



# VEILED FATE



TRIBUNAL RULEBOOK



## INTRODUCTION



# 3 NEW WAYS TO PLAY YOUR FAVORITE STRATEGIC DEDUCTION GAME

Each expansion (Hadria, Celestials, and Servants) adds different ways to play, with new miniatures, special roles, cards, and tokens that further emphasize the strategic deduction skills needed in Veiled Fate. Unravel your opponents' plans and cement your own. The following pages outline each expansion in detail. While all expansions are compatible with each other, it is recommended to only play with one or two at a time before combining them all.

STOP! VEILED FATE IS REQUIRED TO PLAY WITH THESE EXPANSIONS. FOR A HOW TO PLAY VIDEO ON VEILED FATE, VISIT [VEILEDFATE.COM/PLAY](http://VEILEDFATE.COM/PLAY)

## COMPONENTS



8 GOD POWER REFERENCE CARDS



1 HADRIA MINIATURE



1 HADRIA RENOWN TRACKER



15 HADRIA FAVOR CARDS



7 CELESTIAL CARDS



1 SORCERER MINIATURE



1 SORCERER RENOWN TRACKER



5 SORCERER SPELL CARDS



3 SERVANT CARDS



3 SERVANT MINIATURES



5 STEWARD CARDS



10 STEWARD TOKENS



3 MOTHER CARDS



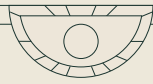
1 NOTEPAD & PENCIL



1 INSERT



1 RULEBOOK



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# GOD POWER REFERENCE CARD



DETAILS



## DETAILS



God Power costs have been rebalanced, with 8 new player aid cards to replace those in the base game. The new God Power, Command, is only used when playing with the Servants expansion. If playing without the Servants expansion, ignore this God Power.



### GOD POWERS

ALL POWERS COST 1 ACTION

|          |   |   |
|----------|---|---|
| <b>3</b> | <b>PORTAL</b><br>Move a Demi to any location or open spot on a quest. Ignore all movement rules or quest requirements.  |    |
| <b>2</b> | <b>TRANSFIGURATION</b><br>Switch the locations of 2 Demis on the same incomplete quest. Ignore all quest requirements.  |    |
| <b>2</b> | <b>SMITE</b><br>Move any Demi to The Abyss. Then move that Demi's Renown Marker to the back of it's current Renown space.   |   |
| <b>1</b> | <b>OMNISCIENCE</b><br>Shuffle a card from the Fate deck into a quest vote pile without looking at it. Then examine the vote pile.   |  |
| <b>0</b> | <b>INFLUENCE</b><br>After placing a Fate card on a quest, you may add an additional fate card. This action must be taken immediately after voting on a quest, but both require an action. |  |
| <b>0</b> | <b>COMMAND</b><br>Move a Servant clockwise or counter-clockwise to the next quest region without a Servant.   |  |



# HADRIA



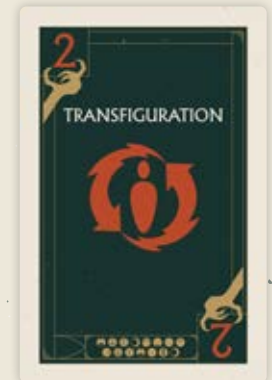
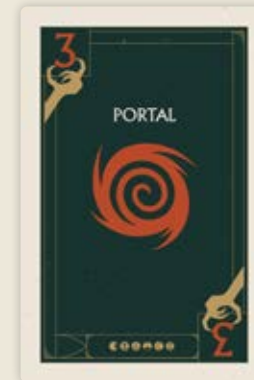
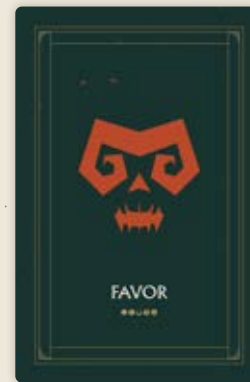
DETAILS  
SETUP  
GAMEPLAY  
ENDING THE GAME

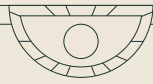


## DETAILS



The Hadria expansion introduces a new miniature, Hadria, who can be influenced by all the players, and Hadria's Favors, cards that allow the players to execute God Powers without using Fate cards.

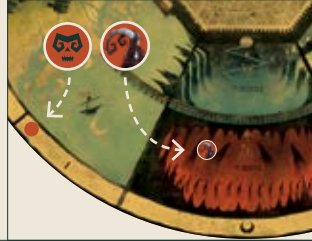




## SETUP



I. Place Hadria in the Abyss and place her Renown marker on the 1 space.



II. Form the Favor deck by shuffling the Favor cards. If playing with fewer than 6 players, remove 1 of each type of Favor card before creating the Favor deck. Thus, the deck will either have 15 cards (6+ players) or 10 cards (fewer than 6 players).

- For fewer than 6 players, remove 1 of each Favor card.



III. Draw 2 cards from the Favor deck and place them side by side between the Abyss and Pools, covering up the "+1" icon.

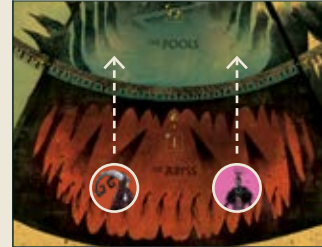


## GAMEPLAY



### Movement

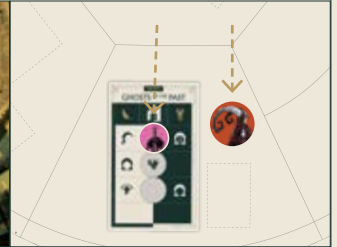
Whenever a Demi leaves Hadria's space by movement or God Power, Hadria follows them to their new space. For instance, if a Demi moves from the Abyss to the Pools and Hadria is in the Abyss, she will follow. If a Demi from the Pools is portaled and Hadria is in the Pools, she will follow. Hadria can never be placed on Quests, but she will follow Demis into Quest regions. Hadria cannot be moved manually.



Abyss to Pools



Portal

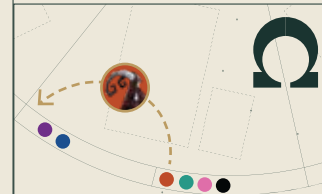


Quest Regions

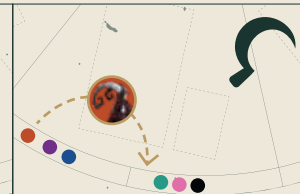
### Renown

Hadria can gain or lose Renown throughout the game following these rules:

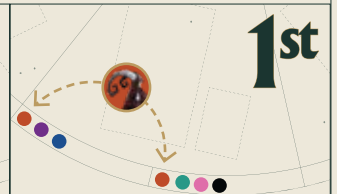
- Whenever a Demi is smited for any reason, Hadria gains a Renown.
- Whenever a Quest is completed in a region that Hadria is occupying, Hadria loses a Renown. (With the Servants expansion, Hadria loses 2 Renown if Invictus is also in that same region.)
- Hadria's Renown tracker always occupies the first spot of a Renown space, no matter what.



When a Demi is Smited



When a Quest Completes



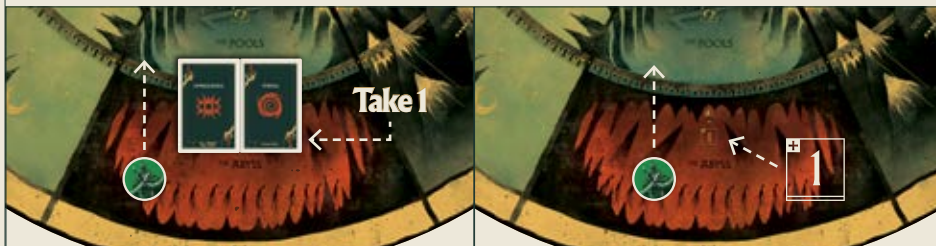
Always in Front

## GAMEPLAY

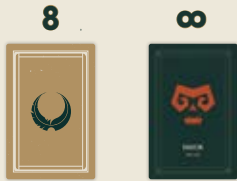


### Gaining Favor Cards

When moving a Demi from the Abyss to the Pools, you no longer draw a Fate card. Instead, take 1 of the 2 Favor cards in the Abyss and add it to your hand. Immediately replace the removed card with the top card of the Favor deck. Once the Favor deck empties, do not replenish the Abyss Favor display. Once there are no Favor cards in the Abyss, the reward for moving a Demi to the Pools is 1 Fate card, as in the base game.



- ▶ Favor cards do not count against players' 8 Fate card hand limit, and there is no hand limit for Favor cards.
- ▶ In addition to your 2 standard actions, you may play 1 Favor card from your hand each turn. To play a Favor card, place it face up in front of you and immediately perform the God Power indicated. A player does not automatically rest if they use or gain a Favor card on their turn.
- ▶ Each Favor card has 0-3 Corruption symbols on it. The total amount of Corruption amongst each player's played cards will be important at the end of the game.
- ▶ Favor cards may not be discarded to activate other God Powers. (They are not Fate cards.)



Hand Limits



Once Per Turn



Corruption

## ENDING THE GAME



- I. After players reveal Demi cards, the Demi(s) with the most Corruption symbols in front of them lose 1 Renown. Favor cards in hand do not contribute to a player's Corruption total; only played cards placed face up in front of them do.

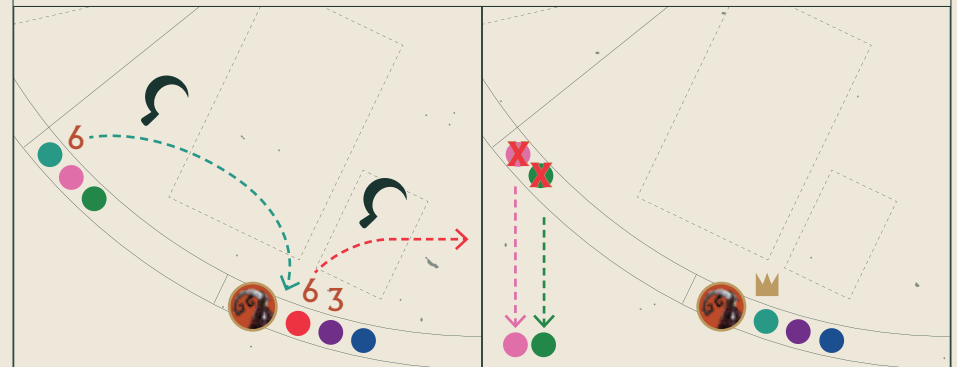
### Corruption



- ▶ In 6-8 player team games, combine the Corruption total of teammates when determining which Demi(s) lose 1 Renown.

- II. Then, Hadria annihilates all Demis with more Renown than her. Remove their Renown markers from the board, as those Demis are now disqualified from winning. Thus, the winner is the Demi with the most Renown, behind Hadria.

- ▶ In a 7 player game, the "solo" player not on a team gains their Renown after Hadria annihilates all Demis with more Renown than her.



Teal and Red both have the most Corruption (6) and lose 1 Renown.

Pink and Green have more Renown than Hadria and will be removed from the board.



# CELESTIALS



DETAILS  
 SETUP  
 SPECIAL INTERACTIONS  
 CELESTIAL ROLES



## DETAILS



The Celestials expansion allows **1 player** to play a special role. This role has a specific win condition and rules that force the other players at the table to play differently than indicated by the standard ruleset. So even though only 1 player is a Celestial, the fabric of the entire game is affected.





## SETUP



I. Decide which player will act as Celestial, after which they will determine which Celestial they would like to play.

- Each Celestial can be used in either 2-9 player games or 3-9 player games, as indicated on each individual Celestial card. Thus, the maximum player count when using the Celestials expansion is 9.

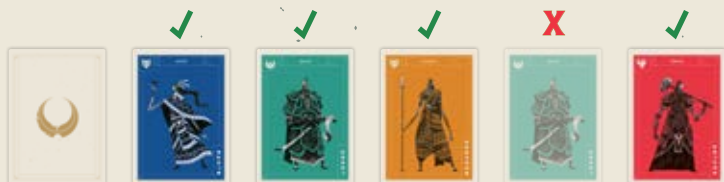


II. The Celestial player should take the large role card for the Celestial and follow the setup instructions. These setup instructions only list deviations from the standard setup. Everything else proceeds as usual.

- The Celestial is an extra player and will never form part of a team. If there are 6-8 non-Celestial players, set up the game according to the rules for 6-8 players.
- If there are 5 or fewer non-Celestial players, set up the game according to the rules for 5 or fewer players. Then, set up the Celestial by following their instructions.

### Drawing Demi Cards in Team Games

Some Celestials draw cards from the unused Demi card deck. When using those Celestials in team games, the Celestial player should return any duplicate Demis they draw and keep drawing until they have only unique Demis.



## INTERACTIONS WITH HADRIA



**Victory and Conditions**  
Each Celestial card describes all changes to gameplay, victory, and win conditions.



### Corruption



### Collecting Favor Cards

When playing with the Hadria expansion, a Celestial may collect Favor cards when moving a Demi from the Abyss to the Pools. If a Celestial has the most Corruption at the end of the game, they become disqualified from winning.

### Demi Annihilation Timing

Every Celestial's win condition either states "before Demi cards are revealed" or "at the end of the game".

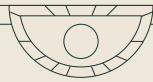
- If a Celestial has a "Before.." win condition, check their win condition before Hadria annihilates the Demis with more Renown than her.
- If a Celestial has an "at the end of the game" win condition, check their win condition after Hadria annihilates the Demis with more Renown than her.
- If the positions of those Demis' Renown trackers were important to the Celestial's win condition, the Celestial can no longer win.

### WIN CONDITION

Before Demi cards are revealed, if you meet the condition on your chosen Steward card, you win instead.

### WIN CONDITION

At the end of the game: if all player controlled Demis are ahead of all unused Demis, you win instead.



## INTERACTIONS WITH HADRIA



### Ending the Game

Here is a step-by-step process for resolving end game effects when playing with both Hadria and Celestials. After the resolution of the Age 3 vote,

#### WIN CONDITION

Before Demi cards are revealed, if you meet the condition on your chosen Steward card, you win instead.

I. Check "Before" Celestial win condition.



II. Reveal player Demis.



III. The players with the most Corruption lose 1 Renown. If one of those players is a Celestial, they cannot win.



IV. Hadria annihilates all Demis with more Renown than her.

#### WIN CONDITION

At the end of the game: if all player controlled Demis are ahead of all unused Demis, you win instead.

V. Check "at the end of the game" Celestial win condition.

Solo 

VI. If playing with 7 players, the "solo" player not on a team gains 1 Renown.

Most 

VII: If the Celestial player did not win, the winner is the player-controlled Demi with the most Renown that was not annihilated.



## ARBITER



### Details

The Arbiter wants one Demi to succeed and another Demi to fail.

- ▶ The Arbiter draws 2 Demigod cards instead of 1. When playing with teams, they should keep drawing until they get 2 unique Demigods.
- ▶ The Arbiter can freely look at the unused Demi card deck at any time, so they know precisely which Demis are player-controlled and which are not.
- ▶ Once per game the Arbiter may take 2 turns in a row. The Arbiter can flip/rotate their Celestial card as a reminder.



Arbiter Demi



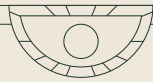
Non-Player Demi



2 Turns in a Row

### Victory and Conditions

The Arbiter wins the game if they have a Demi among the top 3 with highest Renown and one among the bottom 3 with lowest Renown. Since their win condition triggers "at the end of the game," both Demis must survive annihilation.



## EREDAN



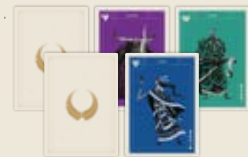
### Details

Eredan wants to figure out the identities of each player.

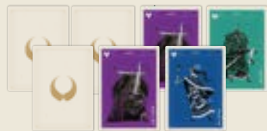
- ▶ Eredan does not draw a Demigod card. Instead, they should take the included pad and pencil for secret note-taking.
- ▶ Eredan only takes 1 action on their turn, which must be a God Power. This means they may not move Demis, so they will never gain the rewards for moving Demis (e.g. out of the Abyss and Pools). However, all God Powers are free for Eredan.



2-3 Demis



4-5 Demis



6-7 Demis



8 Demis

### Victory and Conditions

Before Demi cards are revealed, Eredan must guess the identities of all other players. Then, the players should reveal their Demi cards. If Eredan correctly guessed at least 2/3/4/5 of the other players' identities in a game with 2-3/4-5/6-7/8 Demi players, they win instead. The table on the bottom of their Celestial card is a reminder for the required number of correct guesses needed to win.



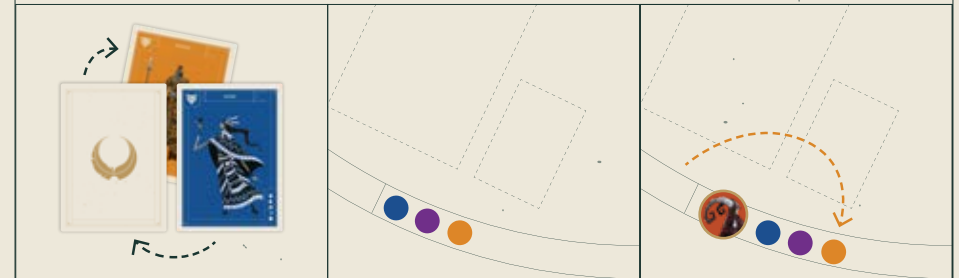
## TORMENTOR



### Details

The Tormentor wants to Torment a specific Demi. Maybe that Demi is their child, maybe they aren't. All the Tormentor knows is that they must be tormented.

- ▶ Tormentor has no special setup rules.
- ▶ Once per game, the Tormentor may swap their Demi card with a random one from the unused Demi card deck. They should place their current Demi card on the bottom of the deck, draw a new card off the top, and then shuffle the deck. In a team game, it is possible for the Tormentor to draw the same Demi.



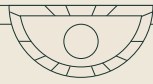
Demi Swap

Last Place

Avoid Hadria

### Victory and Conditions

At the end of the game, the Tormentor wins if their Demi has the absolute least Renown. Since their win condition specifies "at the end of the game," their Demi must survive Hadria's annihilation.



## MOTHER TO ALL



### Details

Mother wants all the player-controlled Demis to succeed.

- Mother does not draw a Demigod card at setup and only draws 2 regular Fate cards instead of 5. However, they add the 3 Mother's Fate cards to their hand.
- Mother may look at the Demi cards of the other players at any time.
- Their hand limit for normal Fate cards is 5 instead of 8. They may only play Mother's Fate cards on Quests. Mother's Fate cards are not discarded when the Quest is resolved, but instead return to Mother's hand.



**3 Scorpions**  
This adds 3 Scorpions to the Quest vote.



**3 Feathers**  
This adds 3 Feathers to the Quest vote.



**3 Choice**  
When revealed, Mother decides 3 Feathers or 3 Scorpions.

### Victory and Conditions

At the end of the game, if all player-controlled Demis are ahead of all unused Demis, Mother wins instead. Since their win condition specifies "at the end of the game," all the player-controlled Demis must survive Hadria's annihilation.



## STEWARD



### Details

The Steward wants to maintain peace amongst all the Demis. Their goal is to keep the Renown trackers of all Demis close to each other.

- The Steward does not draw a Demi card. Instead, they should select one card of their choice from the Steward deck and place it face down in front of them, returning the rest of the Steward deck unseen to the box.
- Each Steward card depicts a specific win condition.
- They should take the Steward Quest and place it in front of them.
- During Age setup for Age 2 or Age 3, the Steward may place either side of the Steward Quest instead of the Quest they were dealt. Both sides of the Steward's Quest contain 3 slots, with all 3 Demis on the Quest gaining the same effect.



### Steward Quests

Demis must be within the Renown range listed at the top of the Quest card to gain or lose Renown.



### Steward Range Cards

Each Steward card displays a number of Demi Renown markers that must be within a certain range of each other.

- It does not matter how many Renown markers are on each space within that range, so long as the required number of Renown trackers are within the specified range.
- The pictures on the Steward cards are simply possible examples and not the only ways the condition on the card can be met.



### Victory and Conditions

Before Demi cards are revealed, if the condition on the chosen Steward card is met, the Steward wins instead.

## SORCERER



### Details and Setup

The Sorcerer is trying to reconnect with their lost child, who is their drawn Demi card.

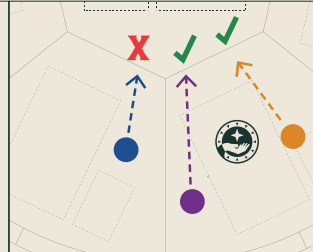
- The Sorcerer draws a Demi card (their child). The Sorcerer miniature is placed in the City during setup and their Renown marker is set to 1.
- The Sorcerer places their 5 spell cards in front of them. Each spell may only be used once and only on the Sorcerer's turn. They may choose to play multiple spells per turn.
- The Sorcerer is not a God, and thus may not use God Powers. The other players may not move or God Power the Sorcerer.
- The Sorcerer may be freely moved on and OFF Quests, ignoring all Quest restrictions.
- The Sorcerer may only move Demis in the same region as them.
- The "smite" effect portals the Sorcerer to the City instead of sending them to the Abyss. The Sorcerer will never end up in the Abyss or Pools.



The Spells



Quest Movement



Demi Movement

### Victory and Conditions

At the end of the game, if the Sorcerer's Renown tracker is in the same space as their Demi's, they win instead. Since their win condition triggers "at the end of the game," both the Sorcerer and their child must survive Hadria's annihilation.

## SORCERER SPELLS



### Banish

Move any 2 Demis once, even if you are not in their region. You must still respect all Demi movement rules. When playing with Hadria, if you move a Demi from the Abyss to the Pools, you may take one of her Favors and you may use it like any other player.



### Magick

Swap the positions of any 2 Demis on the board. This can include Demis on Quests, but do not add any votes.



### Omen

Decide the outcome of a Quest the Sorcerer is currently on and discard all cards in the vote pile. Resolve the Quest as normal, with you deciding between Scorpions and Feathers.



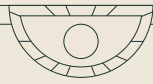
### Soul Swap

Swap the Sorcerer's Renown tracker with a Demi Renown tracker within 1 Renown. For example, if the Sorcerer has 3 Renown and Pentha has 2 Renown, you may use Soul Swap to swap the positions of the two Renown trackers.



### Swift Feet

Move the Sorcerer twice, respecting all of the Sorcerer's normal movement rules. You may even take an action in between the 2 movements.



## THE PROPHET



### Details

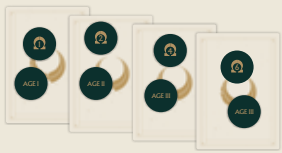
The Prophet attempts to predict the fate of 4 non player-controlled Demis.

- During Setup, the Prophet draws 4 Demi cards, ensuring each is a unique color if playing with 6-8 other players.
- The Prophet places the 4 Demi cards face down and chooses 1 time token and 1 Renown token to place face up above each Demi card. All players know the value of the tokens, but do not know which Demi cards they apply to.
- When a Quest is being resolved, and the active player is choosing which players to add additional Fate cards from "+1" and "+2" effects, this Celestial may force the active player to choose the Prophet.



### End of Age Fate Check

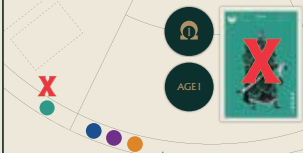
At the end of each Age, the Prophet checks to see if the Demi(s) with that Age's time token currently have Renown equal to the Renown token. If so, they reveal the Demi(s). The revealed Demis have met their fate—their miniature and Renown marker are removed from the board. Any matching color slots on Quests for the removed Demi are ignored from now on and are available for any Demi. If a Demi checked in this way has not met their fate, they leave the card flipped face down.



Fate is Decided



Forced Decision



Fate is Determined

### Victory and Conditions

The Prophet wins immediately when 2 Demigods have met their fate.





## SERVANTS



## DETAILS



### DETAILS



The 3 Servants are neutral figures that roam the Quest regions, influencing the Demis' outcomes. When a Quest completes in a region with a Servant, the Quest will be influenced by their power.

#### Setup Changes

Place the 3 Servant cards near the board in easy reach of all players. These serve as reminders of what each Servant does. Place the Invictus mini on the Coast, the Penance mini on the Volcano, and the Vesper mini on the Canyons.



#### Invictus - Double Effects

Invictus's region's Quest will resolve each of its effects twice. A doubled smite has no effect on the smited Demi, but does earn Hadria 2 Renown if playing with the Hadria expansion. If resolving a coin flip effect, flip the coin and then double the outcome of the flip.

#### Penance - 2 Scorpions

Penance's region's Quest will start with a baseline vote of 2 Scorpions in addition to any votes.

#### Vesper - 2 Feathers

Vesper's region's Quest will start with a baseline vote of 2 Feathers in addition to any votes.



#### Command God Power

A new God Power, Command, becomes available to all players. It costs 0 Fate cards but still uses one of your actions.

- Command allows a player to move a Servant of their choice to the next Quest region clockwise or counterclockwise around the board. (The Servants use the bridge to cross the Abyss, just like the Demis.)
- Each Quest may only contain 1 Servant. When using the Command Power, move a Servant clockwise or counterclockwise to the next Quest region without a Servant.

# CREDITS



## CREDITS



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Vocalis, Benish, Bryan  
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IV, Kyle Little, Mithrawn  
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Davis, Samantha Lock,  
Michael Bishop, Dustin  
Maxfield, James Mc'Lyny  
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