



Sigils of the Veil
Gameplay
Instructions



J.J. Veil Games
2026

Gameplay

Sigils of the Veil

Players 2 to 5

80-card deck (Sigil card breakdown:

- Fire = 20
- Storm = 20
- Tide = 15
- Grove = 14
- Veil = 6
- Class cards = 5
-

Objective of game:

Be the first player to reach 20 sigil points

OR

Last player with life standing (in this case, every player starts with 20 lifepoints and life is deducted rather than sigil points earned.)

Keeping Score: 100 mini sigils (to keep tally) OR keep score on paper

Sigil (name the action for your Sigil card on each turn - each card has two actions)

Cards

Sigils	Symbol	Theme
Flame	Wildfire, Fireball	Wildfire – nullify Grove Sapling Fireball – attacking (can stack 2 Fireballs for Super hit)
Tide	Seawall, Swell	Seawall – Blocks Basic hit (mutual destruction) Swell – Blocks Basic hit gains 1 point; blocks Super hit with MAD.
Grove*	Sapling, Orchard	Sapling – extra turn for player (at next turn, player can play two cards after drawing) Orchard – Draw three cards *Single use only, No stacking
Veil	Deception, Confusion	Deception - Hide your defense/offense action (play the veil card and don't tell what it's for until use) Confusion – Opponent misses turn (person taking their turn will play this card and identify the player they are using the card against)
Storm	Speed, hurricane	Speed – Buff for any attack Hurricane – Attacking (cannot stack Hurricane)

Note: To play stacking cards, you must have Sapling (Grove card) down from the previous turn OR place attack card and stack with another attack card at next turn.

Defense is the Tide card. Seawall is base defense. Swell buffs the defense. To activate Swell, you need two Tide cards. Swell can only be defeated with a Super hit.

Card Tactics

Card Tactics Attacks

Hits

Basic hit – Fireball, Hurricane (single card attack) 1 point

Super hit – Stacked/buffed Fireball or Hurricane (two card attack) 2 points;

Note: King & Mage Class cards are Super hit attacks on their

own

*MAD (mutually assured destruction)



Fireball Basic hit (any player at table) against Seawall (1 card) destroys Seawall.



Fireball+Speed Super hit (Can destroy Swell)



Wildfire attacks are specific to Grove (sapling)



Hurricane can destroy Seawall but not Swell



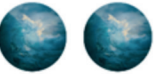
Super hit with Fireballx2 will destroy Swell

Card Tactics

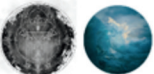
Defenses



Seawall defends against Basic hits (successfully defends with *MAD)



Seawall+Swell = defends against Super hit (*MAD)
Swell is the **ONLY** card to get a point from Basic hit (in a Basic hit, swell remains – 1 point for defense)



Veil hides Seawall – If Basic hit both are destroyed.
(This combo cannot defend against Super hit, which will destroy the Seawall and Veil - attacker gets 1 point.)

Other



Sapling = extra turn for player at next turn
Orchard = draw three cards



Confusion = Appointed opponent misses turn (player chooses who)
Deception = Play card and also the card being hidden
(Deception will always be played with another card in a single turn)

Card Tactics

Use of Class Cards for special abilities

(can be used once per veil deck – no multiple uses even if you didn't use in the previous Veil deck)*

Knight

Use for immediate Swell for defense if no defenses are in place

Druid

Add two turns instantly (at your turn) for a total of 3 plays (cannot be used with Sapling for more turns)

King

Can be used as Super hit (King represents both the attack and the buff) 2 pts

Mage

Can be used as Super hit (Mage represents both the attack and the buff) 2 pts

Dark Elf

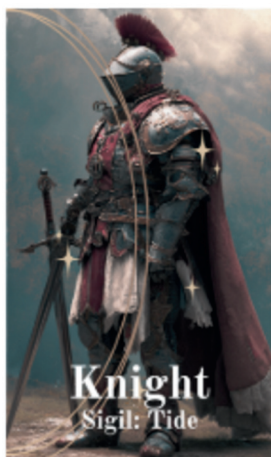
Immediately veil one of your cards and cause another player (any player of your choice) to skip their turn.

*Veil deck: The deck left over after dealing. Players draw and discard, when no cards are left to be drawn, the discards will be shuffled and turned over, creating a new Veil deck.

Sigil Cards for Sigils of the Veil



Class Cards for Sigils of the Veil



Sigils of the Veil

Lore

Visit www.julia-nicole-ashe.com to
find details on Sigils of the Veil
Fantasy card game

- Deck
- Tokens / Canvas Pouch
- Veil coin



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