



# VEILED FATE





## INTRODUCTION



# VEILED FATE IS A GAME OF HIDDEN INFLUENCE FOR 2 — 8 PLAYERS.

Play as a divine being who has sired a demigod in the realms of men. The identity of your lineage is known only to you. Use positional play to complete quests—and influence fate to ensure the outcome is in your favor. Strike the perfect balance of misdirection and mischief to capture the throne.

There are 9 Demigods. At the beginning of the game, each player is secretly assigned one Demigod as their offspring. When the game begins however, players may control the actions of any Demigod, not just their own. Through strategic play and secret voting, players must aid their Demigod in gaining Renown. But be careful! Giving away your lineage too soon may cause the other players to work together toward your Demigod's demise.

At the end of three Ages, the Demigod with the most Renown ascends to the throne and wins the game.

STOP!  
FOR A HOW TO PLAY VIDEO, VISIT  
[VEILEDFATE.COM/PLAY](http://VEILEDFATE.COM/PLAY)



## COMPONENTS



9 DEMIGOD  
STANDEES



18 DEMIGOD  
CARDS



96 FATE  
CARDS



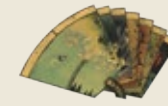
12 AGE  
CARDS



10 CITY  
CARDS



8 GOD POWER  
REFERENCE CARDS



7 REGION BOARD  
PIECES



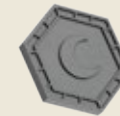
1 FIRST PLAYER  
TOKEN



1 METAL  
FATE COIN



9 RENOWN  
TRACKERS



1 CITY  
TOKEN



INSERT



1  
RULEBOOK



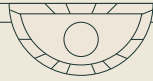
36  
QUEST CARDS



1 CITY BOARD  
PIECE



9 DEMIGOD  
MINIATURES



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# GAME SETUP



- ASSEMBLE THE BOARD
- PLACE THE DEMIGODS
- SETUP THE CARDS
- RANDOMLY SELECT DEMIGODS
- CHOOSE A FIRST PLAYER
- FATE DECK



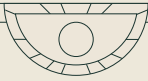
## ASSEMBLE THE BOARD



**i.** Place the City piece at the center of the table, easily accessible to all players.

**ii.** Then, attach the 7 Region pieces to the City in this order (clockwise): The Abyss, Coast, Forest, Canyons, Desert, Volcano, and Mountains.





## PLACE THE DEMIGODS



Place all of the Demigod standees or miniatures in the City at the center of the board.

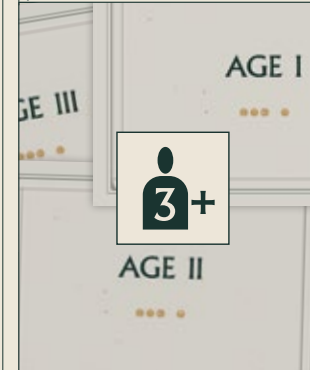
Place all of the Demigod Renown Markers on the starting section of the Renown track along the outside of the board. This is marked with a Fate icon. ☾



## SET UP THE CARDS



I. Shuffle the City Deck and draw cards until drawing an Altar. Place that Altar in the slot on the city marked "City." Shuffle the other drawn City cards back into the deck and place it within reach somewhere on the table.

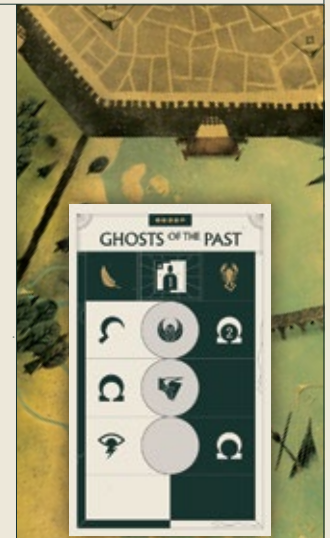


II. Separate the Age cards by the Age number on the back of the cards (i.e. Age I, Age II, Age III). Shuffle each pile. Then, draw one card from each pile to create an ordered stack of cards, with Age I on top and Age III on the bottom. Place this new deck within reach on the table and return the other Age cards to the box.

For a 2-player game, only use Age cards without the 3+ icon

III. Shuffle and place the Quest Deck within reach on the table. Then draw and randomly place the appropriate amount of Quests for the player count in the Quest slots on the board for the first Age:

- For 2 players place 3 Quests face up in any 3 Quest slots on the board
- For 3-4 players place 4 Quests face up in any 4 Quest slots on the board
- For 5 players place 5 Quests face up in any 5 Quest slots on the board
- For 6-8 players place 6 Quests face up in all Quest slots on the board





### RANDOMLY SELECT DEMIGODS



For a 6-8 player game, you will need to take additional steps during character selection. Read the instructions on page 36.

Separate the Demigod deck into 2 sets of 9 Demigods. There should be no duplicate colors in each deck. Shuffle one of the Demigod decks and return the other to the box. Each player secretly takes a card and looks at it. Keep this card face down in front of you. Players may not reveal this card to any other player until the game is over. The color and artwork on your card will match a color of a Demi standee/miniature. Remember, players should do everything in their power to keep their Demigod's identity a secret.



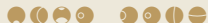
### CHOOSE A FIRST PLAYER



The first player is decided by fate: Draw a Feather card and a number of Scorpion cards equal to the number of players minus 1 from the Fate deck. Have one player shuffle the drawn cards and deal them face down without looking at them.

All players flip their card simultaneously. The player that reveals a Feather takes the first player token and places it in front of them. Shuffle all of the drawn Fate cards back into the deck.

### FATE DECK



Place the Fate cards in a pile on the table, this may be split into two piles and placed on opposite sides of the board for ease of reach. Then all players draw 5 cards.



### READY TO PLAY



Draw Piles

Active Hand

Fate Coin

Age Cards

Renown Trackers

God Power Card

# GAMEPLAY



- OVERVIEW
- STARTING AN AGE
- FATE
- PLAYER TURNS
- QUESTS
- EARNING & LOSING RENOWN
- SMITING, THE ABYSS, AND THE POOLS
- CITY CARDS
- ENDING AN AGE
- AGE CARDS
- SETUP THE NEXT AGE
- HAND LIMIT
- ENDING THE GAME
- 6-8 PLAYER RULES
- PLAY IT COOL
- ADDITIONAL RULES

## OVERVIEW



THE PLAYER WHOSE DEMIGOD HAS THE MOST RENOWN AT THE END OF 3 AGES WINS THE GAME.



### Ending the Game Early

If at anytime a Demigod earns more than 12 Renown, the game is over and the player whose Demigod has the most renown wins the game.

### Earning and Losing Renown

Demigods can gain or lose Renown throughout the game. This is denoted by icons on Quest Cards, Age Cards, and City Cards, found below:



+1 Renown



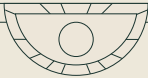
+2 Renown



-1 Renown



-2 Renown



### Quests

Each Quest represents an adventure that the Demigods will undertake to prove their worth, increasing or decreasing their Renown in the process. Quests can end in one of two ways, represented by the two halves of the Quest card. When Demigods are moved onto Quests, players will vote for which side of a Quest they want to be resolved by placing fate cards.

For more on Quests, see page 21.



### Age Cards

Age Cards represent major events that end an Age. They have an immense impact on the world and can affect the Renown of many different Demigods simultaneously.

For more on Age Cards, see page 31.

### City Cards

City cards represent the current events in the capital City and can affect Demigods when they return to the City.

For more on City cards, see page 29.



## STARTING AN AGE



Veiled Fate is played over a series of 3 rounds, called Ages.

At the beginning of the Age, the first player (whoever has the First Player Token), begins by drawing and reading aloud the top Age card, which should correspond with the number Age that you are in.

Age Cards represent major events that impact humankind. They have an immense impact on the world and can affect the Renown of many different Demigods at the same time. (see page 31 for more info on Age cards)

For Age II and Age III, once the Age card has been read, draw and place a new City card in the appropriate slot in the City. It will interact with Demis that move back to the City, which we will cover later.

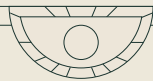


### FATE



Fate cards represent the gods' influence on the world. Players start the game with 5 of these cards and will use them to influence the outcomes of Quests and Age cards, either to the Feather or Scorpion results on the card. Fate cards are also used to accomplish God Powers, each one having a Fate card cost in order to perform it.

Both of these concepts will be discussed in detail but for more information on Fate cards, see page 22.



## PLAYER TURNS



### Turn Actions

Beginning with the First Player, players begin taking turns. A player may perform up to 2 actions on their turn:

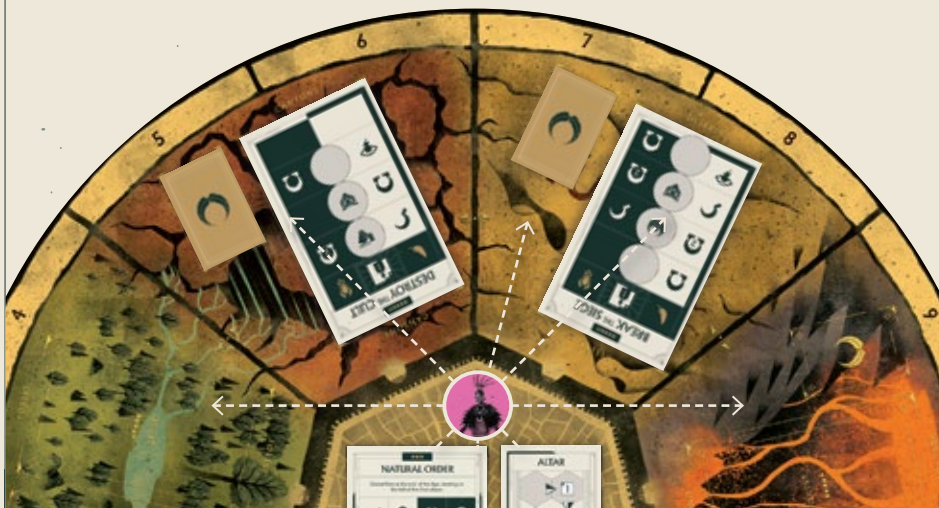
- Move a Demi
- Use a God Power

Players may use any combination of these action types on their turn (ie... Move 2 Demis, Use 2 God Powers, Move 1 Demi and Use 1 God Power).

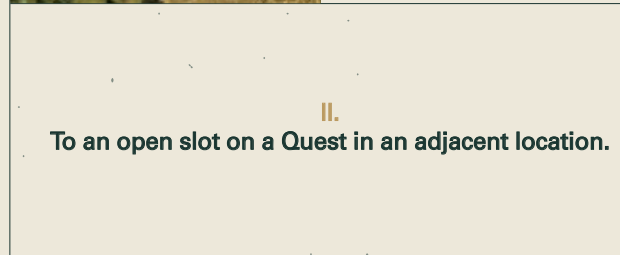


### Turn Actions — Moving a Demi

A player may spend an action to move any of the 9 Demis. To move them, the player simply picks up a Demigod and moves it in any of the ways on the following page. The player may spend both actions to move the same Demi twice.



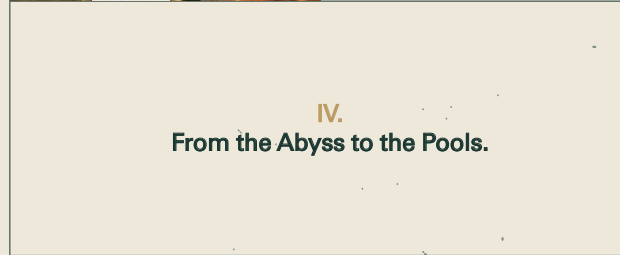
I.  
To an adjacent location, including the City (except for the Pools and Abyss).



II.  
To an open slot on a Quest in an adjacent location.



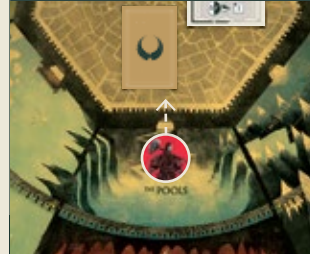
III.  
To an open slot on a Quest in the region they are currently in.



IV.  
From the Abyss to the Pools.



V.  
From the Pools to the City.

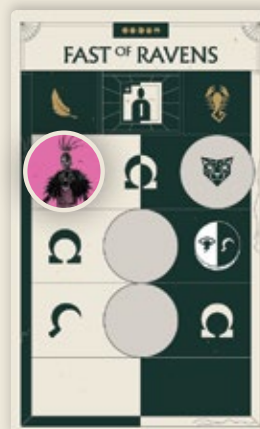


An adjacent location is defined as any region connected by a border. The Abyss and the Pools are not adjacent to any Quest region and a Demi cannot move from the City to the Pools by a move action. The Coast and Mountains are adjacent regions via the bridge.



Players may not move any Demi that is currently on a Quest. Those Demis are locked in place until that Quest has been completed.

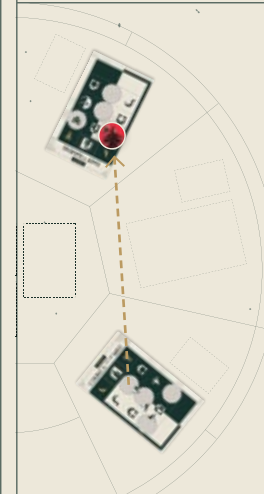
There are some exceptions to the rules of movement when using specific God Powers like Portal and Smite, which we'll address in the next section.



## GOD POWERS



A player may spend an action to perform a God Power. To perform a God Power first discard the required amount of Fate cards from your hand, which is found to the left of each power on your God Powers reference card. Cards must be discarded one at a time and face up. Then, perform the power as described below.



### PORTAL

COST: 3 FATE CARDS



Move a Demi to any location or open spot on a Quest. Ignore all movement rules or Quest requirements.

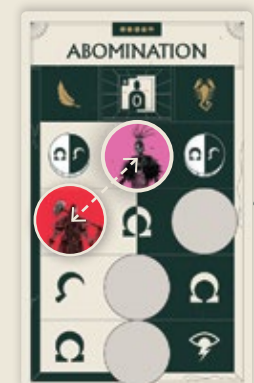
- Players may move Demis off of Quests or out of The Abyss and The Pools.
- If a player is portaling a Demi onto a Quest, they may ignore all Quest requirements and can place them on any open location, then the player must vote.
- If you use your last 3 cards to portal, you may still place that Demi on a Quest, but you do not vote and you instantly Rest (see Ending a Turn on page 20).

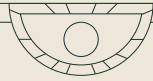
### TRANSFIGURATION

COST: 3 FATE CARDS

Switch the locations of 2 Demis on the same incomplete Quest. Ignore all Quest requirements.

- The Quest must have at least one open slot in order to use this power.





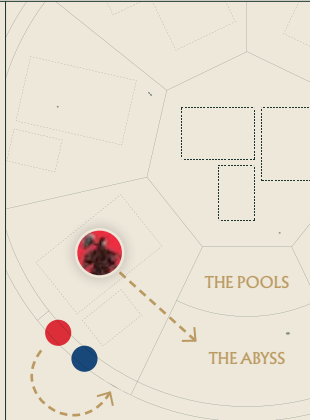
## SMITE

COST: 2 FATE CARDS



Move any Demi to The Abyss. Then move that Demi's Renown Marker to the back of its current Renown space.

- See page 26 for more details on Renown order.
- You may Smite Demis who are on a Quest card.



## OMNISCIENCE

COST: 2 FATE CARDS



Shuffle a card from the Fate deck into a Quest vote pile without looking at it. Then examine the vote pile.

- You may not show anyone else the Fate cards in the Vote pile.

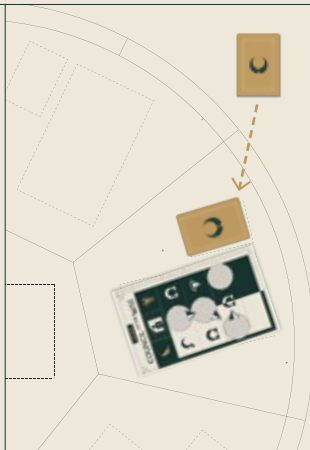
## INFLUENCE

COST: 1 FATE CARD



After adding a Fate card to a Quest, add one additional card from your hand.

- This power may only be used as your second action after you've used your first action to either move a Demi onto a Quest and vote or by voting by another method.



## ENDING A TURN



A player's turn is over when they either: (I.) Use Two Actions, (II.) Pass, or (III.) Rest.

### I. Use Two Actions

When a player has used both actions, their turn is over.

### II. Passing

If a player decides to only take one action on their turn, they announce that they are "passing" and the next player takes their turn.

### III. Resting

When a player Rests, they cannot take any more actions and that player is now skipped in the turn order until the Age is over.

The first player to Rest each Age takes the First Player Token and becomes the first player for the rest of the Age. If no player Rests in an Age, the first player keeps the token.

A player may choose to Rest after taking one action, but cannot choose to Rest if they have used both of their actions that turn.

A player automatically Rests if:

- The player chooses to take no actions on their turn.
- The player does not gain or spend a Fate card on their turn.
- The player runs out of Fate cards on their turn. If a player runs out of cards on their first action, they may NOT take their second action. If a player runs out of Fate cards on their second action, they are still forced to Rest.



## QUESTS



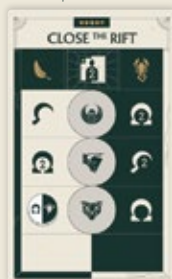
Quests have two sides, each representing the two possible outcomes that may befall the Demigods on the quest. Players move Demigods onto Quests and secretly vote with their Fate cards for their desired outcome. When all slots are filled the Fate cards are shuffled and revealed, and the Quest outcome is resolved.

### Moving Demis Onto Quests

Before moving a Demigod onto a Quest, check to see if there are any requirements on the slot you are wanting to move them onto.

If a slot is blank there are no requirements.

Once a Demi has been placed on a Quest, they cannot be removed until the Quest is finished or through the use of certain God Powers (such as Smite, Portal, or Transfiguration).



#### Class Slots

These slots can only be filled by a Demi of the corresponding class. All Demis will be a member of one of 3 classes, which can be found on their Renown Marker or Standee/Mini. They will be either Intellect (Owl), Strength (Bull), or Agility (Jaguar).



#### Ordered Slots

Some Quests must be filled in a particular order. This is indicated by arrows that connect each of the slots on the Quest. When placing Demigods on these Quests, they must be placed in the highest open slot.



#### Color Slots

These slots can only be filled by the Demigod of the corresponding color. If a Demi is moving onto a Quest that contains its color, it must move onto that space if available.

#### Note:

The God Powers 'Portal' and 'Transfiguration' override these requirements.



## Voting

Each time a Demi is placed on a Quest, the player who places the Demi must add a Fate card from their hand face down to that Quest's vote pile.

Fate Cards represent the gods' influence on the world.

Each Quest and Age card have 2 potential outcomes: Feather or Scorpion. The outcome is determined by Fate cards which are played face down by players throughout the game.

There are 5 types of Fate cards:



**Feather**  
Counts as a single vote for the Feather result.



**Double Feather**  
Counts as two votes for the Feather result.



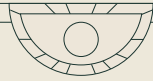
**Scorpion**  
Counts as a single vote for the Scorpion result.



**Double Scorpion**  
Counts as two votes for the Scorpion result.



**Fate +2**  
Adds two random Fate cards from the Fate deck to a vote.



### Resolving a Quest

Once all of the slots on a Quest have been filled, the Quest is finished. Follow the steps below to resolve the quest:

#### Add or Subtract Additional Fate Cards

The top of each Quest contains an icon with a number inside. This number represents the number of extra cards that must be added when resolving the Quest. The active player who finishes the Quest must choose a player(s) to add another Fate card to the vote pile.



If the number is 0, resolve the vote pile "as is".

If the number is 1, the resolving player chooses 1 player to add a Fate card.

If the number is 2, the resolving player chooses 2 different players to add a Fate card.

If the number is -1, shuffle the vote deck and then remove a card from the deck, placing it in the discard pile.

**I.** Players may not choose themselves to add extra cards.

**II.** When a player is chosen to add a card, they \*must\* add a card face down to the top of the vote pile. Then, they draw a card from the top of the Fate deck and add it to their hand.

**III.** If a player is chosen who has no Fate cards, they must draw a card, look at it, and add it face down to the vote pile. They do not draw an additional card.

**IV.** When playing with 2 players, all added Fate cards come from the Fate deck.

#### Reveal the Outcome

Once the extra cards are added, shuffle all the cards in the vote pile. Then reveal each card one at a time. If a +2 Fate card is revealed, draw 2 cards from the top of the Fate deck and add them to the votes.



Once all cards have been revealed, add up the total amount of Scorpions and Feathers. Remember that the double Scorpion and Feather fate cards each count for two. The side of the card (either Feathers or Scorpions) with the most Fate votes is the outcome of the Quest and players resolve that side of the card from top to bottom.



► In the result of a tie, the coin is flipped and the symbol face up is added to the tally.

#### Quest Cards Results

Once the outcome has been declared either Feathers or Scorpions, the column associated with the winning side takes effect and the results are resolved from top to bottom. The Demis are moved to the region the Quest was in and the Quest is discarded.



Omega Icon  
+1 Renown.



Omega 2 Icon  
+2 Renown.



Scythe Icon  
-1 Renown.



Scythe Icon  
-2 Renown.

Move the corresponding Demi Renown Marker either up or down on the Renown Tracker depending on the resolving icon.



#### Smite

Smite. Move the Demi to The Abyss. Then move that Demi's Renown Marker to the back of its current Renown space.



#### Fate Coin Icon

This result requires the flip of a Fate Coin. There are two halves of the icon, one light and one dark, corresponding to the Feather and Scorpion side of Fate Coin. In each half of the icon is one of the above results. The active player flips the coin and resolves the outcome based on the result of the flip.

In the example shown, if the coin flip result was a Feather, the Demi would gain one Renown. If the result is a Scorpion, the Demi would be Smited.

Note: Remember, when gaining or losing Renown, always move the Renown Marker to the front of the line within that Renown space. (See Earning / Losing Renown rules on pg 26)

### Example Quest Results

In this example, the result of this Quest has just been declared as Scorpions.

Starting from the top, Pentha's ● result is a Face Coin flip, with a Feather result being +1 Renown, and a Scorpion result being -1 Renown. The coin is flipped, and it is a Scorpion. Pentha loses one Renown. Next up is Isabel ● and Aponi ● on the same row, both competing for the same Renown point. The result of the Quest is Scorpions, so Aponi gets +1 Renown. The next row has Namari ● who gains +1 Renown. Then on the last row we have Agamar ● who is Smited.



### Discarding a Quest

Once a Quest card has been resolved, place the Demis that were on the Quest in that same region and discard the Quest.

### SCORING RENOWN



When a Demi gains or loses a Renown and their Renown Tracker enters a new Renown space, their token is put "at the front of the line."

This means that the most recent Demi to enter a Renown Space should always be the closest to the next highest Renown Space.

A. Agamar ● is closest to the next Renown Space and is in the lead.

B. If Pentha ● gains a Renown, she would move to the front of the line in the 3rd Renown Space, taking the lead.

C. If Belan ● loses a Renown, he would move to the front of the line on the 2nd Renown Space.



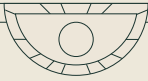
If multiple Demis have the same Renown score, the one closest to the next Renown Space is in the lead and would win at the end of the game. A few things to remember as you resolve Quests, City, or Age cards:

I. Quests results are resolved in order from top to bottom.

II. When resolving Age cards, Demis gain or lose Renown in order, starting with the Demi in first place.

III. Anytime a Demi is Smited, their Renown Tracker is moved to the back of the line within their Renown Space.

IV. If a Demi with 0 Renown loses a Renown, their Renown Tracker is moved to the back of the line within the 0 Renown Space.



## SMITING, THE ABYSS, AND THE POOLS



### Smite

As a result of a Quest, City card, Age card or God Power, a Demi may be sent to the Abyss by a Smite. This removes them from their current location on the board or any Quest and places them in the Abyss.

Whenever a Demi is smited, move their Renown Marker to the back of its current Renown Space.

A Demi in the Abyss may be smited again. The only effect in this case would be moving their Renown Marker to the back of its current Renown Space.



### Leaving the Abyss

Players may spend one action to move a Demi from the Abyss to the Pools on their turn. The player who moves the Demi then draws 1 Fate card into their hand from the Fate deck.

Demis in the Abyss may not move to any other location other than the Pools (unless a Portal is used).



### Leaving the Pools

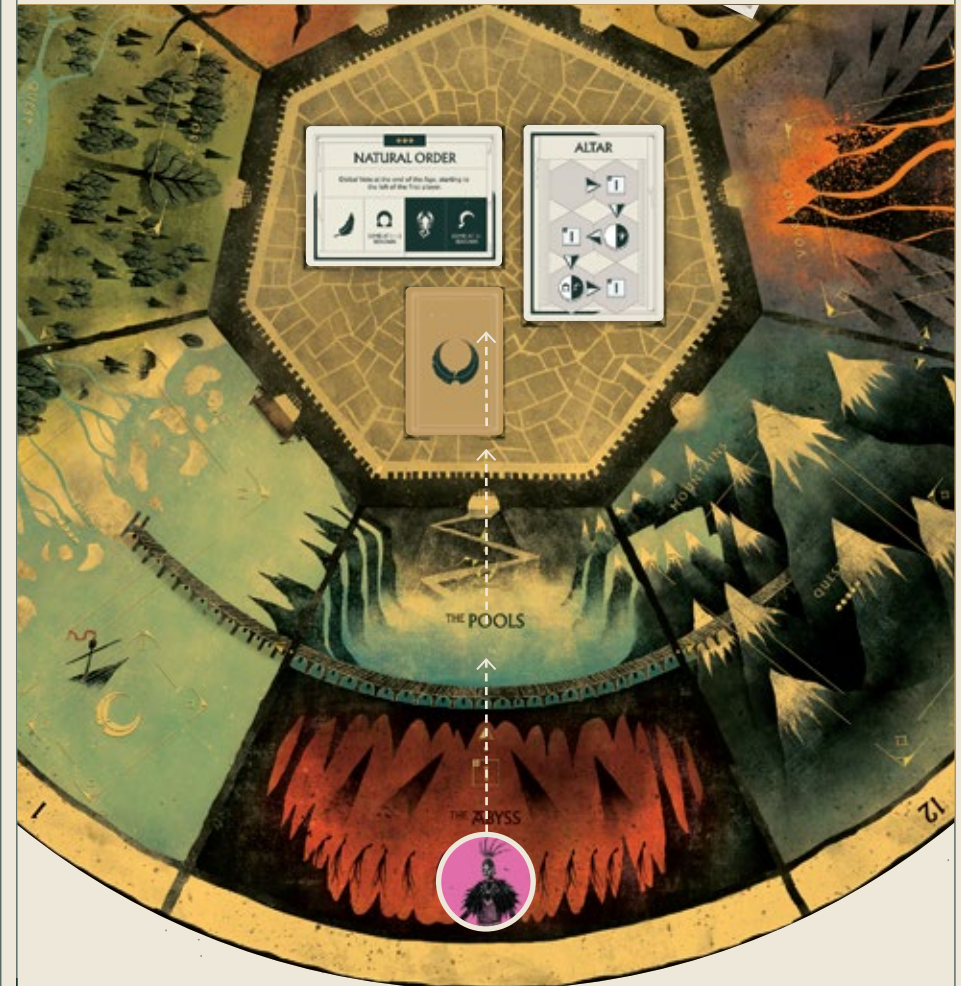
Players may spend one action to move a Demi from the Pools to the City on their turn. The player may then optionally "refresh" a card. To do this, they first discard a Fate card and then draw a new one from the Fate deck into their hand. If the Demi also activates a reward on a City card upon moving there, it is also resolved in the order of the players choosing (explained in the next section in detail).



**I.**  
A Demi may not move from the Pools to the Abyss (unless a God Power is used).

**II.**  
A Demi may not move from the City to the Pools (unless a God Power is used).

**III.**  
A Demi may not move directly from the Coast or the Mountains to the Pools or the Abyss unless they are Smited.

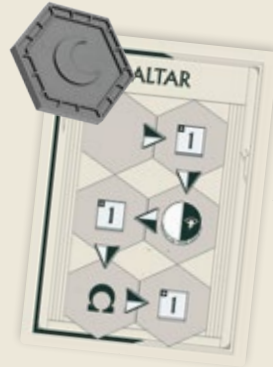


## CITY CARDS



City Cards represent the current events in the capital city and can affect Demigods when they return to the City.

There are 6 slots on each City card. When a Demi moves into the city from any location, the City Token is placed on the card, covering the first slot. The next time a Demi moves into the City, the Token is moved to next open slot, following the arrows connecting each slot. This continues until the last slot is covered, at which point the City card is discarded. A new City card is not drawn until the next Age.



### Resolving City Card Slots

Some slots on City cards contain result icons. When the slot with the icon is covered by the City Token, the icon is immediately resolved.



#### +1 Fate Card Icon

+1 Fate card. The player who moved the Demi into the City draws one card from the Fate deck into their hand.



#### Omega Icon

+1 Renown. Move the Demi Renown Marker that corresponds with the Demi that was moved into the City up one space on the Renown tracker.



#### Scythe Icon

-1 Renown. Move the Demi Renown Marker that corresponds with the Demi that was moved into the City down one space on the Renown tracker.



#### Smite

Move the Demi that was moved into the City to the Abyss. Then move that Demi's Renown Marker to the back of its current Renown Space.



#### Fate Coin Icon

There are two halves of the icon, one light and one dark, corresponding to the Feather and Scorpion side of Fate Coin. In each half of the icon is one of the above results. The active player flips the coin and resolves the outcome based on the result of the flip.



### City Card Effects

Some City cards have Decrees which are written above the slots. These effects remain until the City card is discarded.

### Discarding City Cards

A City card is discarded after the City Token covers the last slot or the Age ends. A new one is not drawn until the beginning of the next Age.



## ENDING AN AGE



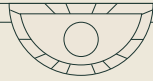
An Age is over when one of the following occurs.

All players have Rested.  
(see pg 20)

All Quests have been completed.



Then the players resolve the Age card.



## RESOLVING AGE CARDS



To resolve an Age card, the player with the First Player Token reads the card aloud. Every Age card triggers a global vote.

Beginning with the player to the left of the first player, players take turns adding cards face down from their hands to the vote pile in the City.

On their turn, players may contribute as many cards as they choose to the Age vote from their hand, including adding no cards.

Players can contribute to the Age vote even if they have Rested this Age. Players may not contribute if they have no Fate cards in their hand.

Once all players have had the opportunity to vote, shuffle the votes and reveal them one at a time. Tally the resulting Scorpion and Feathers. "If there is a Tie, resolve the bottom middle of the Age card that says: TIE

Resolve the effect on the Age card that corresponds with the winning vote. All Renown given or taken from Demigods is scored from first to last place, following the Renown Tracker placement rules from the Quest section of the rulebook on page 26.

- Some Age cards have special roles for the first player. These roles could include choosing regions or specific Demigods to affect, but may also stop the first player from voting.



## SET UP THE AGE



To begin the next Age, complete the following steps:

### I. Reset the Board

Discard remaining Quests (Any Demis on those Quests remain in the region where the Quest was. Shuffle any vote cards into the Fate discard pile.) Discard the City card if one remains in the City.

### II. Draw Fate Cards

All players draw 5 Fate cards in turn order beginning with the first player. If a player had cards in their hand from a previous round, they still draw cards but may not exceed 8 total cards in their hand.

### III. Place Quests

The first player then draws a Quest card and places it in any available Quest location on the board. This continues with the player to the left until all the Quests have been placed. (see pg 8 for the number of Quests for your player count).

### IV. Place a New City Card

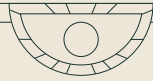
The first player draws and places a new City card, reading any effects aloud.

At this time the next Age begins (see pg 16) which starts with the first player drawing and reading aloud the next Age card.

## HAND LIMIT



Players may not have more than 8 cards in their hand at any time.



### PLAY IT COOL!



Quite often, you will make a mistake that gives away who you are, or at least gives people a good idea. This can be extremely disheartening, especially if it's still the beginning of the game.

Don't lose hope though! Play it cool and go along with it. Begin to bluff a lot by playing as if you were attached to a different Demigod. Very often you will be able to change people's minds, allowing your true intentions to stay hidden.

### ENDING THE GAME



**THE GAME IS OVER WHEN THE 3RD AGE CARD HAS BEEN RESOLVED. ALL PLAYERS REVEAL THEIR HIDDEN DEMIGOD CARDS AND THE PLAYER WITH THE HIGHEST RENOWN WINS THE GAME.**



### 6 — 8 PLAYERS RULES



When playing with more than 5 players, there are some additional setup rules and gameplay differences.

#### Team Play

The major difference is that each player has a secret teammate with a matching Demigod card. The challenge is, players don't know who their partner is at the beginning of the game. Figuring this out through careful observation may be a crucial factor in winning the game.

#### Setting Up the Demi Deck

Begin by separating all of the Demi cards into their color pairs. Then turn all of them over and "shuffle" them around the table by moving them in their piles of 2 until no one knows what is in any of the piles. This works best if everyone helps.

- **6 Player**  
Choose 3 sets of 2 cards. Shuffle them together and deal them out. Shuffle all remaining cards and place them to the side.
- **8 Player**  
Choose 4 sets of 2 cards. Shuffle them together and deal them out. Shuffle all remaining cards and place them to the side.
- **7 Players**  
Set up for a 6 player game, then add one random Demi card to the deck of from the leftover Demi cards and deal the cards to all players. Play the game exactly as you normally would except one unknown player is playing without a teammate. At the very end of the game, when Demi cards are revealed, the player who was alone gives their Demi one additional Renown.





## ADDITIONAL RULES



### What happens if all players Rest before the Quests are complete?

It is possible that players will either run out of cards or Rest before all Quests are complete. If this occurs discard all active Quests along with any votes (these are not revealed but shuffled into the discard pile). All Demis stay in the regions they were in at the time of the final Rest.

### What happens if all Demis are locked into Quests?

It is possible to lock all Demis onto Quests, thus making it impossible to use any of them on Quests.

First off, congrats on getting yourself into this conundrum. To get out of it, players must either Rest and continue to the next Age, or spend cards on God Powers to Portal or Smite Demis off of Quests.

### Do players have to reveal the number of Fate cards in their hand?

If a player asks another player how many Fate cards remain in their hand, they must reveal the accurate number.



# GLOSSARY



GLOSSARY  
CREDITS



## GLOSSARY



### Global Vote

A vote that includes all players, starting to the left of the First Player. Players may add as many cards as they want from their hand to the vote, including not adding any cards.

### Age

Veiled Fate is broken down into 3 rounds called Ages, each round begins with an Age card being read and end with that Age card being resolved. The game ends after Age III completes.

### Action

On their turn a player can take up to two actions, which consist of either moving a Demi or using a God Power. If a player moves a Demi onto a Quest, it also includes voting on that Quests outcome with a Fate card.

### Fate

Fate is the force that players control to impact the game. It is represented by Fate cards which will either be Feathers, Scorpions, or a +2 random Fate card. These cards are also discarded in order to use God Powers.

### Rest

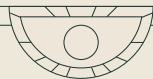
If a player Rests, they take no more actions this Age. The first player that Rests each Age takes the First PlayerToken. A player must Rest if they take no actions on a turn, run out of cards, or don't gain or lose a Fate card on a turn.

### Quest Region

A Quest Region is one of the 6 regions where Quests can be placed.

### Location

A Location is any space on the board where a Demi token can be, including the Abyss, the Pools, the City, and all Quest Regions.



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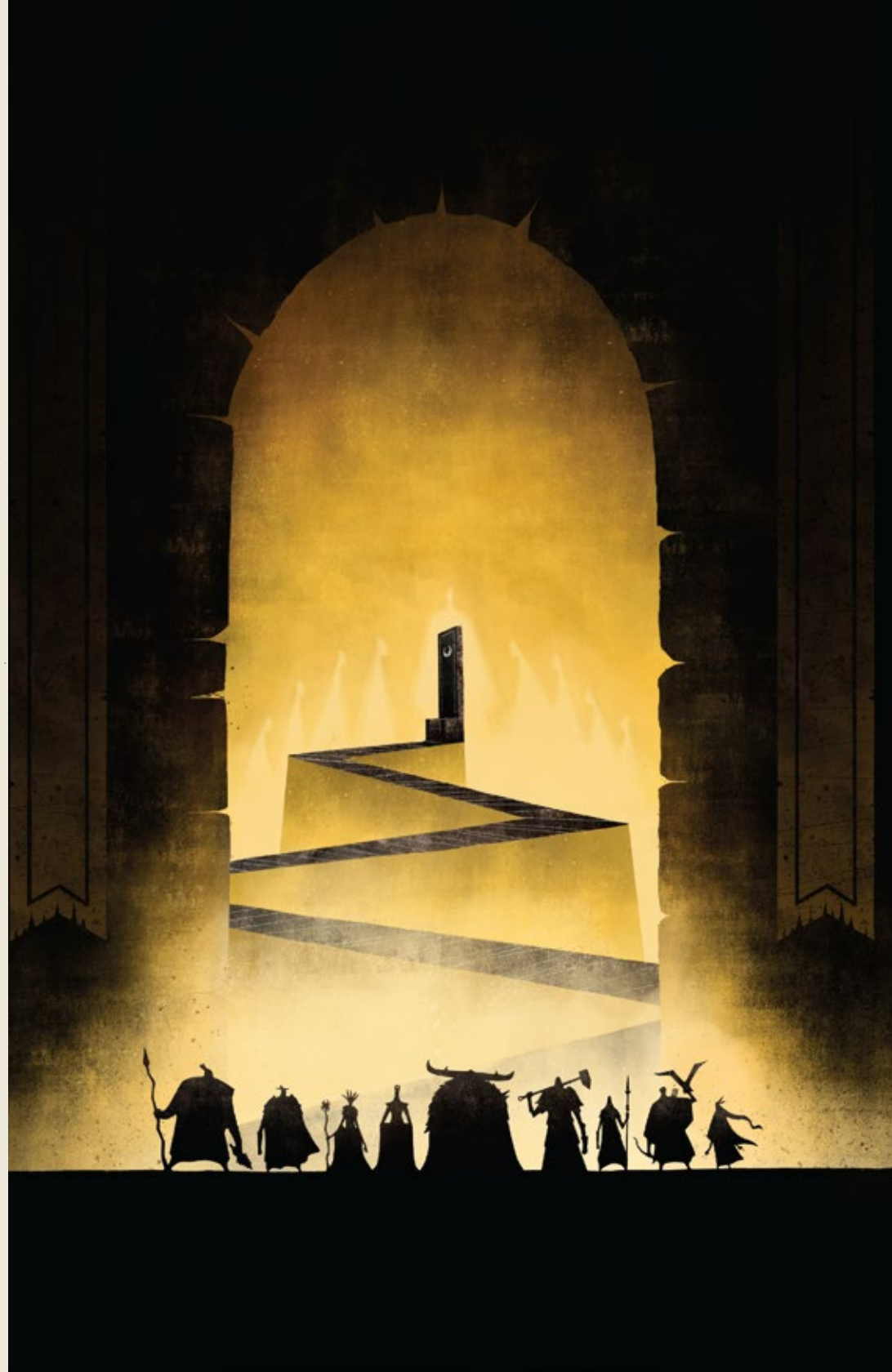
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