

CAMPAIN



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, 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.

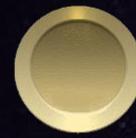
WHO GOES FIRST

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 playing 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*).

The interface includes a Hero selection box, a Recruits area, a Fate Deck, a Banished area, a Fate Route area with 4 slots, and a Health bar on the right ranging from 130 to 00. The background features the 'RULERS OF DARKNESS THE VEIL' logo.

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 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

Some Fate Decks contain a different card type called Auras. 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.

TRAPS

Some Fate Decks contain a different card type called Traps. 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, a negative 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 games. For a greater challenge you may keep your teams 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 itself, because it is no longer in your Hand once you play its ability.

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).

As 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.

When you gain a reward that replaces an existing card in your starting deck, remove the replaced basic card and set it aside. You may replace non-basic cards in your starting deck—if you do, the replaced card would return to your Fate Deck.

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.

TheVeil.online

THE FORTRESS

1

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 is a verdant hue that seems to infer both life and death in some twisted harmony. *So it's true*, you think to yourself. *The Wizard crossed over here.*

"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 travel companion. *Blighters from the other side of the Veil.*

The soldiers of these lands have been fighting them off for several years now. Every time a Blighter kills, its victim is transformed into another one of these gray mossy beasts. 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 3 Blighters.

(+3 Blighters for each additional Hero in your party.)

DEFEAT: (Your Hero [and your allies] loses all Health.) You manage to fight them off, but you have been bitten. 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 important 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 may be the opportunity you've been looking for, but how best to proceed?*

REWARD: Choose a 1 or 2 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 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)



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, an Emperor died-- no, not just. 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. It is choice and will that brings you to this place, for you have heard of a man. A man who resides near the tombs on the outskirts of this shambled city. A man possessed by demons.

Where better to find a guide through the sulfurous bile of hell than in such a place, then in such a man. He will bend to your will, or you will break him.

Several of the destitute remnant take notice of you and briskly pace themselves away. Soon you take notice of a troubling sensation. The earth itself trembles and shutters. Something large is coming this way. Instinctually, you kneel and touch the ground. Whatever it is, it is traveling under the earth itself.

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 uncomfortable demise, nearly swallowed whole.

A This Under Dweller is a distraction. Ignore it. *(continue on page 6)*

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



You take your turn first. *(+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 your allies] loses 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 13)*

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 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 that adjustment. *(continue on page 6)*

THE TOWER

3



You notice the smell first. 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 Druidic Rune Stones, fueling that enchantment we call the Veil.

The ancient lore you've studied described The Veil as a protection for humanity from the dark forces on the other side of this world. If they only knew how dark, those old fools 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, lay 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 passed 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 utter under your breath. "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."

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

DEFEAT: (Your Hero [and your allies] loses 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 that adjustment. (continue on page 5)

LICH
Campaign Enemy

40

SLAY

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

Beyond the moat of some blackened slime, you wind your way through the twisting corridors of the temple. It was long ago converted to a place of demon worship by the cultists, 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 the final throws of death. Insects have made a home of its carcass, and it is difficult to avoid breathing in the flies that circle about you.

On a nearby table amidst, the rusty blades and old tools of torture, you see the mad scrawling's of the Warlock quilled onto pages made from dried 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, Groat 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 gate-way of light begins to form. Before you are able to 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).

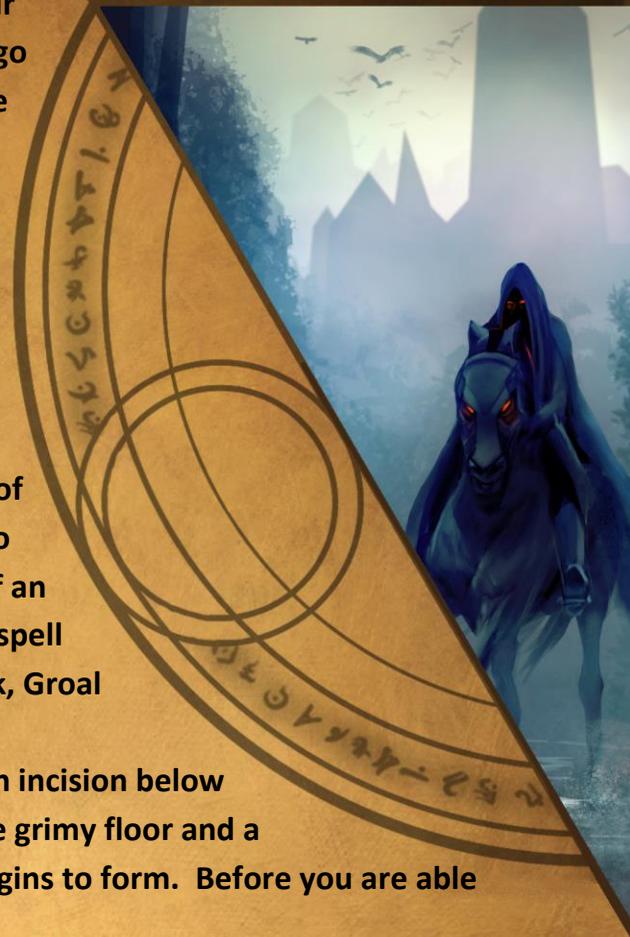
The Slay mechanic may not be used to instantly kill the Desecrator (+20♥ for each additional Hero in your party).



DEFEAT: (Your Hero [and your allies] loses all Health.) You were weakened from the blood loss of the spell. The demon grabs you by the head and twists until you feel a sharp snap from within. (Your Hero gains the title **HELLBOUND**.) No reward. (continue on page 13.)

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 that adjustment. (continue on page 7)



THE BLACK RIVER

5

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 near 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.



LICH
Campaign Ally

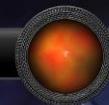
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66 distributed as you choose.

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

DEFEAT: (Your Hero [and your allies] loses all Health.) The creature from the river begins to imbed 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 substance filling your throat. (game over)



INITIATOR
Campaign Enemy

50

SLAY



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

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 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 that adjustment. (continue on page 8)