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Components

- | | |
|-------------------------|----------------------|
| ◊ 5 Silver Ribbons | ○ 12 Foes |
| ◊ 1 Spirit Dial | ○ 40 Threats |
| ◊ 20 Power Tokens | ○ 20 Basic Memories |
| ◊ 3 Action Power Tokens | ○ 34 Memory Upgrades |
| ◊ 121 Cards: | ○ 1 Portal |
| ○ 3 Actions (2-sided) | ○ 1 Archfiend |
| ○ 5 Vignettes | |
| ○ 5 Keys | |

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Veilwraith

A hush settled across the land beneath the obsidian skies. The fighting had all but ceased. There was a hissing from the trees as they recoiled from the broiling mists, their branches curling up and twisting into ash, then blowing away on the breeze. As the stars faded in the sky the terrible silence was deafening.

The gathered legions were not even trying to attack the walls of the city – they were trying to escape. The Templars of the Rose had known all along: it was His coming. The Overlord had sent forth his minions within the gloom to prepare the way. And now the masses of black figures swarming outside the gates of the Sprawl turned as one to face what was coming.

Far through the darkness, beyond the ruined plains, upon the horizon, a halo of red light coalesced. The circular light brightened and stretched, growing impossibly in size.

The silence was shattered as a booming, thunder rumbled beneath the earth and the ground began to shake. From both sides of the walls screaming, shrieking and wailing filled the air as thousands of souls cried out to the heavens in despair. Figures fell from the highest walls and towers, some even throwing themselves off.

A single, terrible, discordant musical note pierced the cacophony, a blaring, otherworldly hornpipe, loud and clear throughout the land. Clutching their ears and falling to their knees as utter hopelessness crushed them, the people collapsed in great throngs. The klaxon sound deepened and fell quickly through the octaves until it violently seized the bodies of the now writhing shapes scattered in and around the city.

Then came the Rending.

As the circular red light continued to grow, and the thrashing, shuddering tone amplified, the earth shook and suddenly snapped hurling upwards huge, city-sized chunks of rock and debris. A depthless chasm ripped the ground asunder as though giant hands had torn the earth apart. Buildings and entire streets buckled and fell into the abyss along with screaming hordes of bodies. The plates of the earth shrieked and shifted, and as the giant mountains of land that had been thrown into the sky descended a fathomless ash cloud blackened the heavens.

And so the world ended.

Ribbons of silver light weave their way through the Veil. Fleeting souls soaring through the ethereal fabric of what has been left behind. Fewer in number with each passing moment.

A colourless, shadowy realm engulfs the senses. As the silver ribbons fade into the impossible distance, terrible loneliness pervades in this twilight of emptiness.

Then, from nowhere, a voice. Indivisible from reality: melodic, languid, and utterly compelling: "He has gone too far," The Lady whispers.

After what seems like aeons, the realisation dawns. She is talking to you...

Veilwraith is a card game for 1 player (hereafter: the Veilwraith), which can also be played multiplayer with up to 4 Veilwraiths, where each Veilwraith must have their own copy of the game.

VANA: In the seared lands or 'Vana' that has been left behind after the end of all things, fragmented memories of trapped souls continue to try to break through the shattered Veil.

DEJA: Some spirits remain because of an intractable bond with the life they left behind, and some remain because of strong magicks, or curses, or the tragedy of their fate – these souls are the Deja. Their very presence threatens to drain your soul unless you can help them find peace.

ANIMA: Other more malicious entities patrol the Vana too, clinging to a shadowy vestige of wraithlike half life: the twisted Anima – creatures and spirits driven by madness and evil: demons, monsters, damned souls, and puppets of the Overlord Himself.

KEYS: As a Veilwraith you are a remnant of what once was – an unearthly being sent back through the Veil by an impossible twist of fate. You must traverse the corrupted Vana, searching for and weaving together a series of disparate memories called Keys that can restore light, colour, and life to this broken, blackened world.

MEMORIES: But you are not helpless. Gifted with unusual talents you can avail yourself of powerful memories from the stories that came before; memories which are all that remain to lend hope to this ravaged land.

Game Objective

Veilwraith is played over a series of games or 'Vignettes' which together make up a Campaign. Each game, the Veilwraith selects a Vignette to play through for that game. For the first game, the Veilwraith should select Vignette number 1 "Lost Ruins". Each game, the Veilwraith must collect 5 Keys, and defeat all of that Vignette's Foes, all whilst evading the watchful eye of the Archfiend. Once they have collected all 5 Keys and defeated all the Vignette's Foes, only then can the Veilwraith try to reach the Portal in time to escape back beyond the Veil and win the game. Victory: The Veilwraith wins the game at the end of a round provided they have:

- ◊ Collected all 5 Keys, and
- ◊ Revealed and defeated all of the Vignette's Foes (even if other Threats are still in play), and,
- ◊ Defeated the Portal.

Defeat: The Veilwraith immediately loses the game if their connection to the world is severed. This happens if:

- ◊ They run out of Spirit, or
- ◊ They encounter the Archfiend.

If the Veilwraith loses a game they lose 1 silver Ribbon – a mysterious vestige connecting them to what remains of this broken world – and must restart the same Vignette. If a Veilwraith loses 5 Ribbons, their connection to the world is permanently destroyed: they lose the Campaign and must restart it.

When a Veilwraith wins a game they move onto the next Vignette in numerical order, e.g. if a Veilwraith beats Vignette 1 "Lost Ruins", next they would play Vignette 2 "Nesting Woods". If the Veilwraith wins all of the Vignettes, in numerical order, before they run out of Ribbons, they win the Campaign! Next time they start a new Campaign they should increase the difficulty by:

- reducing their total number of Ribbons by 1, and
- ignoring any instructions to Gain 1 Ribbon when defeating Vignettes (e.g. Village).

The ultimate challenge is to defeat all Vignettes with only 1 Ribbon! Alternative Stand-alone Game: the Veilwraith may choose any single Vignette to play through, but does not record Ribbons for a Campaign. This lets the Veilwraith a) play through Vignettes they might otherwise take longer to reach, and b) try to figure each Vignette out first before committing to it within a Campaign. They will need to upgrade their Memory deck first though, see Game End.

Components

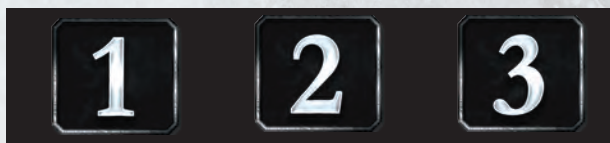
Ribbons – each time a Veilwraith loses a game, they lose a silver Ribbon, and their connection to the Vana lands weakens. If no Ribbons remain they lose the Campaign and must restart from Vignette number 1. Some game effects allow a Veilwraith to gain Ribbons, but the maximum limit is 5 Ribbons.



Spirit Dial – shows the Veilwraith's remaining Spirit. If the Veilwraith's Spirit ever runs out they fade from the world and lose the game. The maximum limit is 20 Spirit.



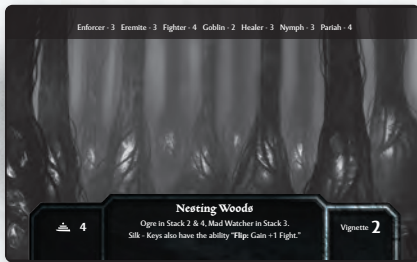
Power Tokens – are placed on Actions to increase their effectiveness. A Power Token may be spent to increase the Power of its Action by 1.



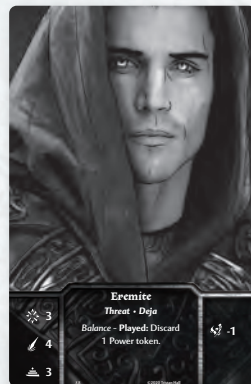
Action Power Tokens – determine the Power of the Veilwraith's 3 Actions. Each number on the Basic Action Power Tokens (1, 2, or 3) is a Power number and shows the current Power of the Action beneath it. The Advanced Power Tokens are on the reverse side (with circled numbers 2, 3, and 4) and may be upgraded to during a Campaign. Alternatively the Advanced Power Tokens may be used for an easier game experience.

Actions – are the 3 Basic Actions that the Veilwraith may choose from each turn to interact with the Threats they will meet: Influence, Fight, and Explore. Throughout the Campaign when certain Vignettes are defeated, Actions may be upgraded to their advanced versions: Charm, Assault, and Hunt – simply flip the Action to its upgraded side, which has the circle around the icon image.







Vignettes – show the setup instructions and win requirements for the game. The Explore value on the Vignette determines how difficult it is to find the Portal, through which the Veilwraith must escape to win. Play through all of the Vignettes in order to win the Campaign!



Threats – are the Threats which comprise the Threat deck. The Veilwraith must defeat, placate or avoid these Threats to escape from the Vignette successfully. When a Threat is defeated it is removed from play and placed in the Threat deck's discard pile. Threats can have certain text abilities that trigger when they come into play, when they are defeated, or that are ongoing whilst they are still in play.



Threats also have a number of values:

-  **Spirit Cost** How much Spirit the Veilwraith loses if the Threat remains in play at the end of the game round
-  **Fight** How much Fight Power is needed to defeat the Threat
-  **Influence** How much Influence Power is needed to defeat the Threat
-  **Explore** How much Explore Power is needed to defeat the Threat
-  **Spirit Boost** How much Spirit the Veilwraith gains if the Threat is defeated
-  **Combine** How much Power the Veilwraith gains if this card is Combined with another

Keys – the 5 Keys are the most sovereign memories of the world that once was. The Veilwraith must collect all 5 Keys to locate the Portal and escape the Vignette. The Keys are hidden amongst various Foes and Threats in the Threat deck.



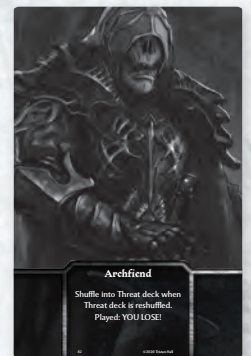
Foes – are the most powerful Threats in the Threat deck. The Veilwraith must defeat them all to complete the Vignette. Like Keys, Foes are found in the Threat deck. When a Foe is defeated it is removed from the game.



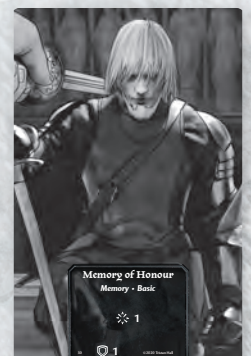
Portal – a doorway between worlds. Once the Veilwraith has collected all 5 Keys the Portal comes into play. After they have defeated all of the Vignette's Foes, the Veilwraith must defeat the Portal (as detailed on the current Vignette) to escape the Vignette and win the game before the Archfiend discovers them. Foes and Keys may be defeated in any order, but they must all be defeated before the Portal can be defeated.



Archfiend – if too much time is spent in one Vignette the Overlord is alerted and will send forth his invincible avatar (the Archfiend) to obliterate the Veilwraith. This card is added to the Threat deck when the Threat deck runs out and has to be reshuffled. If the Veilwraith ever draws the Archfiend they lose the game – nothing can cancel this.



Memories – these are the Veilwraith's special abilities used to overcome Threats and Foes and discover Keys. The Veilwraith draws one Memory from their Memory deck into their hand every round during the Draw Phase, and may play as many Memories as they like during their turn. Card abilities that reference “your deck” or “your discard pile” are referring to the Memory deck and discard pile.



Memory Upgrades – As the Veilwraith progresses through the Campaign they can improve the abilities of their Memory deck by earning these upgraded Memories after each game.



Setup



1 **Action Power Tokens and Actions:** Place the Action Power Tokens Basic-side up (with numbers 1, 2, and 3) into the Play Area – the area in front of the Veilwraith – then:

- Place the **Explore** Action Basic side up* under the number ‘1’ Action Power Token.
- Place the **Fight** Action Basic side up* under the number ‘2’ Action Power Token.
- Place the **Influence** Action Basic side up* under the number ‘3’ Action Power Token.

* the Upgrade side of an Action is labelled as such and has a circle around the Action icon (and better abilities), the Basic side doesn’t.

Advanced Variant: the Veilwraith chooses the order of Actions under the Action Power Tokens.

Beginner Variant: the Veilwraith starts with the Advanced Action Power Tokens.

2 **Spirit Dial:** Set it to 20 and place in the Play Area to show the Veilwraith’s remaining Spirit.

3 **Power Tokens:** Gather the Power Tokens and set them to one side out of the Play Area but within reach.

4 **Memory Deck:** Shuffle the 20 Basic Memory deck cards – Basic Memory cards are marked as such and each have a Combine value of 1 – and place it face-down in front of the Veilwraith. The Veilwraith begins with no Memories (until the first Draw Phase).

5 **Vignette + Threat Deck Stacks:** Choose a Vignette and follow its Setup instructions to assemble the Threat deck using 5 Stacks:

a. **Keys:** Shuffle the 5 Keys and deal them out face-down in a row to create 5 separate Stacks, with Stack 1 on the far left, and Stack 5 on the far right.

b. **Foes:** Follow the Vignette instructions to find and place any Foes face-down into their Stacks, e.g. for Vignette 2 “Nesting Woods” place one Ogre Foe on top of the Key in Stack 2, place the Mad Watcher on top of the Key in Stack 3, then place the other Ogre Foe on top of the Key in Stack 4. Unless the Vignette states otherwise, if there is more than one of the same type of Foe available (e.g. the two Ogre Foes in Nesting Woods) shuffle and deal them out into their relevant stacks randomly face-down, without looking at them. Remove unused Foes from the game.

c. **Threats:** Gather all of the Threats listed on the Vignette. If the Vignette asks for, for example, 2 Hobgoblins, but there are 4 Hobgoblin cards available, then shuffle the Hobgoblin cards and deal out 2 randomly face-down to be used in the game, removing the remaining 2 Hobgoblins from the game without looking at them. Once all of the Threats required have been gathered, shuffle them all together and deal them out face-down onto the 5 Stacks, ensuring that each stack has the same number of cards, i.e. six cards for each Stack. Remove any remaining unused Threats from the game.

d. **Stacks:** Shuffle all 5 of the Stacks separately. Place Stack 4 on top of Stack 5, then place Stack 3 on top of Stack 4, etc. until the Threat deck is complete, with Stack 1 on the top and Stack 5 at the bottom.

6 **Portal + Archfiend:** Place the Portal and Archfiend to one side, out of play.

7 Return all other components to the game box.

Gameplay

Veilwraith is played over a number of rounds. Each round, Threats will emerge from the Threat deck for the Veilwraith to try to defeat. On their turn the Veilwraith can:

- Play any number of Memories from their hand to improve their situation,
- Combine pairs of Memories to place Power Tokens on Actions in order to boost them,
- Tilt one Action to add a Power Token to it in order to boost that Action,
- Use one Action to try to defeat a Threat in the Threat Area, and
- Use special Key abilities

all in an attempt to find all 5 Keys and escape through the Portal as quickly as possible to win.

Each round consists of the following five Phases, which are explained in more detail below:

1. **Threat** – the Veilwraith draws a Threat.
2. **Draw** – the Veilwraith draws a Memory.
3. **Play** – the Veilwraith takes their turn.
4. **Spirit** – the Veilwraith loses Spirit, based on the number of Threats now in play.
5. **End** – the Veilwraith checks for Victory, otherwise the game area is reset, ready for the next round.

1. THREAT PHASE

- Any cards in play that have **Start of Round:** abilities (described later) activate now.
- Then the Veilwraith draws and plays 1 Threat from the Threat deck * face-up onto the table in an area in front of them – this area is called the Threat Area. The Threat Area may contain any number of Threats, and all Threats stay in play until they have been defeated or discarded by an effect.
- Immediately activate any **Played:** abilities on the newly played Threat, if any.

* **Archfiend:** If the Veilwraith goes to draw a Threat but the Threat deck is empty, take the set-aside Archfiend and shuffle it into the discarded Threats to form a new Threat deck.

If the Archfiend is ever drawn the game ends instantly in defeat.

2. DRAW PHASE

At the start of the Draw Phase, the Veilwraith draws 1 Memory into their hand. If their Memory deck is ever empty, they immediately shuffle the Memory discard pile to make a new Memory deck.

3. PLAY PHASE

The Play Phase is when the Veilwraith takes their turn. In any order, the Veilwraith may do any, none, or all five of the following activities, which are described in more detail below:

- a. **PLAY:** Play any number of Memories from hand.
- b. **COMBINE:** Combine 2 Memories to add Power Tokens to an Action.
- c. **TILT 1 Action (once per round):** Rotate the Action 45 degrees, and add 1 Power Token to it (Limit: 5 Power Tokens per Action).
- d. **USE 1 Action (once per round):** Rotate the Action a full 90 degrees sideways, Use that Action, then move it under the number '1' Action Power Token, pushing the other two Actions up one space if necessary.
- e. **KEY Abilities:** Tilt or Flip a Key in the Play Area to use one of its special abilities.

a. **PLAY Memories** – play any number of Memories from hand. Memories may be played at any time, including during an Action, or outside of the Play Phase. Activate any or all (or none) of the abilities on any Memory played, then place it face-up into the play area to show that it has now been used. Memories that give a bonus to an Action should be placed next to that Action in the Play Area.

*Example: The Veilwraith plays **Memory of Blood**, which gives +2 Fight, and then places **Memory of Blood** next to their Fight Action.*

At the end of the round, during the End Phase, all played Memories are discarded to the Memory discard pile.

b. **COMBINE 2 Memories** – Discard any 2 Memories to add a number of Power Tokens (equal to the Combine number shown on **either card**) to any Action – even if it is already Tilted or Used – up to a maximum of 5 Power Tokens on each Action. Performing a Combine does not Tilt or Use an Action. Combine may be performed multiple times per Phase.



c. **TILT 1 Action (Limit: once per round)** – Select an Action that is not already Tilted or Used, and 'Tilt' it – rotate it by 45 degrees then add 1 Power Token to it from the supply, up to a maximum of 5 Power Tokens per Action.

A Tilted Action may not be Used this turn, but in a future turn when this Action is used, any Power Tokens on this Action may be spent to increase its Power.

Unless otherwise stated, if another game effect (e.g. a Threat) causes an Action to be Tilted, no Power Tokens are added to the Action by that effect.



d. USE 1 Action (Limit: once per round) – Choose a Threat in the Threat Area as the target for this Action (to try to defeat it). Select an Action that is not already Tilted or Used, and exhaust the Action – rotate it 90 degrees sideways (as opposed to Tilting it 45 degrees) to show that this Action has been selected. Determine the Action’s Power by adding together:



1. The Power number on the Action Power Token above that Action,
2. The Power of any Memories played next to this Action,
3. Any number of Power Tokens on this Action may be discarded back to the supply too, adding 1 Power per discarded Power Token (unused Power Tokens are not discarded, and Power Tokens do not have to be discarded when their Action is Used),
4. The Upgraded Action bonus IF the Action is an Upgraded Action (Upgraded Actions add a further +1 to the Action’s Power), and
5. Any other abilities that affect the Action’s Power (e.g. Key abilities, see below).

Then perform the Action on the card:

Influence: If the Power of the Influence is equal to or greater than the Influence value of the target Threat in the Threat Area, that Threat is defeated (see below).

Fight: If the Power of the Fight is equal to or greater than the Fight value of the target Threat in the Threat Area, that Threat is defeated.

Explore: If the Power of the Explore is equal to or greater than the Explore value of the target Threat in the Threat Area (usually a Key), that Threat is defeated.

If the Threat defeated is the 5th Key then the set-aside Portal immediately comes into play in the Threat Area.

Draw: All Actions have an alternative Draw option too. Instead of Influencing, Fighting, or Exploring, a Veilwraith may Use any Action to Draw 1 Memory from the Memory deck. The Draw option is useful for tactically maneuvering the Actions around the Action Power Tokens.

After performing the Action, move the Used Action (keeping it exhausted) to the position under the number ‘1’ Action Power Token. This will usually push the other two unused Actions up one position: they are moved up to the positions beneath Action Power Token numbers ‘2’ and ‘3’, respectively.

Exception: if the Used Action was already under the number ‘1’ Action Power Token it will simply remain where it is.

e. KEY Abilities – the Veilwraith may either Tilt or Flip one Key in their Play Area that is not already Tilted or Flipped to activate one of its special abilities. Multiple Key abilities may be used each round.

Keys: When a Key is defeated by an Explore Action it is removed from the Threat Area and added to the Veilwraith’s Play Area. Keys in the Veilwraith’s Play Area have special abilities that may be used at any time during the Play Phase as long as the Key is still face-up:

1. **Tilt:** rotate the Key 45 degrees and immediately Use 1 Action that is not already Tilted or Used (rotate the selected Action 90 degrees sideways as normal). This way a Veilwraith can use a Key to perform an extra Action in addition to their one regular Action in the same turn. Keys do not reset after Tilting, so their Tilt ability can only be used once per game, though they may still be Flipped...
2. **Flip:** Flip the Key face-down to use its Flip ability. The Flip ability can only be used once, and once the Key has been Flipped it may no longer be used for either of its abilities – but it stays in the Play Area to show how many Keys have been collected.



***Example:** A Key with the ability “Flip: Gain +1 Fight” can be used during a Veilwraith’s Play Phase to increase the Power of a Fight Action by 1, on top of any other bonuses from Memories or Power Tokens.*

5th Key + Portal: When the Veilwraith has collected all 5 Keys into their Play Area (whether they are Flipped, Tilted, or otherwise) they immediately add the set-aside Portal into the Threat Area. Providing they have already defeated all of the Vignette’s Foes, the Veilwraith then needs to defeat the Vignette’s Portal value to escape through the Portal and win!

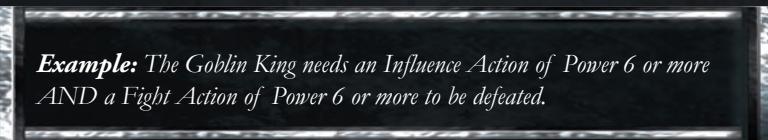
Defeated Threats: When a Threat is defeated it is placed in the discard pile next to the Threat deck. If the defeated Threat has a **Defeat:** ability then it is activated now.

Threat Spirit Boost: After a Threat has been defeated, if it has a Spirit Boost value (*Example: “Goblin King” has a Spirit Boost value of 1*), the Veilwraith immediately regains that amount of Spirit.

Foes: When a Foe is defeated it is removed from the game – set it to one side as a reminder. The Veilwraith must find and defeat all of the Vignette’s Foes to win the game.

Multiple Threat Values: Some Threats have multiple Threat values, e.g. a Fight value AND an Influence value – in this case the Veilwraith may choose which Threat value to try to defeat.

Multiple Threat Values with + symbols: If there are multiple Threat values with the + symbol, ALL of these Threat values must be defeated using separate Actions to defeat the Threat. Track which values on a Threat have already been defeated by placing a Power Token over the defeated value. Multiple Threat + values may be defeated in any order, and even over multiple rounds.



***Example:** The Goblin King needs an Influence Action of Power 6 or more AND a Fight Action of Power 6 or more to be defeated.*

4. SPIRIT PHASE

Add up the Spirit Cost value of every Threat in the Threat Area. The Veilwraith then loses that much Spirit. If they have no Spirit remaining they lose the game, see Game End.

5. END PHASE

1. **Victory Check:** The Veilwraith wins the game if they have:
 - ◇ Collected all 5 Keys, and
 - ◇ Revealed and defeated all of the Vignette's Foes (even if other Threats are still in play), and, finally
 - ◇ Defeated the Portal in the Threat Area (by defeating the Vignette's Explore value).

If Victory has not been achieved yet, they continue playing..

2. **Discard:** Discard from play any Memories that have been played this round.
3. **Memory Limit:** If the Veilwraith has more than 6 Memories in their hand they must choose and play or discard any number of Memories until they have only 6 Memories in their hand. Keys do not count towards this limit because they are in play, not in hand.
4. **Actions Reset:** The Veilwraith then resets their Actions – cards are reset by rotating them back to their original upright state. **Note:** Keys are not reset after being Tilted or Flipped.
5. **End of Round:** Any **End of Round:** abilities on cards in play activate. Then a new round begins with a new Threat Phase.

GAME END

A) Memory Upgrades: As their impossible journey continues and they discover more Keys the Veilwraith's connection to the world becomes stronger, and their Memories grow more clear and powerful. Whenever the Veilwraith defeats a Vignette they may upgrade their Memory deck as follows:

1. The Veilwraith chooses a Memory in their Memory deck and returns 1 copy of that Memory to the game box.
2. They then choose 1 Memory Upgrade e.g. “**Memory of Heaven**” from the Memory Upgrades in the game box. The Memory Upgrade must be either the same Combine value or one higher than the Memory they just removed (e.g. a “Combine 1” Memory can be upgraded to a “Combine 2” Memory). They then add 1 copy of that Memory Upgrade card to their Memory deck.
3. They may then continue to remove cards from their Memory deck, ensuring to remove both copies of each card each time. **Limit:** A Memory deck must be at least 20 cards minimum, with no maximum limit.

If the game was a Defeat:

- ◇ The Veilwraith loses 1 Ribbon (return it to the box) and must restart the same Vignette the next time they play. If a Veilwraith loses all 5 Ribbons, they lose the Campaign.
- ◇ If they still have at least 1 Ribbon, they must replay the same Vignette until they succeed or lose the Campaign.

B) Other Rewards: Some Vignettes offer other bonuses when defeated such as **Gain a Ribbon** (to a maximum of 5 Ribbons) or **Upgrade an Action** or **Action Power Token** (simply flip the Action card or Token over to its upgraded side), and these rewards are claimed before starting the next Vignette.

C) Non-Memory cards: Remove any cards from the Memory deck that are neither Memories nor Memory Upgrades.

D) Reset Spirit: Before starting their next game the Veilwraith resets their Spirit to 20.

E) Next Vignette: Finally, they set up the next Vignette and continue the Campaign.

Stand-alone game: To play any Vignette outside of a Campaign first upgrade the Memory deck a number of times equal to the number of Memory Upgrade “Defeat:” rewards on all previous Vignettes, e.g. to play **Weald Heart** (Vignette number 4) outside of a Campaign a Veilwraith may first perform 2 Memory Upgrades (1 Memory Upgrade from Lost Ruins + 1 from Serene Lake).

THE CAMPAIGN

If the Veilwraith defeats all of the Vignettes, in numerical order, before they run out of Ribbons, they win the Campaign! The next time they start a new Campaign they should increase the difficulty:

- a. reduce their total number of Ribbons by 1, and
- b. ignore **Gain 1 Ribbon** effects when defeating Vignettes.

The ultimate challenge is to defeat all Vignettes in order with only 1 Ribbon!

Rogue Wraith Mode: Whenever the Veilwraith wins a Campaign they may make one permanent Memory Upgrade to the Basic Memory deck before starting their next Campaign.

GAME DIFFICULTY VARIANTS

Easy Mode: Start with the Advanced Action Power Tokens instead of the Basic Action Power Tokens.

Expert Mode: The Veilwraith may increase the difficulty by choosing to start the Campaign with just 3 Ribbons instead of 5 Ribbons.

MULTIPLAYER GAME

To play Veilwraith with more than one player, each player must have their own copy of the game.

COMPETITIVE PLAY

The Overlord has sent his own nefarious emissaries to compete against the Lady for control of the fleeting memories from a world destroyed.

Competitive play functions the same way as Cooperative play (below), but each Vignette is played by opposing Veilwraiths and is a desperate race to the finish! The first Veilwraith to win a game is victorious. If two or more Veilwraiths win in the same End phase the tie is broken first by remaining Spirit, then by remaining Power tokens, then by whoever is youngest.

Whoever wins the most Vignettes throughout the Campaign – whether or not the Campaign is successful – is the overall Campaign Victor, with ties broken as above.

COOPERATIVE TEAM PLAY

The Lady has sent more than one emissary back into the gloom!

The team shares 5 Ribbons for the Campaign. Starting with Vignette 1 **Lost Ruins**, each Veilwraith sets up their own copy of the game as normal, with their own Threat and Memory decks and Play Areas and Threat Areas. They play through each phase at the same time, simultaneously as follows:

1. **Threat** – each Veilwraith draws a Threat and places it into their own Threat Area.
2. **Draw** – each Veilwraith draws a Memory.
3. **Play** – each Veilwraith takes their turn, but when playing Memories and actions they may coordinate and help each other out by using Actions on Threats in any Play Area.
4. **Spirit** – each Veilwraith loses Spirit from Threats in their own Threat Area only.
5. **End** – each Veilwraith checks for Victory. Any Veilwraith who escapes the Portal and wins is removed from the game. If all Veilwraiths win, everyone wins as a team. But if just one Veilwraith loses the game, everyone loses together and the team loses 1 of their Ribbons and must restart the Vignette. Otherwise the game continues with the next round.

Reduce the maximum Spirit of each Veilwraith:

- ◊ 2 Veilwraiths: 17 Spirit
- ◊ 3 Veilwraiths: 15 Spirit
- ◊ 4 Veilwraiths: 13 Spirit

Joining an existing Campaign: if a new Veilwraith joins an ongoing Campaign, to catch up they first gain the “**Defeat:**” benefits of all previously completed Vignettes.

Glossary

Another Veilwraith: In solo play read “Another Veilwraith” as “The Veilwraith”.

Card Abilities: Some cards have abilities that trigger when an event happens, as listed below. If no trigger is listed on a card’s ability, that ability remains in effect until the card is discarded.

Defeat: When this card is defeated immediately trigger this effect.

Played: When this card is played from the Threat deck immediately trigger this effect.

Start of Round: At the start of the round, immediately trigger this effect before doing anything else.

End of Round: At the end of the round, immediately trigger this effect after everything else in the End phase.

- ◊ If multiple effects resolve at the same time, the Veilwraith chooses the order in which these effects resolve.
- ◊ If an effect can only be partially resolved – e.g. “Discard 2 Power tokens” when there is only 1 Power token in play – resolve as much of that effect as possible (i.e. discard that 1 Power token in play).
- ◊ If an effect cannot be resolved – e.g. “Discard 1 Power token” when no Power tokens are in play – that effect is ignored.
- ◊ If an ability is open to interpretation the Veilwraith determines how it is played, e.g. “Discard 1 card” – the Veilwraith chooses which card to discard, as opposed to “Discard 1 card at random”, in which case the Veilwraith would not choose which card to discard.
- ◊ If a card ability breaks a rule from this rulebook, the card ability takes precedence.

Play Area: the area in front of the Veilwraith, including any Actions or collected Keys.

Threat Area: the area containing all the Threats in play.

TURN SUMMARY

1. Threat –

- ◊ Start of Round: abilities activate.
- ◊ Draw and play 1 Threat into the Threat Area.
- ◊ Activate Played: abilities, if any.

2. Draw – Draw 1 Memory into hand.

3. Play – In any order:

- ◊ Play any number of Memories: follow the instructions on any cards played.
- ◊ Combine 2 Memories: Discard 2 Memories to add Power Tokens to an Action (up to a limit of 5 Power Tokens per Action).
- ◊ Tilt 1 Action: rotate it 45 degrees, add 1 Power Token to it (up to a limit of 5 Power Tokens per Action).
- ◊ Use 1 Action: rotate it 90 degrees sideways, Use the Action, then move it onto the number 1 space of the Action Power Track, pushing the other two Actions up one.
- ◊ Key Ability: Tilt or Flip a Key in the Play Area to use one of its special abilities.

4. Spirit – Add up the Spirit Cost of every Threat in the Threat Area and lose that much Spirit.

5. End –

- ◊ Victory Check: The Veilwraith wins the game if they have:
 - i. Collected all 5 Keys, and
 - ii. Defeated all of the Vignette’s Foes, and
 - iii. Defeated the Portal
- ◊ Discard: discard from play any Memories that have been played this round.
- ◊ Memory Limit: play or discard down to 6 Memories.
- ◊ Actions Reset: rotate Actions back to their original upright state.
- ◊ End of Round: abilities activate, then a new round begins with a new Threat Phase.

Optional Starting Abilities:

Before play begins the Veilwraith may choose 1 bonus starting ability from the following:

- ◊ Start with 1 Power Token on Explore
- ◊ Start with 1 Power Token on Fight
- ◊ Start with 1 Power Token on Influence
- ◊ Start with 1 Memory in hand but Tilt 2 Actions
- ◊ Start with 1 extra Spirit but Tilt 2 Actions