(Your Hero loses all Health.) Your battle with this darkness within is lost. The power and rage you have attained in this underworld, has only fed this evil part of yourself and starved whatever good remained in your soul. You rise with a new purpose. You will venture out again and leave nothing but chaos and corpses in your wake. If there is a God responsible for all creation, you will make him mourn the day of your birth. (THE END—Your Hero gains the title HELLRAISER.)*

VICTORY: *(The Shadow dies.) “You can’t destroy me without destroying yourself,” the Shadow snarls with you standing over it. You nod, I don’t have to destroy you. I am grateful to you for keeping me alive and giving me strength. But I will not let you control me, nor will I fully restrain you. You will remain in me, and you will trust me to decide when you are needed. As you said, we are one. From this day forth, I shall be a steward of this darkness that dwells within me.*

The Shadow is absorbed into you as you rise and leave the Cavern. *I have seen enough of Hell to last a thousand lifetimes. Let us return to the surface with the will to do for the world what it cannot do for itself. (THE END—Your Hero gains the title STEWARD OF DARKNESS)*



THE FOWLER LEVEL

22



You wander through the dark cave, growing closer to the putrid smell of rotten eggs. The brittle crunch of shells underfoot and the sound of a distant scratching of claw on stone are all that echoes through the hollows of the cave's moist walls. When you round the corridors, you finally see the creature of fearsome nightmares clucking above a mountain of skulls and bones. The beast resembles a rooster, but its mammoth proportions and towering plumage give you pause. It sees you and bobs its head before crowing.

"COCK-A-DOODLE-DOO," the beast roars with a shriek that leaves your ears bleeding. With its eyes fixed on you, the Cockatrice lumbers towards you, and you realize you will never outrun it.

Behind the great rooster, a hollowed-out husk of a colossal hen with hundreds of dead chicks are rotting and cooking in the heat of hell. Somone killed its mate and hatchlings. This beast wants revenge, and you will soon be its latest victim.

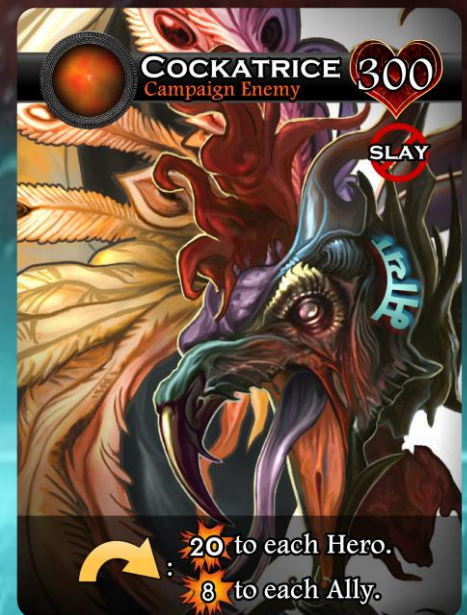
"My fight is not with you, old cock," you growl. The beast gives no heed to your warning and begins rattling the feathers around its neck to provide you a stern warning of its own.

You go first. The Slay mechanic may not be used to instantly kill the Cockatrice.

DEFEAT: (*Your Hero and any allies lose all Health.*) Shredded into a mass resembling mounds of clumped meat, you are pushed into the hollowed cavity of the hen. Your life energy is absorbed into the Cockatrice's mate. The giant Hen opens its long-dead eyes and stands alive once more. Your purposeless existence has ended, giving this Poultrygeist the strength to rise again and create a fowl new carton of demon chicks to rule the underworld. (THE END—*Your Hero gains the title GIBLETS.*)

VICTORY: (*The Cockatrice dies.*) The Cockatrice goes limp and collapses to the ground. You have traveled the depths of hell and defeated every enemy you have encountered. You are truly the fiercest champion to dare tread this realm. You spend the following weeks consuming the slow-roasted meat of your defeated, savory foe. Among the shattered shells of the old roost, you find a single egg, whole and unspoiled. When it hatches, you consider destroying it, but you decide another course to take. You will raise this thing, the last of its kind, to smite evil by your side. As the ages pass, your deeds become legend. All will hear the songs and rejoice in the many victories of the Great Poultry Warrior.

(THE END—*Your Hero gains the title FOWLER*)



Beyond the darkest depths of the abyss, you find the throne of blasphemy, the ruling seat of the great Serpent god. Its twisting and graceful form fills this place, and you shudder at the monstrous sight of it. The surreal moment of your meeting haunts you as if you have been here before.

“How kind of you to pay your respects, traveler,” it hisses.

“Search long enough, and you can always find the nest of snakes,” you mutter.

“Whilst you troubled yourself with your prideful quarrels, my servants used that time to prepare us a place in your world above,” the Serpent god says. “You have me mistaken for the villain, but I am a bringer of light. For my generous gifts of knowledge, I was imprisoned in this realm. Cursed to crawl in humiliation.”

“I have killed the Warlock and destroyed your brethren the Ancient Ones. I will have your throne, and all shall call me the Ruler of Darkness,” you profess.

“Bow to me, and the throne is yours,” the Serpent smiles.

“I’ll die before I bow to you,” you scoff.

“Let not your heart be troubled. For you will NOT surely die,” the Serpent mocks. “Death is merely a construct—a temporary escape from suffering. But you cannot escape me. Now kneel before me, and all shall be forgiven.”

“You underestimate me,” you growl. “I was made to destroy devils like you.”

“There are no devils like me,” it smiles. “And if you were made to be my destroyer, then I feel great disappointment in your creator.”



You go first. The Slay mechanic cannot be used to instantly kill the Serpent god.

DEFEAT: (*Your Hero and any allies lose all Health.*) Crushed by the vast power of the Serpent, it curls around you, and you feel a surge of energy begin to swell within you. “You got closer this time,” the Serpent god hisses. “Perhaps you will have better results the next time around. For now, a little gift I acquired from a fellow traveler several eons ago.” The energy inside you builds to a crescendo, and you know once more the familiar embrace of death. (continue on page 9)



VICTORY: (*The Ophidian dies.*) With a final swing of your blade, the Serpent’s head crashes to the floor. You can barely breathe from all the soot and debris created from your great battle. The Serpent’s eyes look to you. “Now you cannot travel to the world above,” you rasp. The Serpent’s severed head smiles, “Did you think the preparations my servants made were for me?”

REWARD: Choose any 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 25)

You scarcely believe your eyes when you find the frozen wastelands in the furthest reaches of Hell. There, on the icy planes of the harshest of tundras, the Aeon descends, and you sense beauty and a great unexplainable terror. "Are you the Aeon?" you ask.

"It is as you say. We were the watchers," she smiles. "Long have we awaited your arrival."

"Why do you unsettle me so?" you question.

"Your inner fears are brought forth when your kind encounters a higher being," the Aeon smiles. "Do not be afraid."

"The forces of hell have been spilling into our world. The strength of The Veil is failing. We need your help to imprison the demons once more," you speak with trepidation.

"I know, child," the Aeon smiles. "The Veil was never meant to last forever. Soon every eye shall be opened, but we honor your efforts and have contained the demons of hell."

You look around for some sign of shackles or enchanted imprisonment. You see nothing that would trap these beings here. "How do I free you so you can stop the demons?"

"You freed us when you killed the Ancient Ones. They were but our shadows here," the Aeon says. "You would know me as Gadreel, the Red Queen."

"The mistress of suffering?" you gasp. "Deceiver!"

"Alas, she was the darker nature of my being," the Aeon smirks. "There is good as well. I am life itself. Surely you understand having a touch of darkness in one's soul. Long have we yearned for this unification. Now we can set the world right. All of this is possible because of you."

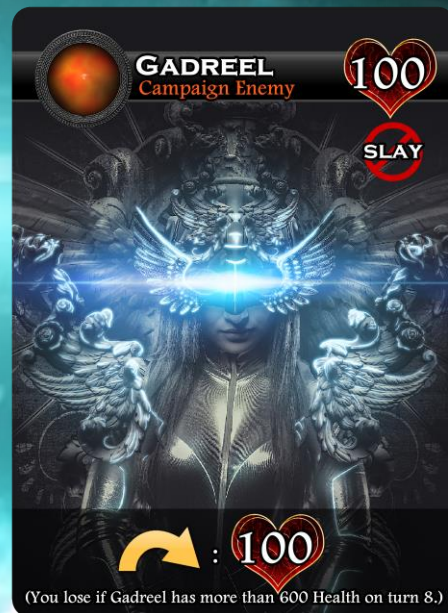
"I'll be damned if I let my legacy be the release of you monsters," you spit.

You go first. The slay mechanic may not be used to instantly kill Gadreel. Gadreel must be below 600 Health by the end of turn 8 to achieve victory. (Gadreel receives +100♥ for each additional Hero in your party.)

DEFEAT: (The Aeon has more than 600 Health on turn 8.) Your attacks went unnoticed, and she never bothered to strike back. "The Serpent god holds the throne to the demons of Sheol," the Aeon says. "He will keep the demons contained with only a few conditions." (THE END—Your Hero gains the title **LIBERATOR OF THE FALLEN**)

VICTORY: (The Aeon has less than 600 Health on turn 8.) The Aeon is weakened, but it takes all your strength to keep her from rising again. "I will find a way to stop the demons without your help," you snarl. "Unnecessary," the Aeon smiles, "the Serpent god agreed to keep the demons captive, so long as we delivered its eggs to the surface." You grip even tighter, "I will stop you." The Aeon looks at you perplexed. "It is already done. We delivered them before you arrived. Are you not pleased? You won. The demons are imprisoned once more. You willed it to be, and it was manifested. Truly, there is no substitute for the will of humanity. For you are all creators."

(THE END—Your Hero gains the title **EYES OF THE WATCHERS**)



The head of the Great Serpent lies still on the ground, a black mist beginning to emit from the open wound on the severed neck. The Serpent smiles at you as it speaks, "I told you death is merely a construct. You cannot kill me."

"You said your servants were preparing a place in the world above... if not for you, then who?" you question with anger.

A colossal creature descends on you, and you know fear once more. It has the body and head of the Serpent god, with monstrous demon wings, and the crushing limbs of some great lizard. This living, breathing leviathan of death and chaos is nearly the size of Grael's fortress.

"Behold my beloved son, with whom I am well pleased," the Serpent hisses.

"What manner of treachery is this?" you gasp.

"Long ago, Yeqon discovered the art of our self-replication, even he never dreamed of such a magnificent entity as this," the Serpent god speaks with genuine pride.

"Yeqon was already dealt with," you frown.

"Jareth's prison tower will not hold him for long," the Serpent hisses. "Try to imagine with your primitive mind what fun Yeqon will have with those Clerics and Priestesses once he liberates himself."

"You and your spawn will not live to see that day," you grimace.

You go first. The Slay mechanic may not be used to instantly kill the Progeny. (The Progeny receives +100♥ for each additional Hero in your party.)

DEFEAT: (Your Hero and any allies lose all Health.) The black mist from the Serpent's neck has reformed its immense body anew. Your body is tossed from the jaws of the Progeny to lie prostrate before the remade Serpent. "Oh, how the mighty have fallen," the Serpent sneers. With all your strength and power, you could not defeat the child of the serpent. Your barely conscious mind wanders in search of even a glimmer of hope. Behind the Serpent god you see the final tragedy—tens of thousands of eggs that will bring forth more of the Serpent's brood to lay waste to the world above. (THE END—Your Hero gains the title **THE DEVIL'S PUNCHLINE.**)



VICTORY: (The Progeny dies.) After beheading the Progeny, you look back at the Serpent, who is almost reformed. "I am the Ruler of Darkness," you shout as you sit upon the throne, "and the demons are mine now, and they shall never return to the Earth Realm." The Serpent hisses, "Most of the magic in your world is wrought by the demons of Sheol. You would bind all the sorcery and enchantments here with your imprisoned demons?" You look down at the Serpent, who seems less a god with each passing moment. "So be it," you growl. The Serpent slithers out of the great chamber, and an energy portal of fire opens before it. "We shall meet again," you mutter. "Something to look forward to," the Serpent smiles. It darts into the closing portal and is gone. You look before the vast reaches of your new Hellish Realm, and for a brief moment, you wonder, *Had I free will in any of this?* You dismiss the thought as quickly as it came. There are more pressing matters. You now have a kingdom to rule.

(THE END—Your Hero gains the title **RULER OF DARKNESS.**)




ALLIES

Thanks to the generous support from brave warriors in the Earth Realm, a number of Allies are available to join you in your journey through the depths of Hell.

 **FIGHTER**
Campaign Ally 



 : 

 **BARD**
Campaign Ally 





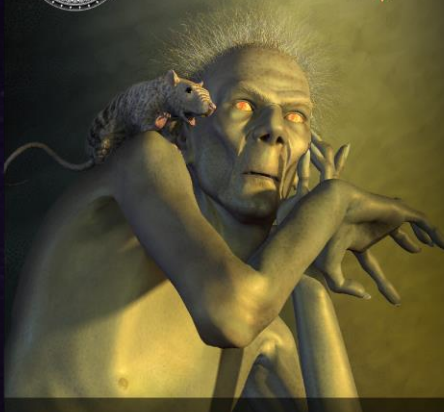
 :  to each Hero and Ally.



 **PROFLIGATE KNIGHT**
Campaign Ally 






 :  ,  for each  in your Fate Route.


 **PLAGUE BEARER**
Campaign Ally 



 :  for each card in your Banished Pile.

 **DEFILER**
Campaign Ally 



 : Each Hero may Banish up to 4 cards from their Hand or Fate Route.

 **POTION MASTER**
Campaign Ally 



 :  Draw a card.

NARRATIVE ALLIES

Several Allies are only accessible by completing specific missions in the Campaign.



CHARACTER GLOSSARY

Be'alla is a talented Necromancer, who was killed at the Lich's tower. She lured a powerful warrior to the tower, in order to destroy the Green Runestone and free her long lost love who was imprisoned there centuries ago.



Groal is a vile warlock, who has become obsessed with ruling the demons of Hell. Years ago he assaulted the Blackridge Monastery and opened a portal to the dark realms. Since he crossed over to the other side of The Veil, he has not been heard from. But with the demonic activities of Earth Realm increasing, it has been assumed he is close to achieving his diabolical plans.

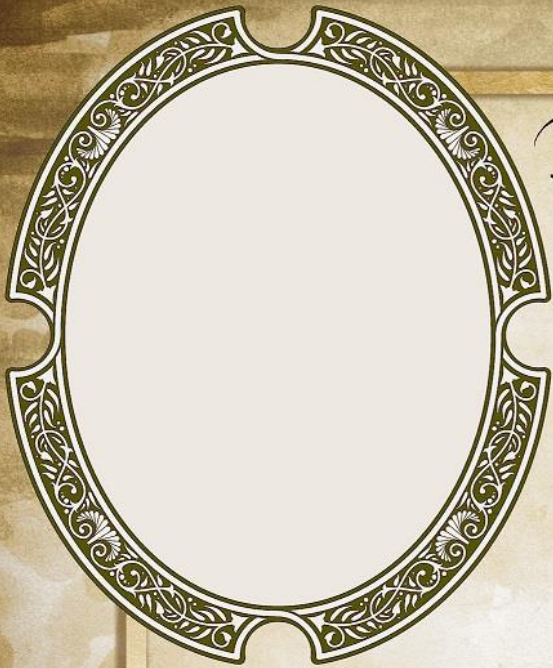
Lord Jareth is a great king who ruled the kingdom of Saraceth many years ago. During his reign, he helped protect the priestly order at Blackridge Monastery. When the clerics of Blackridge discovered a rift to the Underworld, Lord Jareth helped lead an expedition to contain the demons in hell. After succeeding, Lord Jareth and many of the Priests and Witchers of Blackridge chose to remain in the Underworld to help prevent future demonic incursions.



Xernon is a powerful Wizard who has devoted his life to protecting the enchantment called The Veil. He was cast into the underworld by the fiendish Archmage many years ago. Within the Underworld, Xernon was eventually captured and tortured by Lord Jareth. In Jareth's tower, Xernon remains imprisoned within an enchanted gibbet that render's Xernon's great magical prowess inert.

Yeqon and the Ancient Ones were long ago condemned to the furthest reaches of Hell for their crimes against the Earth Realm. There they have remained for eons, biding their time and preparing for an opportunity to once again be more than just the RULERS OF DARKNESS.





Name _____

Class _____

Title _____

Starting Deck

1 _____

2 _____

3 _____

4 _____

5 _____

6 _____

7 _____

8 _____

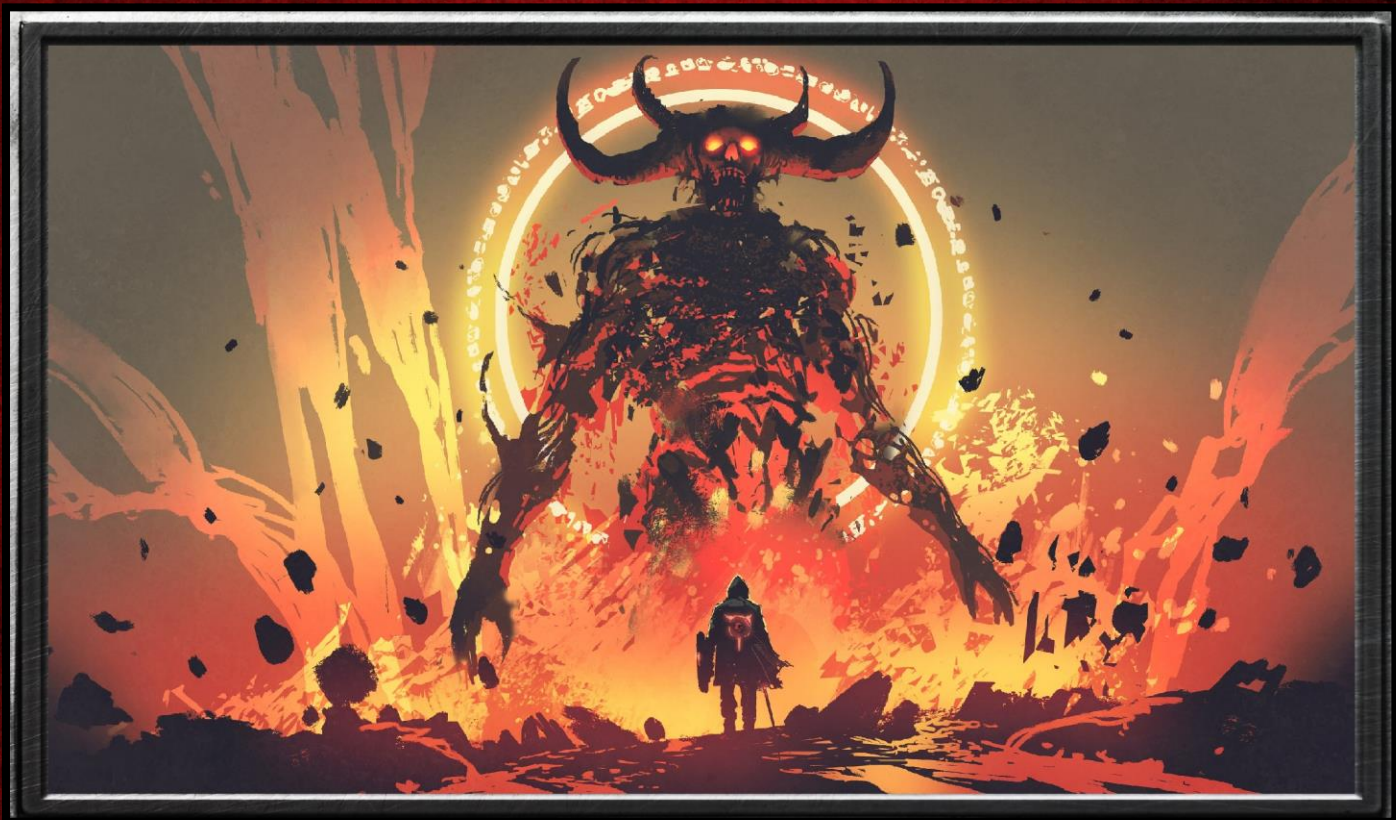
Roster

Rewards

Campaign Progress



THE VEIL



IN A TIME OF MAGIC AND TURMOIL, A BAND OF HEROES AND VILLAINS WILL FORM A TENTATIVE ALLIANCE AND VENTURE INTO THE UNDERWORLD TO FACE THE DARK CREATURES OF HELL. ONLY THE BRAVEST OF SOULS CAN DESCEND INTO THE ABYSS AND COME TO GRIPS WITH THE VEIL AND ITS RULERS OF DARKNESS!

1 – 5 PLAYERS.
REQUIRES THE VEIL DECK BUILDING GAME TO PLAY.

THE VEIL ONLINE

