

DARK VEIL



GATE SHUFFLE

A Dark Veil Adventure

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GATE SHUFFLE

A Dark Veil Quickplay Adventure

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Quickplay preview does not represent final version of product, art, and
content may be subject to change in official release.

STARTER ADVENTURE

REQUIRED TO PLAY

- Quick-play guide for references on rules
- 1-6 players using starter characters provided
- 5-6 d6 dice per player
- A storyteller
- 2+ hours of time to play

WARNING: SPOILERS AHEAD

To keep from experiencing spoilers, players should not read the following pages. Storytellers should use the preview adventure as a guide to play through the Dark Veil adventure with their players. Storytellers should also read the entire quick-play book to understand the rules, skills, and conditions. With knowledge of the game rules, storytellers can organically improvise new paths of this adventure and explore the universe in their own way, creating additional hooks and enemies as outlined in the storyteller tips section of this quick-play.

STORYTELLER ADVENTURE TIPS

This starter adventure takes players through different eras of time within the universe, introduces the success based d6 skill system, and allows players to engage in combat or role-play to overcome any obstacle.

- Not all situations require a fight.
- Promote role-play
- Use non-combat dice rolls to resolve conflicts.
- Read out loud sections in italics.
- Keep plot details secret from the players.
- Require quick skill dice rolls when players are reacting to time-sensitive story moments
 - Use full dice rolls when time is available.
 - Players should always have the ability to make skill dice rolls when they want to do something in the universe.

SKILLS TELL THE STORY

Skill dice rolls are made by players to engage with, alter, learn about, and participate with the living universe around them. All skills are available as options for players to use to discover information about

the story and environment. When players fail to learn information, the storyteller should keep it secret. The mystery of unknown information is good to keep players wanting more, but storytellers will eventually need to reveal it. Storytellers should ask players to make rolls again for the same secret information when time has passed, reveal information through interrogation of enemies, reveal secrets visually, or by a character performing a different skill. Some skills are identified in this adventure for additional story information when a player rolls enough successes in a skill roll.

ORGANIC STORYTELLING

When players explore beyond the starter adventure, storytellers should use their imagination to fill the universe with people, weather, locations, and enemies they believe fit the setting. Always keep the players on a story path and provide necessary skill dice rolls throughout to divulge story information. If players stray from the planned adventure before it is complete, that is okay. Players should explore the universe and go on mini adventures. As long as the players are having fun and enjoying the game, a storyteller should find a way to naturally bring the players back to the main story line and complete it. How the players get to each story moment is entirely based on the storyteller's ability to weave the plot around the players' actions. With practice and help from this starter adventure, the storyteller should have tools to keep the story moving. *[Example: If players skip an important NPC or encounter, the storyteller can just move that NPC or encounter to a different location. If players run from a fight instead of engaging with it, the enemies can chase the players through cities, across sectors, and even into the Veil. If players fight an NPC the storyteller planned on being an ally, consider the enemies to become the player's allies instead.]*

LINGUISTICS

Any language heard or seen signed is an available language for players to learn. Players can start the game rolling a full turn linguistics to learn Kalin, the main language of the Order of the Veil, while in line at the Suen Riza gate.

SPELL THIEF AND TACTICS

The spell thief and tactics skills are both used to learn traits during game-play. These skills both require players to make a quick action dice roll to learn either a Magi spell or a tactical trait. Storytellers should always give opportunities for players to learn these unique and rare traits by reminding players they are learn-able. In this starter adventure, there are several opportunities for players to learn new tactic abilities and spells, listed under the NPCs and creatures who know them. The complete Dark Veil role-playing game offers hundreds of additional learn-able spells and tactics. Consult the skill guide of the quick-play for more information on these skills.

CRIMINAL BEHAVIOR

Illegal documentation, if discovered by the Order of the Veil, will immediately cause them to question the character discovered. The Ferrian, Daria Raykin (an Alliance of Kingdoms faction spy), will also take note of the player's activities if discovered with forged documentation. Sneaking past the gate or taking any illegal behavior actions will trigger the Order and Daria Raykin to take notice of the players. The Order of the Veil will become an enemy to players who are caught performing criminal actions.

UPHOLDING THE LAW

Players who uphold the law or assist the Order of the Veil in any way will gain their respect and the attention of the Knight Agent field marshal, Mira Thorne. She will ask the players for help as freelance skip tracers in tracking down the missing Veil gem and the thief who took it.

PLAYER DEATH

Characters can die or become injured in Dark Veil. Storytellers should avoid trying to kill players whenever possible and use story characters and moments to come to the group's rescue in the event of the entire party being killed. Remind players to help one another with medical aid dice rolls and use their heroic action points to save each other from death. If storytellers choose, they can remove death as an option and instead cause characters to go unconscious if they fall below 0 life points.

STORY POINT REWARDS

Story points are rewarded as experience for players in Dark Veil games. These story points are traded for skill dice or traits in the complete game. In the starter adventure, the storyteller should reward players 5 story points to level player skill dice at the end of the adventure. Leveling common skill dice is done at a cost to raise skills to 2, 3, or 4 dice for 1 story point each. Raising common skill dice to 5, 6, 7, or 8 costs 5 story points for every new dice. For combat and Magi skill dice, all costs are multiplied by 2.

THE PLOT

****KEEP SECRET****

Part 1-6: The players are traveling from the Space era sector of Suen Riza to the Kingdoms era of Zyair. They are each carrying forged documentation that makes their passage between a gate of two sectors suspicious. While they attempt to pass at the gate, a group known as the Anarchists of Time replace an important Veil gem, used to power the Veil gate, with a corrupted Veil device. The corrupted Veil device causes the gate to malfunction and opens a breach to the Veil. Trellex, realm creatures, break through the breach and begin destroying Suen Riza and Zyair. Players must find, and return the Veil gem to the gate, or the gate explodes and damages the cities.

The players will get the option to:

- Fight the Trellex and protect civilians
- Track down the stolen Veil gem to fix the gate
- Track down the stolen Veil gem for themselves
- Run and hide as the city is swarmed by Trellex
- Get hired as freelancers for the Order
- Get hired as criminal freelancers
- Stop the Anarchists of Time
- Join the Anarchists of Time
- Fight the League of Demons
- Join the League of Demons
- Conflict with the Prime Initiate
- Recover the Veil gem for the Order
- Recover the Veil gem for Daria Raykin
- Protect the Veil gem for the Anarchists of Time
- Recover the Veil gem for themselves

Any combinations of these options lead players into the Realm of Sorrows (the fear realm).

There, the players find the anarchists hidden in a shack but the anarchists are, in fact, disguised chaos demons working with the League of Demons to infiltrate the planetary Realm of Reality.

Side hooks and additional plots include discovery of a gate map targeted by the anarchists and discovery of the Prime Initiate, a group traveling the Veil and acquiring control over its civilizations through supreme dominance.



6

DARK
VEIL



PART 1: THE GATE

The rhythmic tones of the city's massive nuclear steam batteries vibrate through your feet. They are located somewhere under the hard-topped streets, but somehow they still manage to bounce their strumming pattern off the skyscrapers beside you. Its rehearsed, subtle symphony continuously repeats throughout the city before rolling downward into the sea miles below Suen Riza. The sea responds to the buzz with salty air that sticks to your face as the wind cycles across the ocean and over the rocky shelf of the coast. The city's blue and yellow lights stretch several kilometers across the raised rocky Giyan coast until they dissipate to the east and south with the wet forest farming developments of the highlands. The city's Veil wall in the east borders the Dead Marshes, a place locked in a time of the past where lizard-like creatures snatch explorers and disappear them beneath the swamps. The skyscrapers block your view of the east, but you can see massive dreadnought ships that patrol the skies above.

The Dark Veil organizes sectors into shapes of discarded time across the planet's surface. Some call it safety—others, a prison. Factions control sectors each in their own way, but it is the Order of the Veil that was first to merge the technology of the future with the Magi spell-work of the past. Now, massive Veil gates allow travelers to flow between the sectors that divide the Veil. The gate before you connects Suen Riza's sister city, Zyair. Another Veil gate lies far to the southern edge of the sector; this gate connects to Suen Draike, a city of murderers and thieves. You stand in the line with other travelers waiting to pass through the gate.

The Order of the Veil is powerful, organized, and keeps life moving on most of the planet. The Order has their enemies, but most factions rely on the Order's Knight Agents as peacekeepers. Several of these dedicated Knight Agents mix with Order soldiers at the border crossing before you. A larger-than-normal

crowd awaits with you. The Order seems to have extra guards inspecting illegal goods and forged documentation. You worry they might see through your carefully forged travel documentation tucked in your pack. The Laerish who sold it to you claimed it was a professional forgery, the likes of which any Shadow Market Guild expert would approve of, but you have your doubts of its authenticity. You wonder if the gate was your best choice. You know there are always other ways to travel through a Veil wall, but the risk of being lost to infinite mystery is far greater than that of a simple documentation inspection.

The border crossing line begins to move quicker as your thoughts become more directed at the Knight Agents, who are now making quick work of scanning documentation and ushering travelers one by one through the gate. They seem to be looking for something specific. You feel the gate's energy in your body slightly irritating your skin. Its whisper electrifies your senses.

1A: SECTOR KNOWLEDGE

1 or more knowledge dice successes: It is one year after the time event fractured the universe into different era sectors. You stand before the border crossing between the Kingdoms era sector of Zyair and the Space era sector Suen Riza. The two sectors are mostly made up of coastal cities managed and controlled by the Space era faction, the Order of the Veil. Zyair is slowly seeing technological advancements, but it is largely still a medieval coastal city with massive seafaring trade vessels and coastal fishing communities that spread out into the river-filled hills and valleys of its sector. Suen Riza acts as a large trading city with massive technological advancements and civil commerce. The city is a staging ground for land-based Veil gate construction. The gates are then shipped through Order vessels of all kinds across the planet to necessary destinations.

1B: QUICK PERCEPTION, THE HOOK

0 successes on a perception roll: The purple and blue lights of the Veil gate distract you as you take in its grandeur.

1 or more perception dice successes: On the Zyair side of the Veil, travelers wait patiently. They mirror the same waiting routine from the opposite side, but most of these travelers are dressed in Kingdoms clothing. You know these travelers take the longest to cross into foreign sectors because their documentation is written on leather parchment and often easily forged. The travelers dressed matching the cyber city of Suen Riza

get through the line much faster. A weathered Gyxan is approved next; they cross the border and embrace another Gyxan waiting on the Suen Riza side. A glint of light catches your eye, and you see a figure wearing a heavy coat pass by the embrace. The wearer disappears in the crowd.

3 or more perception dice successes: The glint of light finds your iris again. This time, it appears under the cloak of a traveler who seems to have gained access to the Zyair side by slipping the gaze of the guard.

FOLLOW UP QUICK INVESTIGATE

2+ successes: The cloaked figure has gray skin and what looks like veins of purple protruding slightly. They seem to have taken something from the gate and are carrying it in their hand as they slip across the border and into Zyair.

FOLLOW UP QUICK KNOWLEDGE

2+ successes: The gray skin looks familiar, as does the sickness that plagues it. This is a Mirikore, a race of Veil humanoid travelers who make up a larger group of humanoids from civilizations within the Veil itself. The Veil sickness they suffer is not contagious, but it does show they have spent many years traveling within the Veil's dark recesses. This may be the first Mirikore you've seen, or even heard of traveling to this planetary realm of reality.

1C: ENGINEERING THE GATE

1 or more engineering dice successes: The construction of gates only began a year ago, but the Order of the Veil has constructed massive gates quickly. Many rumors about the Order's prior knowledge sparks whispers of conspiracy within other factions. This gate is a pinnacle of success for the Order—one of the largest of its kind. The gate crossing between Zyair and Suen Riza opened a month after the time event occurred. Nearly a year has passed since that day with zero incidents occurring at this crossing; despite both cities bordering strangers, thousands of years removed from one another. Zyair remains the ancient ancestor. Suen Riza, its future offspring. Discarded contraband is collected in large containers on each side of the Veil gate, but you know technology is not what the Knight Agents fear crossing. Order will be kept above all else.

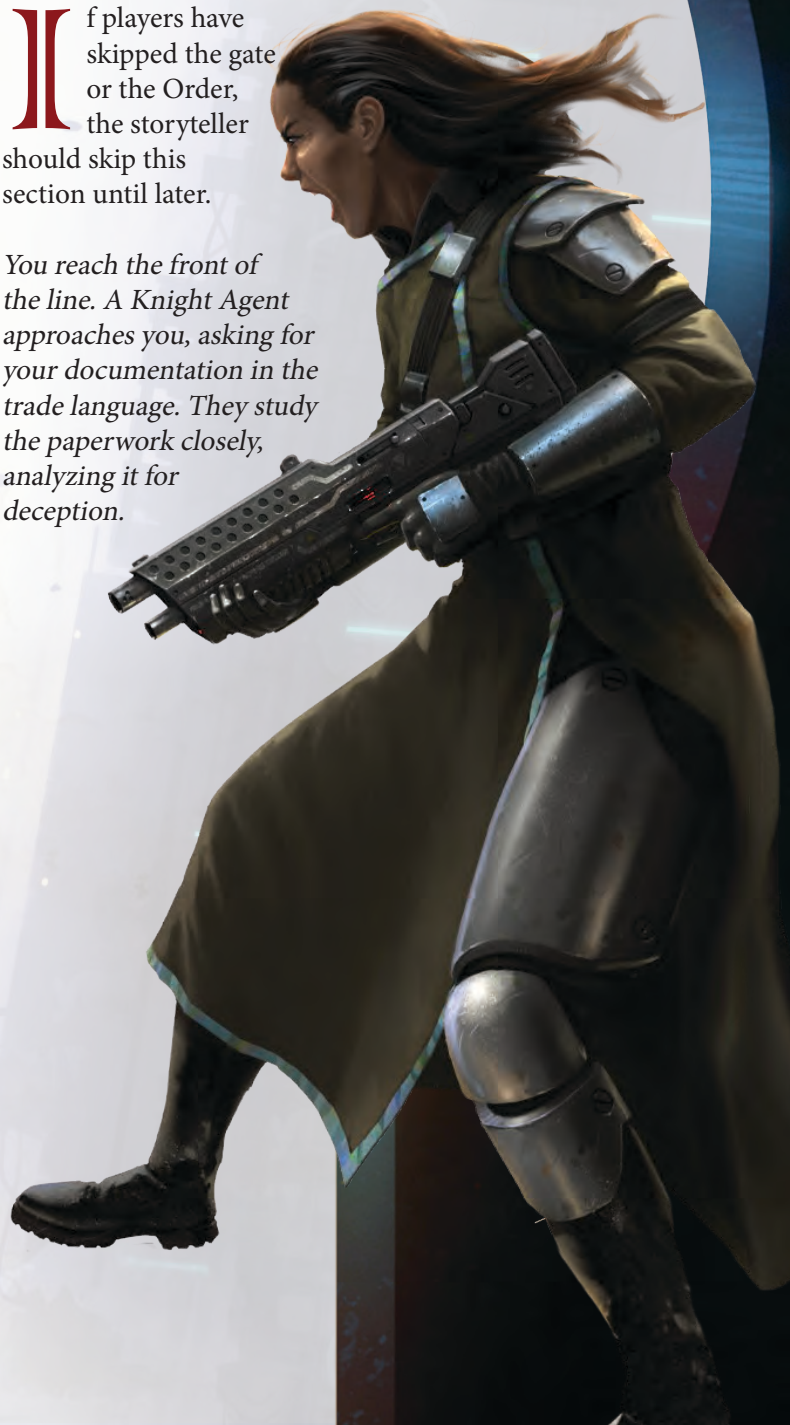
3 or more engineering dice successes: You determine the main power box of the gate has been tampered with. It sends blue and yellow electrical pulses from its setting.

You know a gate like this is powered by a Veil gem. A powerful Veil artifact. Someone must have removed it to cause this type of power malfunction. Re-inserting the Veil gem into the device box will prevent the gate from exploding in a devastating manner.

PART 2: DOCUMENTS OF PASSAGE

If players have skipped the gate or the Order, the storyteller should skip this section until later.

You reach the front of the line. A Knight Agent approaches you, asking for your documentation in the trade language. They study the paperwork closely, analyzing it for deception.



2A: KNIGHT AGENTS

Sworn protectors and guardians, Knight Agents are a planetary peacekeeping force paid for and outfitted by the Order of the Veil. Despite their faction allegiances, the Knight Agents are licensed to operate independently of the Order in sectors not under the Order's jurisdiction. Knight Agents are often few in number and spread across sectors, helping police Veil gates and investigate crimes. Most Knight Agents carry sophisticated but security-locked gear and operate hover-bikes for fast transportation across sectors. The Veil gate Knight Agents and Order soldiers in Suen Riza are led by Knight Agent field marshal, Mira Thorne.

2B: KNIGHT AGENT INVESTIGATION

The Knight Agent will roll a full turn to investigate all documentation to check if it is legitimate. Their roll successes will determine the response of the guards. If they detect forgery, they will consider the players illegally passing and try to hold them for questioning. Any player caught will cause all documents forged in the same way (all player documentation) to become suspect. The players are grouped by the Knight Agents and pulled to the side of the line with several guards watching them. After any role-play, move to part 3 immediately.

KNIGHT AGENTS

[Group NPC]
Defense [3]
Life Points [10]
Actions [3]

SKILLS

Common Dice [4]
Combat Dice [3]
Magi Dice [4]

BONUS SUCCESSES

Investigation [+2]
Ranged [+2]
Presence [+2]
Perception [+1]
Operate [+2]
Knowledge [+3]

TRAITS

Agent Hail-fire (Tactics)
Energy Burn (Tactics)
Anti Veil Barrier (Spell)

AGENT HAIL-FIRE (TRAIT)

The Knight Agents rush their targets with a hail of gunfire that forces targets to lose momentum on the battlefield and suffer the suppression condition. To activate, the Knight Agent rolls their presence skill dice as a face off dice roll against their target. If the Knight Agent scores more successes, the target suffers the suppression condition.

ENERGY BURN (TRAIT)

The Knight Agent overpowers their energy weapon with a successful engineering dice roll of 2 successes or more, then proceeds with their ranged skill dice roll. If the hit strikes a target's Life Points (LP), the target suffers the energy burn condition.

ANTI-VEIL BARRIER (TRAIT)

A Dircaen Knight Agent is casting anti-Veil barriers continually in an effort to keep the Trellex trapped. This spell creates a wall of

anti-Veil energy of successes x 2 in defense that forces creatures and objects from the Veil or who suffer from Veil sickness from passing through. The spell requires 3 successes or more with Veil wield to initiate and requires at least 1 success of Veil wield each subsequent turn to keep the barrier active. Only the first cast creates the defensive shield and targets that damage beyond the defense break the barrier.

2C: DISORDER AT THE GATE

The Order of the Veil Knight Agents and border guard will continue to fight the Trellex until it is destroyed. Unfortunately, they will not be able to repair the Veil gate without the missing Veil gem. The guard will hold the creatures of the gate back as long as they can and ask the players to aid them by finding the missing gem. If convinced, they will forgive player illegal documentation and instead hire them as freelancers with the promise of legal documentation and the benefit of the Order of the Veil to support them. Once the Veil gem is returned, it will require the engineering skill to fix the gate.

PART 3: THE OPPOSITE OF ORDER

The familiar hum of the city goes silent as the hair on your skin stands straight just before the ground below rumbles. The gateway trembles against its fixtures, and portions begin to break away and fall into the crowd as civilians waiting in line begin to run in terror. The gate control box erupts in sparks and Veil essence as the control box seems to create a breach into an unknown location to the Veil. The new breach rests within the gate opening to Zyair. The heat of the unknown location burns your skin as its atmosphere begins to stretch across the edges of your reality. Then, a menacing creature rips through the fiery realm domain and into the seam of the breach. Its massive body engulfs the breach, attempting to enter Suen Riza, but as it exits the breach, it gets stuck in the Veil gate. The creature swipes at the obstacle, sending bits of gate out over the edge of the coastal bluff. Pieces of gate, civilian, and deposited contraband are effortlessly flung away from the gate by the creature in an attempt to free itself. Many of the objects are lost over the cliff and disappear into the water below. The creature drops its shoulders and roars at its new surroundings but

it still seems too large to fit entirely through the passage. The stench of its home realm makes you gag. You look past the creature and see hundreds more racing toward the breach.

3A: TRELLEX

The Trellex will continue to filter through the breach in the Veil, but only one at a time as they are too large to all fit through at once. This slow behavior will allow players to engage and fight with them alongside the Order, but the Trellex will not stop coming. After two turns, the Order of the Veil Knight Agents will ask the players to help in finding the missing Veil gem that will fix the gate and stop the Trellex from coming through. The gate will continue to fall apart, and civilians and guards will slowly become trapped under debris from the collapsing gate. The Order of the Veil will eventually be unable to hold off the Trellex and they will flood into the city. Players will have enough time to find the Veil gem and return to the gate before it explodes. If the players travel outside the story path of the preview adventure and more than a few hours pass, the players will not have enough time to save the gate from exploding.

TRELLEX TRAMPLE TRAIT

The Trellex propels itself forward, shaking the ground and smashing objects in its path with minimum 3 successes in fitness skill dice to initiate. Success x 5 meters is the wave of destruction created in the Trellex trample. All targets caught in the trample can react with a quick dodge skill dice roll of at least 3 successes or are caught in the trample and receive the rend condition. Players who successfully learn the Trellex trample are only as destructive as their character size dealing the prone condition to targets instead of rend.

REJUVENATE SELF FIRE SPELL (TRAIT)

The Trellex can rejuvenate lost life points through at least 4 or more successes of a soul dice roll, healing total successes worth of life points. If the Trellex rolls less than 4 successes, they fail to rejuvenate themselves. When in fire, the Trellex needs only to roll a minimum of 1 success to heal life points. Players who steal the rejuvenate self fire spell must place part of their body in fire to heal. This will cause the player to quickly react against the fire condition. If the player fails to avoid the fire condition, they also fail their rejuvenation. Players can heal themselves with a spell once every twenty hours.

KNOWLEDGE, THE TRELLEX

3 or more quick knowledge dice successes: *The Trellex are a herd species of monstrous horned creatures that trample and eat all organic materials they can find. They have taken over hundreds of realms and often find refuge in fire-laden realms as they are immune to flame. The Trellex have no ruler and an insatiable appetite. The creatures will jump on the chance to flee their realm to another to eat something appealing. The fierce invaders trample and stomp out all*

other life, leaving a wake of destruction in the process. Trellex are simple-minded but irrational to negotiate with. The small portal will hold most of them back as a choke-point, but without the breach closed, the herd will keep coming.

TRELLEX

[Group NPC]
Defense [4]
Life Points [15]
Actions [3]

SKILLS

Common Dice [2]
Combat & Magi Dice [4]

BONUS SUCCESSES

Melee [+2]
Presence [+4]
Fitness [+2]
Dodge [+1]
Resistance [+2]
Soul [+3]

TRAITS

Trellex Trample (Tactics)
Rejuvenate Self (Fire) (Spell)
Immunity to Fire

3B: LOST IN THE VEIL

Players who attempt to pass through the failing Veil gate to Zyair must roll a quick fitness skill dice roll of at least 1 success to not stumble and accidentally fall into the Trellex breach. Players who fall into the Veil breach can find their way back through the portal but must roll a quick fitness against the fire condition for any time spent in the breach.

PART 4: THE CITY OF ZYAIR

Zyair is an extreme juxtaposition to the magnetic lights and tech of Suen Riza. The Kingdom's city streets are lined in cobblestone and edged in wooden rails and beams that support the low-hanging balconies of family homes. Sounds of horse hooves on rock echo throughout the narrow corridors of the twisting cape town. Stretching out over the cliff edges are vast contraptions of stone and wood that support massive mechanical elevators, ushering people and product down to the waiting sea vessels below. The dock system stretches over eight hundred meters out onto the ocean and is filled with more ships than you ever thought possible in one place. Though the Veil cuts the behemoth construction from expanding southward, remnants of previous docks are shattered and broken at the Veil's edge—a reminder of the Veil's continued damage to civilization permanently etched



at the water's edge for all to see. Its backdrop, a massive Veil wall shooting up toward the stars. Despite the blue skies to the west and north, the Veil still engulfs all. At the gateway, Order border guards scramble to usher the local civilians to safety as pieces of gate are still tumbling from the unwarranted Veil creatures' destructive path. A Dircaen Magi floats at the edge of the gate, holding back the creature from entering the city. A Knight Agent is calling reinforcements from their hover-bike. The scene is less chaotic than in Suen Riza, but the cobblestone ground begins to buck and tendrils of the Veil erode the landscape around you. Bells begin to sway, emanating a vibrating ring throughout the seaside port city.

SURVIVAL FULL DICE ROLL

2 or more survival dice successes: You follow two sets of tracks wet from the mist. With dark suet gathered from the cyber city of Suen Riza, you follow tracks easily to a remote building on the edge of the cobblestone city.

4A: HUNTING THE HUNTED

Players who have discovered Daria Raykin or the anarchist Crel can either track or follow them, fleeing the scene of the gate collapse and into the outskirts of the city of Zyair. Players who give chase will eventually find both characters in a broken-roofed farmhouse with hay and stabling materials for horses. A fight will occur between Daria and Crel with players taking sides or with both Daria and Crel fighting the players as Crel attempts to escape.

Crel will use a hidden spell (destination warp) to travel to the Realm of Sorrows within the Veil. Daria will use a Veil skeleton key to chase after Crel if Daria fails to make their fitness skill dice to dive into the breach after Crel. When they jump into the Realm of Sorrows or if they are killed prior, Crel will always drop a leather-bound note that discusses the plot to corrupt the gate.

4B: DARIA RAYKIN, THE FERRIAN

Daria Raykin is a Ferrian freelancer working for the Alliance of Kingdoms. Ferrian are known as fierce warriors of the universe who have extreme pride on the battlefield. Daria will want to capture or kill Crel and the other anarchists. Once captured Daria will return them to the Alliance of Kingdoms for questioning on other crimes committed in that era. Daria has tracked the anarchists for three months and believes they are located in the Veil, devising a plan to further damage Veil gates across the planet. Daria will jump through the gate to

Zyair and
after Crel.

DARIA RAYKIN

[Solo NPC]

Defense [3]

Life Points [13]

Actions [3]

SKILLS

Common Dice [4]

Combat Dice [4]

Magi Dice [2]

BONUS SUCCESSES

Spell Thief [+2]

Melee [+1]

Survival [+2]

Veil Wield [+3]

TRAITS

Pinning Grapple (Tactics)

Veil Tracker (Spell)



Daria will engage with the players if they behave in criminal ways.

Daria will not fight the players unless provoked. Daria will ask the players to assist in seeking out the Anarchists of Time within the Veil if Daria sees them behave in a criminal manner against the Order. Daria will not want to help the Order of the Veil, Knight Agents, or regular civilians in any way. Daria will assist the players to travel into the Veil with a skeleton Veil key that has a one-time use and requires a Veil wield of at least 3 successes to activate.

Daria will attempt to flee with the map found at the anarchist hideout. Daria will want to take the map to the northern cities of Aov'alla, part of the Alliance of Kingdoms faction, and warn them of the gate tampering. If the players oppose Daria and the skeleton Veil key has not yet been used, Daria will use it to escape with the map back to Zyair and then flee to the cliff cities of Zyel and onto Azrid Tor. Players will have the ability to follow Daria through the temporary skeleton gate breach. If players follow Daria on this path they should first finish their business in Suen Riza. Players can also join Daria and present the map to the Alliance of Kingdoms council (to use for their own protection against the coming invasion from the League of Demons), but players must travel through the northern gates and cities to reach Azrid Tor, an ally of the Alliance of Kingdoms. This will require the storyteller to improvise the adventure moving through these additional cities and any encounters and hooks of story along the way.

PINNING GRAPPLE (TRAIT)

With a face off fitness dice roll, the initiating character must score more successes to engage in a grapple. The number of successes over the target successes is the condition of the pin applied to the target. As long as the initiating character does not let go of the target, the pin remains. The target can remove the pin condition and escape if they match or beat the pin condition successes with a fitness or dexterity roll. While pinned, a character is considered unable to move unless the pinning initiator moves them,

unable to artifice, engineer, hack, dodge, medical aid, stealth, survival, operate, or talent. All other skills, with the exception of fitness and dexterity, suffer -2 success penalties when attempted.

VEIL TRACKER (TRAIT)

With a successful Veil wield of 3 successes or more, the character can track the path of a specific target who has lingering Veil essence. A character can have Veil essence if they have recently been in a realm or traveled through the Veil or a Veil gate. A character can have Veil essence if they recently used a Veil Wield spell or suffer from the Veil Sickness condition. Veil essence will dissipate and become difficult to find over time. Storytellers should increase the success difficulty required to track targets who are removed from the Veil for longer periods of time.

4C: ANARCHIST CREL

Crel is a Mirikore, a creed of humanoids from the Veil. Crel suffers from the Veil sickness condition and cannot remove it. Crel will steal the Veil gem and replace it with a corrupted device at the story start. Then Crel will stealth across the border to a farmhouse at the edge of Zyair. Crel will drop a leather note that tells of the anarchist's plot and where they are to meet the other anarchists within the Veil prior or at the farmhouse. At the farmhouse within Zyair, Crel will use the chalk spell destination warp hidden behind some hay and marked on a barn wall. The spell will travel Crel to the anarchist hideout within the Realm of Sorrows. Players can use spell thief on the destination warp spell to travel to the same destination. Crel will fight alongside the disguised anarchists unless the Hvid are revealed. After the fight, Crel will attempt to flee, but a group of Mirikore soldiers who are part of the Prime Initiate will attempt to capture Crel for betrayal of the Prime. If Crel finds the Hvid are working with the League of Demons, Crel will join the players and turn themselves into the Order of the Veil. Only if Crel is backed into a corner, will they fight for their life to survive. Crel and Daria Raykin will always fight.

DIRTY BOXING (TRAIT)

While fighting unarmed, the character performs a presence skill face off dice roll against all targets in range. If the character scores more successes than their target, they gain the dirty boxing condition on those targets. Dirty boxing provides lethal damage to life points for unarmed strikes with a +1 bonus success and targets are considered. The condition lasts for rounds equal to the successes rolled by the initiating character.

DESTINATION WARP (TRAIT)

A direct travel spell to one of two locations that requires chalk spell markings at both locations. The spell will instantly transport a target and allies touching the caster with a successful Veil wield success of 3 or more to the other location. Critical failure and the Magi has the potential of winding up within an unknown region of the Veil.

CHALK INVESTIGATION

2 or more investigation dice successes: You discover a set of chalk outlines on the walls of the farm house. The outlines look runic in nature and seem to describe a spell of some kind that allows a user to travel from one destination to another. The location of the destinations seems fixed.

4D: CREL'S NOTE

Written in Sarrosian:

Linguistics 3 or more to read. This note is dropped by Crel if they escape to the Veil, or found on their body if they are captured or killed.

*Dearest friend Crel,
I write to you on this dire
of days only just escaping
the overdrawn arms of the
Order. They grow more aware of our
numbers and actions each dual lunar
cycle. We must take precautions and use
members like yourself who are not well
known. You did well in your show of loyalty to
our cause thus far, and we know how much you
miss your sister and parents. They were lost within
the Veil when the event occurred like so many others
trapped in sectors that never reappeared, and now we
must reset time and repair what we have lost so we can
return to our loved ones. We ask you to do something
truly dangerous, but the cause is worth the risk. We need
a Veil gem from the gate at Suen Riza and Zyair. This
gate represents all the things wrong with the universe
today. We need to shut these times from coexisting.
Return this Veil gem to us and replace it with the device
we have provided. Then travel to us in the Realm of
Sorrows within the Veil and deliver it. This is your ticket
to the next level of the organization. We wish you luck.*

*May time guard you against the evils that come,
Tracious Din'well (Guardian of Time)*

4E: DARIA & CREL DIALOGUE

Storytellers should role-play additional dialogue between the characters as players interact or learn certain languages signed and spoken. Signing or speaking are interchangeable at the discretion of the storyteller, provided the characters know the language.

Daria uses Kalin, Ferrian, Trade, or Tradian based on players languages.

Crel uses Pradaxis.

If the two characters do exchange dialogue, the following should be read.

ANARCHIST CREL

[Solo NPC]

Defense [2]

Life Points [10]

Actions [3]

SKILLS

Common Dice [3]

Combat Dice [2]

Magi Dice [4]

BONUS SUCCESSES

Veil Wield [+2]

Ranged [+1]

Dexterity [+2]

Stealth [+1]

Dodge [+3]

TRAITS

Dirty Boxing (Tactics)

Destination Warp (Spell)

Crel (Speaks and signs in Pradaxis): ~ Warrior, you should join us in protecting the sanctity of time against the Order of the Veil. Ferrian have been attacked for generations by the Order and those like them. They will eventually tear down all that you hold sacred and destroy your cultures with the time mixing.

Daria (Signs in Trade to players): ~ This one is bad. They are my prisoner.

Anarchist Crel (Speaks and signs in Pradaxis): ~ We will end the Dark Veil and you will see the true timeline restored. Best hope your loved ones are where they should be when we do.

Daria (Speaks in Kalin, Ferrian, or Tradian): ~ This creature comes from a far-off place, but their clothing says they are allied with that of the Anarchists of Time, a group set to destroy the progress of communication between sectors and shut down the gates. They believe they can still put time back together; they are living a dream and will pay for their crimes.

PART 5: FEAR THE VEIL

If players fail to activate the destination warp spell correctly, they will land within the Realm of Sorrows, outside the protection of the anarchists shack.

The realm drips like paint as your senses try and discern the new reality. The realm appears to morph and alter its landscape slowly, but just enough for you to question if your mind is playing tricks or if the realm is changing. A dread fills the space of your brain that tells you to run, flee, escape while you can. You suppress the feeling and continue forward. A shack built not of this place rests on a hilltop protected by a glowing light that seems to redirect the consuming landscape and keep it at bay. Safety. The shack is still a great distance from you. In between you and it, a new terror claws its way out of the tableau.

If players correctly use the destination warp spell, they land within the protected spell region of the anarchist's shack.

The shack is stone and wood, and it looks as if it was plucked from a different location and awkwardly dropped onto a painted landscape. A bright light surrounds the shack in a dome-like casing that seems to fend off the realm around you from entering. Tendrils of ooze-like dread explore the edges of the dome but recede, unable to breach its barrier. The landscape on the exterior of the bubble stretches for what seems like eternity. You see thousands of eyes watching you from beyond the barrier. You are safe from them...For now.

ANTI-FAEAR LIGHT SPELL (TRAIT)

The Magi, with the use of chalk, can create a glowing ball of light that explodes to create a dome of protection of success x 5 meters. The dome keeps Fear Realm creatures from crossing the barrier. The caster can move the light with a Veil wield minimum dice roll of 3 successes and have the light follow an object. The dome dissipates after success x 1 hours. The Magi can only have one active anti-fear light spell cast at a time.

5A: THE ANARCHISTS

The storyteller should role-play the anarchists' cause—that mixing of time eras will make it more difficult to reset the timelines. The anarchists do not know how to fix the Dark Veil and reset time, but they believe their cause will present them with the answers they need in time. If Daria arrives, the Ferrian will fight the anarchists, capture Crel, and take the map.

5B: THE SHACK

The anarchist shack is cold and dusty when you enter. Its simple main living space has a small fireplace with a pot of something brewing along with two beds and a large area rug that covers most of the floor. There is an adjacent room covered by a loosely draped curtain that separates them. A short and long whisker-faced Laerish sits in front of the fire poking at the coals. A male Gyxan with sandy clothing exits from the curtain area with a Sarrosian female human. The woman is holding a leather map. You can see that it is a map of the planet, detailing sectors and gates.

5C: EOO, FEAR REALM DEMONS

Eoo demons will group together to overwhelm and drag their victims into the depths of the Realm of Sorrows. While within the Realm of Sorrows, Eoo demons are immune to fear, prone, pierced, and any type of condition that considers them immobile. Eoo demons cannot exist outside the Realm of Sorrows without forming a constructed physical form, and Eoo prefer to remain within the Realm of Sorrows merging with the realm. The Eoo will chase the players if they are outside the anti-fear light spell. The anti-fear light spell should dissolve while the players are investigating the shack. Eoo will flee if defeated to regroup and return again in time.

EOO DEMON

[Group NPC]
Defense [2]
Life Points [10]
Actions [2]

SKILLS

Common Dice [2]
Combat Dice [3]
Magi Dice [2]

BONUS SUCCESSES

Soul [+2]
Melee [+3]
Dexterity [+4]
Stealth [+3]

TRAITS

Swarming Horror (Tactics)
Alter Reality (Spell)

ALTER REALITY (TRAIT)

The caster alters the reality around them with a matter manipulation skill face off dice roll versus their target's soul. Eoo demons roll the soul skill for this trait. A caster can present the target's fear and convince them it is occurring. Success against an alter reality attempt allows the intended target immunity against additional fear attempts for twenty hours. Targets who fail to prevent the alter reality spell are under its mind-altering effects and gain the fear condition. Additional alter reality spells cast on a target will increase the fear stack by 1.

SWARMING HORROR (LOCKED TRAIT)

The group of creatures will swarm together into a massive larger creature with the use of the tactics skill of at least 3 successes. Swarming, the creature increases their action dice by 1, skill successes by 1, and LP by 10, but they will suffer a -1 success to all common and combat skill dice rolls. Swarming groups can un-swarm but will lose any additional life points applied from the swarm. In the instance that a swarm breaks their swarm and has less than 0 LP, they flee from the conflict. Players cannot learn this trait.

5D: HVID, CHAOS REALM DEMONS

The Hvid chaos demon typically does not engage in conflicts and prefers to trick their targets with deception. The Hvid is rarely found solo and commonly uses a small group of two to four other Hvid to disguise and infiltrate reality realm locations. Hvid always changes their shape to mimic organic objects of their surroundings; if revealed, they will take on their massive five-meter-tall claw wielding form. Their nature is concealed with a mask-like face that covers their true emotions and self. A Hvid's true form, if revealed, will cause a viewer to suffer immeasurable psychological damage and disbelief to what is and isn't reality. The revelation of a Hvid face is so extreme, any demon or other Hvid will suffer the same fate and go insane. If a Hvid is destroyed, they melt into their past forms and devour themselves into a puddle along with their mask. Hvids will mimic humanoid speech and behavior, know recent memories, and are extremely convincing. If necessary, a Hvid will mimic organic forms such as plants and trees, making them difficult to track. Hvid commonly works for other powerful demons and very rarely has their own goals or interests.

REND OF HVID (TRAIT)

If a Hvid strikes a target's life points with their claws, the target must make a quick resistance skill dice roll of at least 2 successes or suffers the rend condition. If rend is applied, the character must make 3 successes worth of a medical aid dice roll to prevent permanent body area damage and life point loss. See the rend condition for more details.

DISGUISE OF HVID (TRAIT)

The Hvid will roll their talent skill dice to generate a disguise. The successes of the talent skill dice roll are the perception requirement to see through the disguise. This trait requires a Hvid mask to draw its power. If wielded by a character who is not Hvid, they will risk slowly losing control over reality and their soul.

SE: THE LEAGUE OF DEMONS

The anarchists are all dead and hidden under the floorboards of the shack beneath the area rug. They are replaced by chaos demons who steal their memories and appearances. The Hvid are disguised as a Laerish named Tracious Din'well, a Gyman named Samuel Spark, and a Sarrosian Human named Melony Waters. Each is equipped with typical travel clothing, daggers, swords, and small repeating steam pistols, but they will only use melee weapons to fight because the Hvid are only capable of using their claws. If players are struck in these melee attacks, the storyteller should describe the wound suspiciously and give players the opportunity to perceive through the Hvid disguise.

The Hvid are secretly working for the king of the shadow realm, Ava'Nastorin, and are a part of a larger plot of the League of Demons to find a way permanently into the planet's reality and take over. The Hvid will stay disguised as long as possible and attempt to trick anyone into thinking the anarchists are the ones who are stealing Veil gems. They will negotiate with the players to work with them and convince them the Order is destroying the balance of time and that the only fix is to replace the Veil gems from the gates with their devices. If questioned about their devices opening breaches, they will deny they are responsible and claim it must be the fault of the gate and not their devices. If the Hvid cannot convince the players to join them in their quest to replace all the gates with faulty devices and stop the merging

of cultures across time, they will attempt to fight and destroy them.

The map labels nearly all constructed Veil gates from the planet's surface and gates already targeted by other willing followers of their cause that, like Crel, were already engaged in corrupting the gates. This knowledge could persuade the players to want to seek out the other potential corruption attempts on gates.

Ultimately, the Hvid do not want to destroy the Veil gates, but instead they want to corrupt them and allow realms to use them as access points into the planet. The Anarchists of Time are caught in this plot and think they are following their own plan to stop the transfer of people and ideas between time so they can fix and set things back to the way they were before the time event.

Once enough gates are corrupted, the League of Demons believes they can summon armies from the realms and take over the known reality realms, devouring the souls and energy it holds. The Hvid will attempt to keep Crel working for their cause but will not let go of the map unless defeated.

QUICK PERCEPTION HVID DISGUISE

5 or more perception dice successes: *You see the anarchists are not what they seem as their true form is revealed. The out of character action has revealed a menacingly tall and claw handed creature. It is a demon in human form moving and mimicing the actions of the anarchists, tricking others to see its disguise. You look across the shack and realize a previous fight has occurred leaving nearly everything shattered or in pieces. The illusion fades for you and a blood stain appears across the floor. It leads to the area rug and true resting place of the real anarchists beneath the floorboards. Their bodies cold and long dead.*

PART 6: BOOM!

Your return to Suen Riza is just in time as purple and black plumes of smoke rise from the badly damaged gate. Several Trellex have made their way into the city as you witness civilians and Order soldiers chaotically scrambling in the distance. The Dircaen Magi who once held the Trellex from entering Zyair is unconscious by debris. A large enraged Trellex stands over her. The breach seems to have increased in size as the corrupted Veil energy spewing from the gate box continues to fuel its growth. If there ever was a time to repair the gate and close the breach, now would be that time.

GATE TIMER

If the players do not fix the gate using the Veil gem, it will eventually explode, causing massive destruction.

ENGINEERING TO FIX THE GATE

3 or more engineering dice successes: *You wrestle the badly damaged gate control box open and quickly assess where the Veil gem should be placed. When you spot the correct location, you carefully align the gem with the device and connect the proper wires to reattach it with the other gems, barely keeping the gate together. The successful reapplication of the gem sends a massive wave of energy outward from the Veil gate, shattering objects and glass within fifty meters. When the energy wave dissipates, the Veil gate seems to have been replaced back to normal. Failure to roll 3 or more in the engineering attempt will result in the gate exploding.*

GATE FIX SUCCESS

2 or more dodge dice successes: *You dive out of the way as a massive energy blast erupts from the Veil gate. Failure deals 2 life points to any target and 2 hit points to objects from debris. The Veil gate is restored and the destruction minimal. You have managed to keep the cities and its people safe.*

GATE FIX FAILURE

4 or more dodge dice successes: *You dive out of the way as a massive energy blast explodes from the gate. Living creatures caught within fifty meters of the gate are hit by debris and suffer 5 LP hits. Objects are devastated by the blast. Structural integrities fail in nearby buildings. Part of the city at the cliff's edge collapses into the ocean. You watch as the city scrambles in panic and chaos.*

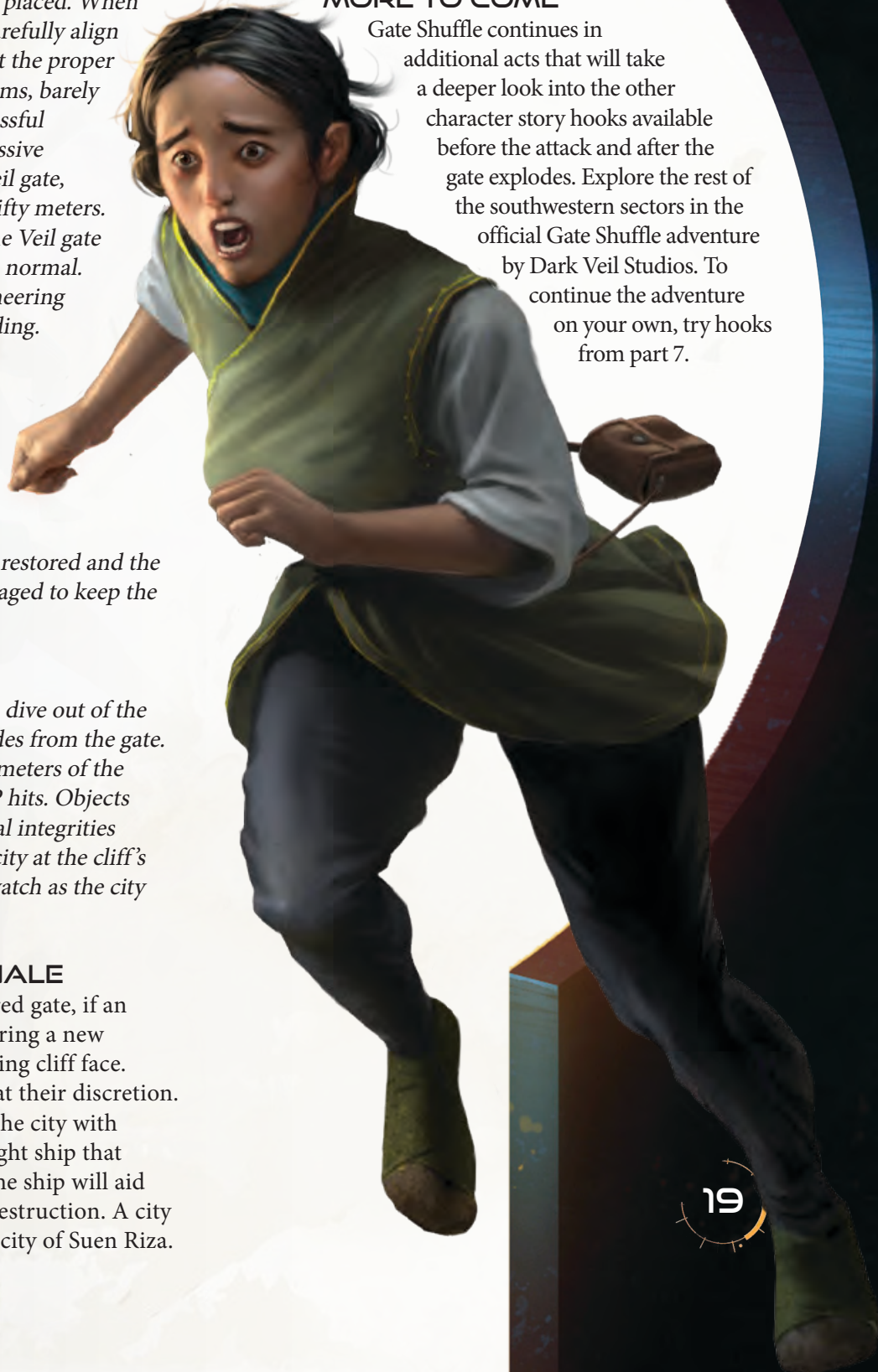
GATE SHUFFLE ACT 1 FINALE

The devastating effect of the ruptured gate, if an engineering attempt is failed, will bring a new challenge of a damaged and collapsing cliff face. Storytellers can describe the scene at their discretion. Knight Agents and guards will aid the city with support personnel, and a dreadnaught ship that slowly closes in on the cliff edge. The ship will aid survivors trapped at the city edge destruction. A city block will lay devastated facing the city of Suen Riza.

The destruction will begin to sow distrust to the safety of Veil gates and the Order of the Veil's management of them. This event will draw more fanatics to the Anarchists of Time's agenda.

MORE TO COME

Gate Shuffle continues in additional acts that will take a deeper look into the other character story hooks available before the attack and after the gate explodes. Explore the rest of the southwestern sectors in the official Gate Shuffle adventure by Dark Veil Studios. To continue the adventure on your own, try hooks from part 7.





SPACE ERA

AZRID TOR

THE VEIL WOOD

LYSU FALLS

NIYULI FORESTS

KINGDOMS ERA

THE NEX

DOL NUL

SPACE ERA

GIYAN KRAKS

FERRIAN OCEAN

ZYEL

STEAM ERA

GIYAN FORESTS

ZYAIR WOOD

RETIAN HIGHLANDS

NIYULI SEA

RETIAN LOWLANDS

ZYAIR

SUEN RIZA

SUEN DRAIKE

RETIAN ISLES

GLASS PEAKS

GATES OF DURK

DEAD MARSHES

WHISPER WOOD

SCORCHED FORESTS OF TALDORIN

GREAT METAL WAR FRONT

MARSHBROOK

OUTPOST AT THE EDGE

WESTFIELD

METAL COASTS

THE FERRIAN ISLES

KANDRA KI

KINGDOMS ERA

SPACE ERA

SPACE ERA

STEAM ERA

TANNARUS

ASPIRE

REVERIE

CHARITY

JUNGLES OF THRON

FROZEN SECTOR

CAPE VERSAL

PART 7: CONTINUING THE ADVENTURE

Storytellers can continue the story in various ways without the official Gate Shuffle adventure book. Any form of combination of these hooks should be explored by storytellers and players if they organically occur during play. Storytellers should use the storyteller guide in the quickplay to create additional enemies and NPCs for players to encounter.

THE PRIME INITIATE & THE MIRIKORE

Mirikore are a mixed creed species of humanoids who have band together across Veil civilizations. Though there are hundreds of different species of Mirikore, they all consider themselves one people. The Mirikore all suffer from Veil sickness but cannot remove it and do not suffer its penalties. The Prime Initiate are a massive faction of Mirikore focused on controlling all aspects of humanoid society within and outside the Veil. They particularly are interested in the planet's surface to escape the Veil and settle their population of millions. Such a settlement would come in the form of an invasion and create war with the planet's factions. The Prime Initiate will want to collect Crel and try him by their faction's hand for betraying the Prime and fleeing them. The Prime will be interested in the map of Veil gate locations to help their armies infiltrate the planet's surface.

ALLIANCE OF KINGDOMS

Daria will attempt to rejoin the Alliance of Kingdoms to bring the council of leaders together to decide how to combat the impending dangers of the Anarchists of Time, League of Demons, and continued spread of the Order of the Veil's power. Players who ally with Daria can embark on a journey through cities and gates from Zyair upwards to Azrid Tor. There the players and Daria can venture across the Grand Maji Desert or charter through the Ferrian Ocean to reach the great Kingdoms desert city of Azrid. At Azrid the dark prince, Arcadies will want to know what the players have uncovered and send them to divulge more secrets.

THE ORDER OF THE VEIL

The Order will need to rebuild parts of Suen Riza and Zyair after the events at the Veil gate. The field marshal, Mira Thorne, can conscript the players as freelancers to aid the Order in investigating other corrupted gates, criminal activity within the cities of Zyair and Suen Riza, or even ask them to investigate the Dead Marshes, east of the Veil wall of Suen Riza. There is a missing scouting party that ventured into the Dead Marshes and never reported back.

THE MAP

The map of Veil gates will present the players with the option to return the map to the Order of the Veil, deliver the map to Daria to bring to the Alliance of Kingdoms faction, or use the map themselves and attempt to protect the gate locations or aid in their corruption. Players can aid the Anarchists of Time either without knowledge that they are doing the bidding of the League of Demons or with that knowledge and instead purposely seek out anarchists to warn them their current plot has been hijacked by another faction or to manipulate them for the League.

THE RETIAN STEAM REPUBLIC

The Victorian era Retian Steam Republic faction is spread out across the planet but players could find themselves in the Great Metal War Front battling giant diesel-punk robots and the scattered and war torn armies of Retia. The diesel-punk technology of the era is seen within Victorian noir cities, airships, and armies. The faction is ruled by the Queen of Retia, who has few allies outside her era of time and is constantly at war with both the Kingdoms and the Space era factions. The Queen has declared war on the Order of the Veil as her era was brought through the time event during a massive world war with the Order of the Veil's ancestral government. The borders of Retia are filled with conscripted armies, pirate invaders, mechanized robots, and Veil creatures all ready to be discovered.

WANT MORE?

This quickplay will open up the Dark Veil universe to players and storytellers, allowing for various additional hooks and adventures, but players will not be able to add new traits, gear, and organizations without access to our other complete content. To add more official content to your Dark Veil experience, check out our website and Kickstarter content, www.darkveilstudio.com







DARK VEIL

Check out the official Dark Veil
Roleplaying game Kickstarter for
exclusive backer collectibles.

www.darkveilstudio.com