

APOCRYPHA

A D V E N T U R E C A R D G A M E

A game by Mike Selinker

BOX ONE: THE WORLD

LIVING BREATHING RULEBOOK

This rulebook was released on November 6, 2018. The older versions have been sacrificed.



LONESHARKGAMES

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Special Thanks: Ad Magic (Yvonne Apgar, Brooke Anne, Amy Row, and Shari Spiro), Michael Andersen, Dan Anderson, Lori Anderson, Matt Anderson, William Ansell, Richard Aronson, Alex Barbieri, Jessica Blair, Richard Bliss, Joe Boerjes, Kitty Brown, Aaron Burke, Katie Burkett, Card Kingdom and Mox Boarding House, Chase Bank, Curtis Chen, Lazarus Chernik, Justin Cole, Rick Collins, Kenna Conklin, Amber Cook, Brian Coppola, Luke Crane, Aaron Curtis, Maria Davis, Patrick Day, Theresa Desautels, Joshua Dinges, Storm diCostanzo, Double Exposure (Vincent Salzillo and Avonelle Wing), Steve Ellis, James Ernest, Matthew Evans, Aspen Farer, Matt Fantastic, Rainier Feiler, TK Focht, David Fooden, Evon Fuerst, Todd Furler, Melinda Getch, Ed Grabianowski, Thomas Gutschmidt, Julie Haehn, Scott Hall, Jess Hartley, Joe Hauck, Joel S. Hills, Amanda Hoerter, KC Humphrey, David Kiker, Joe Kim, Kevin Kulp, Austin Lamb, Tom Landaker, Jonathan H. Liu, Richard Malena, Jeffrey Marman, Tobias McCurry, Joshua McNett, Lukas Myhan, John Nephew, Marvin Neth, Corey O'Connor, Jamie O'Connor, Paizo Publishing (Jeff Alvarez, Jason Bulmahn, Erik Mona, Lisa Stevens, and Vic Wertz), Penny Arcade (Mike Fehlauer, Jerry Holkins, Robert Khoo, and Mike Krahulik), Brian Perrin, Tim Peyton, PledgeManager (Meloney Buehl and Adam Clark), Charlie Poole, Jefferson Powers, Katherine Powers, Russel Prophet, Ian Ramsey, Mike Robles, Chris Ross, Jennifer Ross, Neil E. Schmidt, Larry Selinker, Phyllis Selinker, Travis Severance, Jesse Shepherd, Krishna Simonse, Pieter Sleijpen, Greg Spence, M. Craig Stockwell, Alexander Theoharis, Amber Thiesen, Rodney Thompson, Jeff Tidball, Tyler Tinsley, Darrel Tjepkes, Justin Turner, UltraPRO (Jay Kuo, Lynne La Placa, and Sean Lashgari), Uncle's Games, Uptown Espresso Gameporium, Michael Webb, Angela M. Webber, Aubrey Webber, Wil Wheaton, Frank Whittaker, Stevie Williams, Worldbuilders, James Youngman, the players of the Pathfinder Adventure Card Game, the assembled citizenry of GameStorm, and all of our many backers on Kickstarter and PledgeManager.



A LETTER FROM THE SHARKS

You are about to dive in to the revised rulebook for the *Apocrypha Adventure Card Game*. We would like to give a huge shout-out to our community on BoardGameGeek for their threads and discussions, and we especially would like to recognize Roy Fisher for creating *The Junior Devil Bird's Guidebook to the Apocalypse*.

This rulebook does not include any new rules; it only clarifies what is already in the game or was intended to be in the game by the designers. We hope this expression of *Apocrypha's* rules provides you with all the tools you need to play a fun game.

Thank you for reading,

The Sharks

<http://lonesharkgames.com/talk-to-us/>

BOX ONE: THE WORLD

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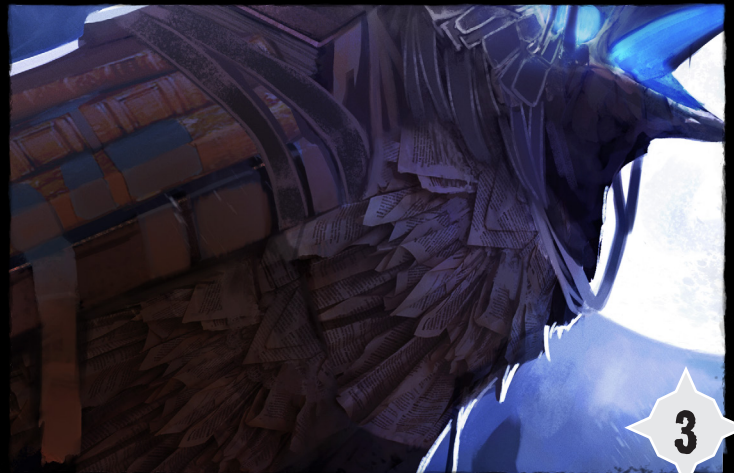


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Everything I'm about to tell you is true. You already know it. You just don't know you know it.

You're having trouble holding onto it, I get that. You grasp at something about lightning, something about the trembling of the walls when it rained. It wasn't that your parents thought you were afraid of the lightning. It's that the lightning made your parents afraid of you.

It is missing now, though. You can't remember the middle bit. There's a gloss over your brain, a hole in your consciousness, an amyloid plaque clumping over your neurons. It's no accident. Somebody put it there. Somebody put it everywhere.

There are other things you do see, flashing in the corners. Things with teeth. Things with scales. Things with gears and dreams and nothing at all. No one else sees them. We've all agreed it's better if we don't see them. It's easier that way. Easier for us, and catastrophically easier for them.

Wait, part of that wasn't entirely true. There's the sour-faced guy who never lets go of his shotgun, the woman who got a bone graft in her jaw and now can't stop the voices, the purple-eyed girl who just can't quite tell whether she has wings. And if she can't tell, how can anyone else?

These aren't your friends. But you can feel a connection to them, hot and shining, like you're a bend in a ring of fire. They're your choir. Together you can do all the things you'll probably regret. You can make the things in the shadows stay in the shadows, even if you join them there.

You've heard one of them call you a "saint." You knew the meaning of that word, but maybe you didn't. Today it means that someone else is counting on you, whether you want them to or not. You may not know how to save them. At least you have something in common.

My name is Coyote. Honestly, you probably won't remember I was here tomorrow. You should try to remember because there are two things people know about saints: They tend to do amazing things, and they tend to be dead. You want to hold that last part off as long as possible. But if you have to go, then go out radiant. Make them remember you.

That way, it won't feel so bad that you can't remember yourself.



THE OBJECT OF THE GAME

In the *Apocrypha Adventure Card Game*, you work to thwart a modern apocalypse at the hands of nine powerful entities called the novem. Each of you is a saint with a halo of fragmented memories and a deck of cards that you can play. Throughout the many storybooks you can play in any order, your saints cooperate to investigate dark corners of the world, disrupting the plans of dark and troubling forces whose actions may doom us all. Masters and their minions will stand in your way, plotting schemes you must thwart before the doomsday clock runs out. The game takes place on the day you play it, and will be modified in real time. Over a number of sessions, your saints improve their decks, gain powers through unlocking repressed and ancestral memories, and take on ever-evolving threats. And maybe, just maybe, stop the end of the world from coming. Today, anyway.

PLAYERS AND COMPONENTS

NUMBER OF PLAYERS

Apocrypha can be played as a cooperative card game against the game itself or played as a roleplaying game with a guide. When playing in **co-op mode**, 1-6 players may play. When playing in **guided mode**, an additional player takes on the role of the guide for the mission.

THE BOXES

There are three boxes in the Revelation Block. The first box is called *The World* and contains the Base cards and a chapter called *The Book of the Skinwalkers*. *The World* contains:

- The **Base** cards—486 cards, generally with black borders: 7 player aids, 9 saints, 48 fleeting fragments, 40 deaths, 34 nexuses, 5 mutations, 60 omens, 44 Mind gifts, 44 Body gifts, 44 Soul gifts, 44 Rage gifts, 45 threats, 21 true threats, 9 missions, 13 structures, 3 master archetypes, and 16 minion archetypes
- *The Book of the Skinwalkers*—98 cards, generally with red borders: 1 saint, 3 nexuses, 4 mutations, 9 omens, 9 Mind gifts, 9 Body gifts, 10 Soul gifts, 10 Rage gifts, 15 threats, 17 true threats, and 11 missions and fragments
- 10 saint pawns and 6 plastic saint bases
- 4 red dice, 4 blue dice, 4 green dice, 4 purple dice, and 4 white dice
- A rulebook and a storybook for *The Secrets of Candlepoint* and *The Book of the Skinwalkers*

The two expansion boxes are called *The Flesh* and *The Devil*, each with the cards, pawns, and storybooks to play four more chapters. *The Flesh* contains the **Deathless** (white), the **Fae** (purple), the **Golems** (silver), and the **Physicians** (brown), while *The Devil* contains the **Animus** (green), the **Damned** (orange), the **Dreamers** (blue), and the **Serpents** (gold). A special multicolor chapter, *The Book of the Hybrids*, is available separately.

Other useful components sold separately for this game are the *Apocrypha Soulfinder*, which lets you arrange your saints' cards in haloes; the *Apocrypha Playmat*, which lets you display your cards on the table; and the *Box of Hope* and *Box of Doom* deck boxes, which let you hold your saint's cards. The *Apocrypha x1 Companion App* is a free resource that updates the game on a daily basis.

CARD TYPES

There are many types of cards in the game. These include **saints** that you play, **fragments** that you unlock, **missions** that you undertake, **structures** that guide your mission, **nexuses** that you investigate, **omens** that influence your efforts, **gifts** that you gain, **threats** that you confront, **archetypes** that represent important conflicts, **mutations** that change your investigations, and **deaths** that you suffer.

Regardless of type, cards have a few common features: a **card number** for each unique card, a **chapter** that tells you where it goes in the box, and a **border** matching its chapter. Black and neutral-bordered cards go in the Base set, while those with different colored borders go in chapters named after factions in the world. Each card has one or two relevant **faces**; a card is **faceup** when it shows the front face, and **facedown** when it shows the back. You may **build** cards into **decks**, which are facedown and can't be examined freely, and **piles**, which are faceup and can be looked through at any time.

SAINTS

A **saint** is the character you play. You can affect the game through your **powers**, four **virtues** (Body, Mind, Rage, and Soul), and **skills** (Charm, Conjure, Hack, Resist, Sense, Strike, and Study). A saint has a **deck** of gifts to play and is surrounded by a **halo** of fragments and deaths, built over multiple missions.

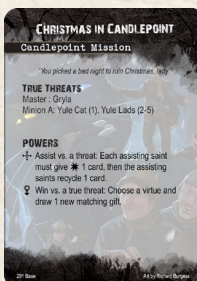
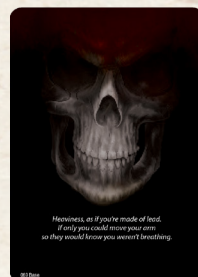


FRAGMENTS

A **fragment** is a powerful repressed or ancestral memory gained as a reward for winning a mission. Black-bordered fragments represent *fleeting* short-term memories, while fragments with different borders represent *enduring* long-term memories.

DEATHS

A **death** is a vision of your demise. You get a death in your halo when you fade from the mission and can no longer use that slot for fragments. If all nine of your halo slots are filled with deaths, your saint is dead forever.

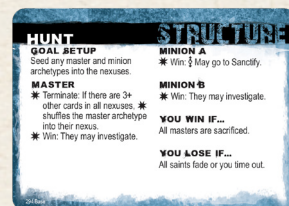


MISSIONS

A **mission** describes the unique setting, story, and method of play for the game you are about to play. This information is located within each chapter, on each mission card, and on each structure card. The storybook will give you the **lowdown**, along with a setup and rules that are also on the mission card.

STRUCTURES

A **structure** describes how part of a mission is set up or played. There are three different types of structures: goal, nexus, and clock. Your mission will typically list one of each type. The **goal structure** describes any special mission rules and how to win or lose the mission; the **nexus structure** describes how you arrange the nexuses in your play area and any special movement rules; the **clock structure** describes how to set up and interact with the clock throughout the mission.





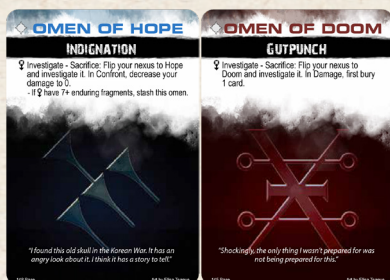
NEXUSES

A **nexus** is a location you can investigate during a mission. Each nexus also has special rules for when you are there and how to guard and seal it. One side is oriented towards

Hope and the other towards Doom. Each nexus also has a deck full of other card types: archetypes, gifts, omens, and threats.



OMENS

An **omen** is used to investigate and orient a nexus. A timer deck called a **doomsday clock** (or just "clock") is built out of omens. Omens are aligned to two forces: Hope and Doom. As the apocalyptic darkness encroaches on the world, Omens of Hope will gradually become harder and harder to find.



GIFTS



A **gift** is a resource that helps you win a mission. There are four types: **Body**, **Mind**, **Rage**, and **Soul**. On the bottom, a gift has **chapter**, **skill**, and **trait keywords** that may affect your powers. An **Alpha** gift is one that your saint can start with, represented by the  in the upper right corner. An **Enhanced** gift is an altered version of a Base gift, represented by the .

THREATS

A **threat** is a hazard that comes out of a nexus and tries to harm or block you. Threats also have chapter, skill, and trait keywords that may affect your powers.

A **true threat** represents a main threat in a mission; these include **masters** and **minions**, which change from mission to mission. The most powerful of these are the **novem**, the ultra-powerful entities whose actions may alter the world. Like gifts, chapters may have **Enhanced** threats that are altered versions of Base threats.

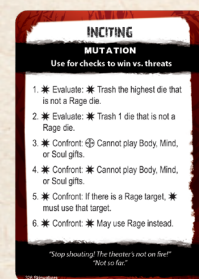
ARCHETYPES

An **archetype** is a placeholder for the masters and minions of the mission that are displayed by the mission cards instead of shuffled into the deck. Anything that happens to a true threat generally happens to its assigned archetype instead.



MUTATIONS

A **mutation** is a game-changing power that occurs when saints assist each other or when a card's power demands it, based on a power from a list on the mutation card.



ADDITIONAL COMPONENTS

There are also dice, pawns, and books that help you keep track of what you are doing in the game.

DICE

Dice are rolled to make checks based on your saint's virtues and skills. There are five sets of four dice each in the game: **Body dice** are green, **Mind dice** are purple, **Rage dice** are red, **Soul dice** are blue, and **bonus dice** are white.

PAWNS

Pawns are used to represent your saint at a nexus.



BOOKS

The **rulebook** you are reading contains all the rules you need to play in both co-op and guided mode. Each chapter also has a **storybook** which describes its background and contains the unique rules needed to set up and play missions in that chapter.

SYMBOLS

	Body virtue		Omen
	Mind virtue		Threat
	Rage virtue		True Threat
	Soul virtue		Alpha
	Hand Size		Enhanced

THE GOLDEN RULES

If a card and the rules are ever in conflict, the card is considered to be correct. If cards conflict, then missions and structures beat mutations, mutations beat nexuses, nexuses beat saints and fragments, saints and fragments beat threats, and threats beat gifts and omens. Regardless of that hierarchy, "no" beats "yes," and "never" beats any other word. If an instruction is impossible, ignore the part of the instruction that is impossible.

In guided mode, if any part of the game and the guide's intention are ever in conflict, the guide's intention should be considered to be correct.





ENTER HERE


If this is your first time playing *Apocrypha*, only open the “Enter Here” deck. **Do not shuffle it.** Up to four saints may play with this deck at a time. This mission is a smaller version of the mission *Shirts and Skins* from Base and is played in co-op mode (see **Playing Against the Game** on page 12).

Place the cards for the **structure** Incarnate, the **mission** Shirts and Skins, and the **true threat** The Mancubs at the top of your play area. Set aside the **mutation** Costly/Terrifying; whenever you are told to mutate a check, use the appropriate side of this card.

The next 12 facedown cards are omens that make up the **doomsday clock**. Place the clock in the center of your play area. The **nexus** Stadium is Doom side up and the following five cards in its deck are facedown; display the Stadium with its deck in the first nexus spot. Do the same with the nexus School, Bar, and Back Alley. Each nexus contains some combination of **gifts** (cards that help you), **threats** (cards that

oppose you), and **omens** (cards that allow investigations). **Do not shuffle the clock or any of the nexus decks.**

Four pre-built **saints** are in the “Enter Here” deck: Diana Jones, Frank Block, Gabriella Vargas, and Dr. Zeez. Each player chooses one and places the saint card in front of them; **do not shuffle the saint’s deck.** Each saint has four virtues ( Body,  Mind,  Rage, and  Soul), showing the number of that type of gift in their deck and the number of **dice** they roll on a check of that virtue.

Then, each player draws a number of cards from their deck equal to their saint’s  **hand size**, and you may begin to play (see **How to Play the Enter Here Mission** on page 9). All saint **pawns** start at the Stadium.

If you shuffled the Enter Here deck by accident or you want to rebuild it, see page 10.



HOW TO PLAY THE ENTER HERE MISSION

Choose a saint to take the first turn. At the **start** (see **Start** on page 15) of your turn, you draw the top card of the doomsday clock. If there are any other start powers that point to you (see **Positioning** on page 22), they may be used now. You may then **support** (see **Support** on page 15) if you or any other saints have a power that lets you do so; such as examining the top card of a nexus or healing any discarded cards (unlikely on the first turn).

Then, you **investigate** (see **Investigate** on page 16) your nexus, the Stadium, by sacrificing an omen from your hand (likely the one you drew from the clock). If your nexus is of Hope, flip it to the Hope side; otherwise, leave it on the Doom side. The power at the top of the card will apply to any investigations you have this turn.

Flip up the top card of the Stadium; it is the threat Death's-Heads. It has a Soul target of 12 and a Rage target of 15 along with the chapter keyword Animus and the skill keyword Strike. If you don't think you'll win vs. the Death's-Heads, you may **avoid** if you have a power that allows you to do so; otherwise, you **confront** it (see **Confront** on page 16 and **Attempting a Check** on page 18).


To attempt the **check** vs. the Death's-Heads, **target** either Soul or Rage on the Death's-Heads. If any saints to the left, right, or at the same nexus as you have a matching virtue that points at you (see **Positioning** on page 22), they may **assist** by allowing you to reroll a number of dice equal to their virtue number. Or, if your virtue pointing down matches the check, you may assist yourself (see **Assisting Other Saints** on page 21). Assisting has a consequence: it causes a mutation on one side of a **mutation** card; if you're assisted, roll a die on the appropriate side if someone assists and apply the power.

Then, **assemble** your dice matching the target virtue you chose earlier; you can play any cards that say Assemble on their powers. For example, if Frank is targeting Rage on the Death's-Heads, since he and Gabriella are at the same nexus, she may assist him with her Rage 3 so that he may reroll three dice in Evaluate. She'll roll a die for the mutation card Terrifying. If she gets a result of 4, Frank will reload a gift.

In **Evaluate**, you roll and the manipulate your dice using any powers that say Evaluate. You keep three of those dice and trash the rest. In **Terminate** vs. the Death's-Heads using Soul, you need a result of at least 12 on three dice to win; if using Rage, you need a result of at least 15. If you **win**, you heal 1 card (Death's-Heads' Win power), then sacrifice the threat. If you **lose**, suffer matching **damage** equal to the difference between your result and the target number (see **Suffering Damage** on page 26), discarding cards of that virtue first then random cards thereafter; then sacrifice one Soul gift (Death's-Heads' Lose power) and shuffle the threat back into the Stadium.



You may support or investigate as many times as you can until you enter the Sanctify, Transfer, or End steps. In this mission, you do not **sanctify** the nexus until you win vs. an archetype. In **Transfer** (see **Transfer** on page 18), you may **move** to any other nexus; if you did not move, you may **give** one card to another saint at your nexus.

Then, you **end** your turn. **Reset** your hand, drawing cards from your deck until the number of cards in your hand matches your  hand size (see **End** on page 18). Then, the player on your left takes the next turn going through the same steps (Start, Support, Investigate, Sanctify if needed, Transfer, and End).

As you continue to investigate nexuses, you will flip up other cards. When you investigate a threat, do as you did with the Death's-Heads. When you flip up a gift, confront it in the same way as you would a threat, but ignore the gift's play powers (see **Cards You Play** on page 23). If you win vs. a gift, draw it; if you lose, sacrifice it. When you flip up an omen, draw it, then investigate your nexus again.

Later, you might confront an archetype, a special kind of threat (see **Confronting an Archetype** on page 21). In this mission, there is one in each nexus deck. When you flip up this card, look at the true threat The Mancubs and confront it the same way you confront all threats. Since these archetypes are minions, in addition to sacrificing the archetype when you win, you may also attempt the seal power on the nexus card (see **Sanctify** on page 17). If you succeed at the check to seal, sacrifice the nexus and any remaining cards in its deck, then move any saint pawns to another nexus and end your turn.

You win this mission when all nexuses are sealed; if you do, you'll get a **fragment** symbolizing a forgotten memory. You lose if any saints fade or you time out; if you do, one of you will get a **death**.

HOW TO REBUILD THE **ENTER HERE** DECK

This is a guide to rebuild the "Enter Here" deck. **This list contains spoilers.** After use, we recommend you forget everything you learned.

MISSION CARDS

Place the cards for the structure **Incarnate**, the mission **Shirts and Skins**, and the true threat **The Mancubs** at the top of your play area. Set aside the mutation **Costly/Terrifying**.



CLOCK

The doomsday clock is built of 12 omens facedown in this order (top to bottom):

- Righteous Anger (Omen)
- Deviltry (Omen)
- Good Karma (Omen)
- Pain (Omen)
- The Hookup (Omen)
- Affliction (Omen)
- Indignation (Omen)
- Extravagance (Omen)
- Horrorshow (Omen)
- Comfort (Omen)
- Righteous Anger (Omen)
- Curiosity (Omen)

NEXUS DECKS

The nexus **Stadium** is Doom side up. The Stadium's nexus deck should be facedown in this order (top to bottom):

- Death's-Heads (Threat)
- Dead Sea Salt (Rage Gift)
- Devil Bird (Threat)
- Trauma Kit (Body Gift)
- Minion Archetype 1 (Archetype)

The nexus **School** is Doom side up. The School's nexus deck should be facedown in this order (top to bottom):

- Disjunction Point (Threat)
- Scrapbook (Mind Gift)
- Minion Archetype 2 (Archetype)
- Lost Soul (Threat)
- Blasting Cap (Soul Gift)

The nexus **Back Alley** is Doom side up. The Back Alley's nexus deck should be facedown in this order (top to bottom):

- Murder Board (Rage Gift)
- Gaunt (Threat)
- Makeshift Armor (Body Gift)
- Minion Archetype 3 (Archetype)
- Guttersnipes (Threat)

The nexus **Bar** is Doom side up. The Bar's nexus deck should be facedown in this order (top to bottom):

- The Hookup (Omen)
- Mme. Roux's Elixir (Soul Gift)
- Cryptid (Threat)
- Minion Archetype 4 (Archetype)
- That Which Follows (Threat)

SAINT DECKS

Diana Jones's saint card is faceup, followed by a Turn Summary card. Diana's deck should be facedown in this order (top to bottom):

- Extra Razor Blades (Rage Gift)
- Curiosity (Omen)
- Lucky Numbers (Soul Gift)
- Magic Mason Jar (Soul Gift)
- Bones (Mind Gift)
- Good Karma (Omen)
- Wolfram Cube (Mind Gift)
- Righteous Anger (Omen)
- Extra Shot (Body Gift)
- Memory Killer (Mind Gift)
- Muscle Memory (Body Gift)
- Pink Tazer (Rage Gift)
- Extravagance (Omen)
- Lucky Numbers (Soul Gift)
- Grifter (Soul Gift)

Frank Block's saint card is faceup, followed by a Turn Summary card. Frank's deck should be facedown in this order (top to bottom):

- Pearl Handled Revolver (Rage Gift)
- Reaper (Rage Gift)
- Judgment (Omen)
- Extra Shot (Body Gift)
- Bones (Mind Gift)
- Lucky Numbers (Soul Gift)
- The Hookup (Omen)
- Halligan Bar (Body Gift)
- Memory Stick (Mind Gift)
- Poverty (Omen)
- Memory Killer (Mind Gift)
- Murder Board (Rage Gift)
- Horrorshow (Omen)
- Dead Sea Salt (Rage Gift)
- Vice Dog (Body Gift)

Gabriella Vargas's saint card is faceup, followed by a Turn Summary card. Gabriella's deck should be facedown in this order (top to bottom):

- Murder Board (Rage Gift)
- Bruiser (Body Gift)
- Picks (Body Gift)
- Memory Stick (Mind Gift)
- Hush (Omen)
- Charm Bracelet (Soul Gift)
- Feedback (Omen)
- Pearl Handled Revolver (Rage Gift)
- Memory Killer (Mind Gift)
- Sustenance (Omen)
- Reaper (Rage Gift)
- Halligan Bar (Body Gift)
- Pain (Omen)
- Wolfram Cube (Mind Gift)
- Grifter (Soul Gift)

Dr. Zeez's saint card is faceup, followed by a Turn Summary card. Dr. Zeez's deck should be facedown in this order (top to bottom):

- Monstropedia (Mind Gift)
- Charm Bracelet (Soul Gift)
- Mondrian Cell (Mind Gift)
- Picks (Body Gift)
- Extra Razor Blades (Rage Gift)
- Starlight (Omen)
- Murder Board (Rage Gift)
- Judgment (Omen)
- Grifter (Soul Gift)
- Extra Shot (Body Gift)
- Horrorshow (Omen)
- Bones (Mind Gift)
- Mme. Roux's Elixir (Soul Gift)
- Feedback (Omen)
- Monstropedia (Mind Gift)

PLAYING AGAINST THE GAME

In **co-op mode**, all saints work cooperatively to win against the game. You may instead play in **guided mode** (see page 29) if you want to play *Apocrypha* as a roleplaying game. You can switch between these modes using the same saints and cards.

SETTING UP CO-OP MODE

To play co-op mode, you can **check the *Apocrypha* x1 Companion App**, **choose your saints**, **prepare the mission**, **set up its structures**, **prepare the nexuses**, and **prepare to start the mission**.

CHECKING THE APOCRYPHA x1 COMPANION APP

Since the game takes place on the day you play it, every day you may consult the *Apocrypha* x1 Companion App to find a new temporal mutation that will change your gameplay for that day only. You can download the app from the App Store, Google Play, or Amazon and go to <http://lonesharkgames.com/games/apocrypha/up/> for more information. The app also contains a full gallery of every card, plus a rules section so you can check the latest updates.



CHOOSING YOUR SAINT

Each player creates a saint to represent them during the game.

1. **Choose a saint:** Get the saint you wish to play; they may be a new one from the box or one you have played before. You may also use a 9-card pocket sleeve to represent your halo, placing the saint in the center slot. If you are using an *Apocrypha* Soulbinder, use the sleeves inside the binder.
2. **Find your saint's divider:** The divider has information about your saint and, if you want guidance in building a new deck, a starting decklist. If your saint has a deck already built, their cards should be with it. (Despite each saint having a divider, you cannot build more than six saints at once, or you will run out of cards to play the game. If you want to build more, you can keep decklists.)
3. **Slot cards:** If you gained any fragments and/or deaths on previous missions, slot them in any positions in a 3x3 halo around your saint card. A *slotted card must share at least one edge with your saint card or another slotted card*. You may change this arrangement from mission to mission.

4. **Build your deck:** Draw a number of new omens equal to your \diamond omen number and shuffle them into your deck. If your saint does not have a deck, build it with a set of \diamond Alpha gifts shown on your saint's divider; if any cards on that list are unavailable because they are in another saint's deck, draw random Alpha gifts of the appropriate virtue to replace them. At the **start** of any mission, your saint's deck contains:
 - a number of **Body gifts** equal to your Body virtue .
 - a number of **Mind gifts** equal to your Mind virtue .
 - a number of **Rage gifts** equal to your Rage virtue .
 - a number of **Soul gifts** equal to your Soul virtue .
 - a number of **omens** equal to your \diamond omen number.
 - any cards from fragment powers in your halo.

If your saint already has a deck, it must match the above pattern at the start of the mission.

OPHELIA PREPARES FOR A MISSION



Ophelia Willows has won three missions. She slots her three fragments—The Fainting Spell, The Sallow Mistlight, and The Tale—in the center left, center bottom, and lower right slots of her halo. Her deck contains two Body gifts, three Mind gifts, two Rage gifts, and four Soul gifts, plus an additional Soul gift from The Tale. She adds four random omens to her deck. Ophelia's two friends are Dr. Zeez and Frank Block; they build their saints in a similar manner.

PREPARING THE MISSION

This section defines a general method of setting up a mission. As you follow these rules, note that the mission and structure powers often will overwrite sections of these rules.

1. **Choose a chapter:** Get the storybook containing that chapter and, if it's an expansion chapter, its divider which may have important information about the chapter. Its rules may tell you how to use the divider (which you can track in pencil or erasable marker).
 - If you choose a different expansion chapter than the one currently mixed with the Base cards, first remove any cards from the dividers that are not Base cards, nexuses, structures, and the saints and their decks. Then, place the cards from that chapter into their dividers in the box. Any non-Base cards will typically have a non-black border.
 - If you add a different expansion chapter, put any new saints and nexuses from that chapter into the Base cards, and shuffle any other cards into their appropriate dividers. You may play with more than one chapter in addition to Base; each of those chapters' rules are active.
2. **In the chapter's storybook, choose a mission from the chapter to play:** A mission in the storybook will typically look like this:
 - **Lowdown:** A summary of the mission's story.
 - **Structures:** (Use this *Goal Structure*) (on this *true threat*) (using this *Clock Structure*) (and this *Nexus Structure*). Then there may be additional setup instructions that alter what the structures say.
 - **Nexuses:** A list of nexuses to build and the order. Each nexus shows (the minimum number of saints to use it) then its Nexus card (then a flavorful name of the nexus that matches the story).
 - **Master:** Any true threats that follow the rules for a master (see *Confronting an Archetype* on page 21). Each master lists its *true threat* (then its *master archetype* numbered cards, if any).
 - **Minion A, B, or C:** Any true threats that follow the rules for a minion (see *Confronting an Archetype* on page 21). Each minion lists its *true threat* (then its *minion archetype* numbered cards, if any).
 - **Powers:** Any mission specific powers.
3. **Read the lowdown in the storybook:** Familiarize yourself with the story. Display the matching mission card and that mission's structure cards. As you continue to set up, be aware of the rules on the structures used for the mission as they may differ from the default rules listed here.
4. **Create the doomsday clock according to the mission's clock structure.**
5. **Display the mission's true threats (listed as master and/or minions) by the mission card:** Find and set aside the archetype cards for the masters and minions, listed next to their named cards. Minions are often grouped under A, B, and C to distinguish which rules on the goal structure they use.

OPHELIA PREPARES THE MISSION

Ophelia chooses the mission Christmas in Candlepoint, but her previous mission was in The Book of the Skinwalkers. Since the group is going back to a Base mission, she removes all the red-bordered Skinwalker cards that are not in the saint decks and puts them in the Skinwalkers divider.

After reading the lowdown and learning about the dangers of the holiday season, Ophelia finds and displays Christmas in Candlepoint's mission card and the structure cards Corner, Wherever There's Trouble, and As the Hours Pass. She builds the doomsday clock with 24 random omens from the box and shuffles them together. Then, she displays the true threat Gryla as the master and the Yule Cat and the Yule Lads as minion A.

CHRISTMAS IN CANDLEPOINT

The Lowdown: It's a white Christmas! Snow is falling and stockings are hung on the local mantels. Candlepoint's youths are told of the troll-woman Gryla, whose Yule Lads leave rotten potatoes in their shoes unless they behave. Her Yule Cat eats children who don't get new clothes for Christmas. These are silly tales, yet every child clutches their Christmas socks tight.

Structures:

- **Corner Gryla Wherever There's Trouble As the Hours Pass.**

Nexuses:

- (1+) **Chapel** (Little Star Intercessional Chapel), (1+) **Hospital** (St. Pantaleon's Hospital), (1+) **Main Street** (Sprinkles), (3+) **Manor** (The Manger on Main), (4+) **Fun Park** (Christmasville), (5+) **Lair** (Blitzen Grotto)

Master: Gryla

Minion A: Yule Cat (1), Yule Lads (2-5)

Powers:

- Assist vs. a threat: Each assisting saint must give * 1 card, then the assisting saints recycle 1 card.
- Win vs. a true threat: Choose a virtue and draw 1 new matching gift.



6. **Display the nexuses as stated on the mission's nexus list:** Use only the nexuses specified for the number of saints playing this mission. For example, if a nexus is preceded by "(3+)", this means a game with three or more saints will include this nexus.

PREPARING THE NEXUSES

1. **Display the nexuses** Doom side up with enough space between them for their decks. You can use one or more *Apocrypha Playmats* to display these cards.
2. **Build the deck for each nexus according to the mission's nexus structure and the deck list**; each nexus's Doom side has a row of symbols (gifts, threats, and omens) showing its number of cards by type. Draw random cards of each type and put them facedown by each nexus.
3. **If the mission's goal structure tells you to seed masters and minions into nexuses**, draw a number of master archetypes and/or minion archetypes from your set-aside pile so that each nexus will have an *equal number* of archetypes. For example, the mission lists one master, a minion A (1-4), and a minion B (8-16), and tells you to seed the master and minion A, then seed minion B. You have three nexus decks, so you shuffle master

archetype 1 and minion A archetypes 1 and 2 together, then shuffle one into each nexus. Then shuffle minion B archetypes 8, 9, and 10 into each nexus. If you are told to seed any other cards, do so.

4. **Shuffle each nexus.**

STARTING THE MISSION

1. **Arrange yourselves around the table in any order.** Table position matters (see **Positioning** on page 22), so choose carefully. In this manner, the saints form a choir, a circular support system from saint to saint.
2. **Place your saints' pawns.** The nexus structure will tell you where you can place your pawns.
3. **Draw your hand.** The number of cards you draw from your deck is equal to your 🖐️ hand size.
4. **Begin play** with whichever saint the choir chooses and proceed clockwise.

THE SAINTS SET UP A MISSION

Ophelia, Frank, and Dr. Zeez are a choir of three saints, so Ophelia gets the first four nexus cards on the list (the Chapel, Hospital, Main Street, and Manor), ignoring the Fun Park and Lair. Because this game has four nexuses, Ophelia sets aside the master archetype 1 card to represent Gryla, the minion archetype 1 card to represent the Yule Cat, and the minion archetypes 2 and 3 cards to represent the Yule Lads.

She now builds the nexus decks for the Chapel, Hospital, Main Street, and Manor. For the Chapel, she draws one Body gift, three Soul gifts, two threats, and two omens; it has no Mind or Rage gifts. Without looking at them, she puts them facedown next to the Chapel's nexus card. Frank and Dr. Zeez help by building the other nexuses following their deck lists. Because Corner says to seed the archetypes, Ophelia shuffles together the four archetype cards, then shuffles one into each nexus.

The row of six symbols on Main Street show that its deck includes three threats, one Body gift, one Mind gift, and three Rage gifts.

The mission Christmas in Candlepoint built for three saints includes a master archetype for Gryla, a minion archetype for the Yule Cat, and two minion archetypes for the Yule Lads. They will be shuffled together, then shuffled into the nexuses.



The nexuses needed for a 3-saint game of Christmas in Candlepoint start Doom side up.



Ophelia sits with the players of Zeez on her left and Frank on her right. The structure Wherever There's Trouble says saints can start anywhere, so Ophelia places her pawn at the Chapel. Frank joins her there, while Zeez heads to the Hospital. Looking at their hand sizes, Ophelia and Zeez draw six cards while Frank draws four. Everyone agrees that Ophelia should take the first turn.

HOW TO PLAY CO-OP MODE

To play *Apocrypha*, you and your fellow saints are all working together to achieve a common goal that is specified by goal structure and/or mission power. You will **take turns**, **activate card powers**, **roll dice**, **make checks**, **suffer consequences**, and **end the mission**.

MISSION START

Before a saint takes the first turn, sometimes a goal structure, mission power, or saint power will create this step after you finish mission setup and before the first saint enters the Start step. Activate these powers now.

TAKING TURNS

Each saint takes a turn. Go through the following **steps** in order on your turn; only you can do these things on your turn unless a card's **timing** says otherwise.

1. **Start**
2. **Support**
3. **Investigate**
4. **Sanctify**
5. **Transfer**
6. **End**

Although each step occurs each turn, sometimes you don't do anything in a step; in this case, go immediately to the next step. On your turn, you must always have a Start, Support, Investigate, Sanctify (if warranted), Transfer, and End step, though you don't typically have to do anything in Support, Investigate, Sanctify, and Transfer if you don't want to.

Within each step, you may play as many cards as you like, but each card and saint power you play may only be activated once per step, unless it applies to all events of a certain type, such as damage. All cards have a timing that says what step they can be used on corresponding to the bold terms in this section; you cannot do anything between steps, nor go back to a previous step except as noted below.

START

In your **Start** step, your turn begins. The mission's **clock structure** (such as *As the Hours Pass*, *As Things Get Strange*, or *While Danger Remains*) describes how you start your turn. You will usually begin by flipping the top card of the doomsday clock, then take an action depending on what that card is. Typically, if the card is an omen, you draw it; otherwise, you may have to investigate it. When there are no cards in the clock at the start of your turn, you **time out** and the mission ends (see **Ending a Mission** on page 27).



Start: ✱ Examine 1 from their deck, then reload or recycle it.

Ophelia has a Start power. At the beginning of her (or another saint at her nexus's) turn in the Start step, she (or the active saint) may examine a card from their deck and reload it or recycle it.

SUPPORT

In your **Support** step, you support yourself and fellow saints with powers such as healing cards or examining decks to see what is coming up. Typically, you must play a gift or activate a saint power to support. If you examine a threat in a nexus, check if that threat has a power that happens during the Support step; you must resolve it at this time. After your Support step is over, you may return to the beginning of a new Support step as often as there are powers to play unless you have already begun the **Sanctify**, **Transfer**, or **End** step.



MAGIC MASON JAR



To see what the ghosts see, catch the ghosts.

SOUL GIFT ♀ Discard: Boost Soul.
♀ Support - Recycle: Examine 1.

12 9

Holy • Relic | Conjure • Sense

206 Base

Art by Oscar Cafaro

The Magic Mason Jar can be placed at the bottom of your deck so you can examine the top card of your nexus.

INVESTIGATE

In your **Investigate** step, you investigate nexuses to find **gifts**, **omens**, and **threats**. Typically, you must play an omen to investigate. There are two steps within Investigate: **Avoid** and **Confront**. When told to confront a card, you can either avoid it if you can or confront it; if you can't avoid it, you must confront it. The omen may have conditions that affect the investigation, and these conditions apply for that Investigate step only.

When you activate a power to investigate, flip the top card of your nexus deck.

- If it is an omen, draw it and flip the next card.
- If it is a non-omen card (such as a gift, threat, or archetype), you must **confront** it unless a power lets you **avoid** it. If you continue to **Confront**, there are three steps within it: **Initiate**, **Act**, and **Terminate**.



You investigate Main Street and flip up a threat, Devil Bird. You must now confront it if you cannot avoid.

In Initiate, the Devil Bird hurts you before anything else. Once you've suffered 1 Rage damage, you continue the confrontation by attempting a check to win vs. it.

After your investigation is over, you may play a card that lets you return to the **Support** or **Investigate** step, unless you have already begun the **Sanctify**, **Transfer**, or **End** step. An investigation may allow you another Investigate step, which you can do after you **complete** the first one; in the unusual case where you are given more than one extra investigation within the same Investigate step, these extras become a single extra investigation. If a card says to confront a new card, draw that card randomly from the box (see **Card Powers** on page 22).

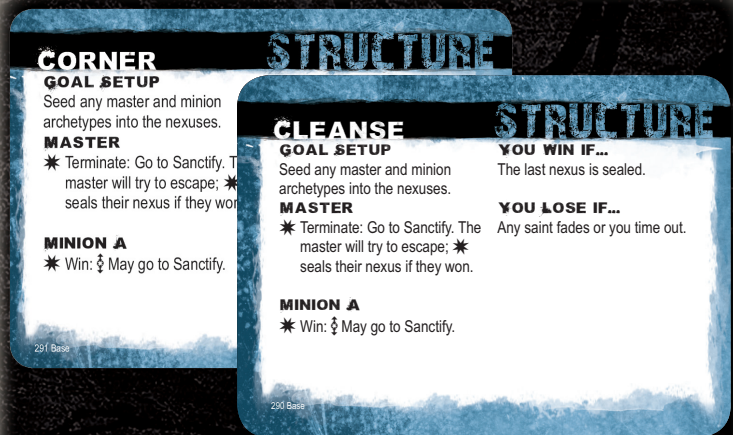
- **Avoid:** When you must confront a card, you may play a power that allows you to avoid it. The investigation ends and the investigated card is shuffled back into the deck it came from; if it didn't come from one, sacrifice it instead. You typically cannot choose to avoid once you begin a confrontation.
 - **Confront:** If you do not avoid the card, you must confront it. To Confront, you **initiate**, **act**, and **terminate**. If the card is an archetype, there may be additional rules (see **Confronting an Archetype** on page 21).
1. **Initiate:** In the **Initiate** step, you activate powers that happen before you act. Some threats have powers that activate in Initiate that you must resolve now.
 2. **Act:** In the **Act** step, you are typically attempting checks vs. a gift or a threat (see **Attempting a Check** on page 18). This involves **targeting** a virtue, getting **assistance**, **mutating** the card, **assembling** dice, and **evaluating** the result. If you fail one of those checks to win vs. a threat, you **suffer damage** (see page 26) before moving to the next step.
 3. **Terminate:** In the **Terminate** step, you completely resolve the confrontation to end your investigation. You will either go **Win** or **Lose**; you cannot do both. If a power on the structure or any other card tells you to **Sanctify**, **Seal**, or **Guard** your nexus after you terminate, you may go to the **Sanctify** step *after* this investigation.
 - **Win:**
 - If you win vs. a gift, draw it into your hand.
 - If you win vs. a threat, sacrifice it.
 - **Lose:**
 - If you lose vs. a gift, sacrifice it.
 - If you lose vs. a threat, shuffle it into its nexus; if it didn't come from one, put it back where it came from instead.

SANCTIFY

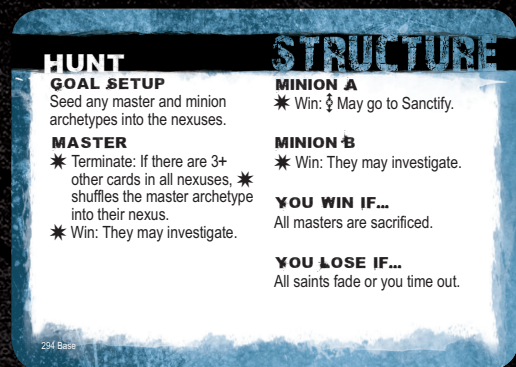
If a power tells you that you may go to Sanctify or your nexus deck is empty, you may begin the **Sanctify** step; otherwise, skip this step.

In your **Sanctify** step, you may **guard** your nexus, the master may try to **escape**, and you may **seal** your nexus. How you continue through Sanctify depends on what power led you to enter this step. If there is a master that can **escape**, the master archetype card is shuffled into a nexus after the **Guard** step and before the **Seal** step if it occurs. You do not guard after terminating vs. a minion because minions do not escape, so you may skip to **Seal** in this case.

1. **Guard:** If the structure or mission power says the master will try to escape, in the Guard step, you attempt a check (see **Attempting a Check** on page 18) or pay a cost (see **Paying for Powers** on page 24) to guard a nexus, typically after a saint finishes the Terminate step.
 - If you are the saint that first confronted vs. the master and won, your nexus is automatically guarded; if you lost, your nexus is unguarded.
 - If the master was confronted at another nexus and you are at a Hope nexus, you may attempt to guard. If you fail, no one else at your nexus may attempt to guard.
 - After all nexuses are determined to be guarded or not, the master archetype will attempt to escape in the next step.
2. **Escape:** The master can only attempt to escape if the mission or structure says so; otherwise, skip this step. In the Escape step, the master archetype may be shuffled into an unguarded nexus. The active saint sets the master archetype aside.
 - If all nexuses are guarded, the master cannot escape so you sacrifice the master archetype card; this often results in the end of the mission, so refer to the mission or structure power.
 - If any nexuses are unguarded:
 - If you lost vs. the master in Terminate, draw a number of new threats equal to the number of unguarded nexuses minus the number of set-aside master archetypes.
 - If you won vs. the master in Terminate, draw a number of new omens equal to the number of unguarded nexuses minus the number of set-aside master archetypes.
 - Shuffle the new pile. Seed one card from this pile into each unguarded nexus. You must now track down the master again. When this step is over, nexuses are no longer guarded.



If a goal structure has a rule for the master, that rule will tell you what to do. Some structures, such as Cleanse and Corner, tell you to go to Sanctify; some, such as Hunt, do not allow the master to try to escape.



3. **Seal:** If a power, typically on the mission or structure, allows it, you may attempt to seal your nexus; otherwise, skip this step. In the Seal step, you may attempt a check (see **Attempting a Check** on page 18) or pay a cost (see **Paying for Powers** on page 24) to remove a nexus and its cards from the game.
 - If you won vs. a master automatically seal the nexus; if the master cannot escape, sacrifice the master.
 - If your nexus is empty, automatically seal it.
 - If you were told to attempt to Sanctify or Seal, attempt a check or pay the cost on the nexus's Seal requirements.

Then, if your nexus is sealed, search it and sacrifice any non-master archetype cards.

- If you find any master archetypes, set them aside and your nexus is not sealed. Shuffle them together and put them back in the nexus so that the nexus contains only the remaining masters.
- If there are no master archetypes, sacrifice the nexus card and any cards displayed at the nexus. If there are any nexuses left, go to the **Move** step inside the **Transfer** step; you can never stay where you were. If not, the mission ends, and if no win or lose condition occurs, you time out.





TRANSFER

In your **Transfer** step, you can **move** to another nexus or **give** a card to another saint at your nexus. The Transfer step contains **Move** and **Give**, only one of which can be done.

1. **Move:** If you are at a nexus, you may **move** by putting your pawn at another nexus. If your nexus has been sealed or otherwise removed from the game, you *must* move now even if it is not your turn.
2. **Give:** If you did not move, you may **give** a card from your hand to another saint at your nexus.

END

In your End step, apply any end-of-turn powers, then you reset your hand. The End step contains two steps: Reset and Pass.


1. **Reset:** Set your hand to your hand size.
 - **Discard cards:** If there are cards in your hand that you want to filter out for upcoming turns, discard any number of those cards.
 - **Draw:** If the number of cards in your hand is less than your  hand size, draw cards until the number of cards in your hand equals your  hand size. Your  hand size cannot be less than 1. If you cannot draw cards because your deck is empty, your saint fades (see **Fading** on page 26).
 - **Recycle:** If the number of cards in your hand is more than your  hand size, recycle the extra cards.
2. **Pass:** Your turn ends. The saint to the left becomes the active saint and begins the Start step of the next turn.

SPECIAL STEPS

In addition, the **Play** step, **Damage** step, and **Mission End** step may enter the sequence at any time, whether it's your turn or not; the step they create only exists for as long as it takes to resolve.

- **Play:** This step is created any time anyone plays a power (see **Card Powers** on page 22). Note that powers do not trigger themselves.
- **Damage:** This step is created any time anyone suffers damage (see **Suffering Damage** on page 26). If a card, typically a threat, makes you suffer damage and has a Damage power, that power only applies to damage from that card. If a power tells you to not suffer damage, skip the Damage step.
- **Mission End:** This step is created when you time out or the goal structure or mission power says it happens. Immediately stop your turn and end the mission. Mission End contains the steps **Mission Win** and **Mission Lose** (see **Ending a Mission** on page 27). At this point, the mission is considered complete regardless of whether you won or lost.

HOW STEPS WORK

Steps can be complex sequences of smaller steps, such as an Investigate step containing an Avoid step and a Confront step, which has an Initiate, Act, and Terminate step. In general, all steps occur for purposes of timing. For example, a power that says, “ **Move:** If you do not move, suffer 1 Body damage” will happen whether or not you choose to move. That said, if your actions don't trigger a step within a step, it won't happen. For example, if you don't win vs. a card in Terminate, no Win step occurs, but a Lose step will almost certainly occur.

Sometimes a power will change the step you're in. If a power tells you to go to a step (for example, “go to End”), go to that step. However, if a power tells you to do an action that is the same name of a step (for example, “you may move”), do it without changing your current step. *Step names are always capitalized, but actions typically are not unless it's the beginning of a sentence.* Regardless, you may never investigate outside your Investigate step, nor sanctify outside a saint's Sanctify step.



If a power applies to an action that has the name of a step, it applies whenever you do that action. For example, a power with a timing of “Move” will activate in the Move step or whenever you move, and a power with a timing of “Reset” will activate in the Reset step or whenever you reset your hand.

Copying a card: A card may tell you to copy a card, which will temporarily bring a copy of the card into the game. If it is a gift or threat, you must confront it unless a power lets you avoid it. Unless you are told otherwise, once the copied card has been confronted, it ceases to exist. You cannot attempt to Sanctify after confronting a copied card.

You (or another saint) will typically be told to confront a copy of a card before you resolve your current confrontation. To do so, suspend the current confrontation, resolve the new one, then return to your previous confrontation. *A copied card cannot copy itself or any other card.*

ATTEMPTING A CHECK

Whenever you need to succeed at something, you likely will attempt a check. To attempt a check, you **target** a virtue, get **assistance**, **mutate** the card, **assemble** dice, and **evaluate** the result. You must do these steps in order unless a power says otherwise. Typically, you will begin to attempt a check in the Confront step and go to the Terminate step after Evaluate.

1. **Target:** You are always told which virtue to target or given a choice. If the check is vs. a gift or threat, you choose any one virtue that has an assigned target number on the card. For example, if a threat has a  Body target and a  Soul target, you may only choose one. Whatever virtue you choose, you are now **using** that virtue.

2. **Assist:** If a saint's virtue is pointing towards you on a check of that virtue, you may ask for an assist (see **Assisting Other Saints** on page 21). When your own virtue points at you, you may assist yourself. Being assisted means that during the Evaluate step, you may reroll one die for each of the assisting saint's points in the assisting virtue.
3. **Mutate:** If you are assisted or a power tells you to, the check mutates, often becoming worse for the choir.
 1. **Draw a new mutation card** and flip it to the side of the card that corresponds to the check; one side is used to win vs. threats, and the other side is used for all other cases.
 2. **Roll 1 mutation die for each assisting saint.** If you were told to mutate by a power, you will always roll at least one die. Use the mutation power that matches the die showing the lowest result (a minimum of 1) on the mutation card.
 3. **Apply the mutation power.** In some cases, the mutation may apply in a later step, or may not have an effect because the power is impossible for the situation (for example, trash dice of a specific virtue when there are none).
4. **Assemble:** In the Assemble step, you determine which dice and how many of them you will roll (see **Using Dice** on page 26). If you are told to trash any dice in this step, do so only after adding all your dice.
 1. **Use your virtue that matches the target.** The number inside your virtue is the initial number and color of dice you assemble. For example, in Target, you chose 🟢 Body. Your saint's Body virtue is 3, so you will get three green dice.
 2. **Use skills to influence the check.** If you have a skill that can affect the check, add its number in bonus dice. Skills are listed in your saint's keywords (Charm, Conjure, Hack, Resist, Sense, Strike, and Study) (see **Keywords** on page 22). You cannot influence a check with more than one skill at a time. You may use only one of these two ways to use a skill.
 - **Use a skill when confronting a card.** If the card has a skill keyword that matches a skill on your saint's card, add a number of bonus dice equal to the number following that skill to the check
 - **Use a skill when any saint plays a gift that adds dice to your check.** If the gift has a skill keyword that matches one of your saint's skills, you may use that skill on the check even if the card you are confronting does not have the keyword. (Changing virtues does not count as adding dice.)
3. **Play cards that change the target, the virtue you use, and the number of dice you roll.**
 - **If a power changes your chosen target virtue to a different virtue**, use your dice that match the new virtue instead; the target number remains the same.
 - **If a power changes the virtue you use**, switch your dice to be of that virtue and the virtue number.
 - **You may play a matching gift to boost** the virtue you're using (see **Paying for Powers** on page 24). This adds a die of the virtue you are using. You may boost only once per check.

You can never roll more than four dice of any color. If you need more than four dice of a virtue color, add the difference in bonus dice to your roll, up to a maximum of four bonus dice.
5. **Evaluate:** In the Evaluate step, you **roll** dice, **manipulate** the dice, and determine if you succeeded or failed at the check.
 1. **Roll** all your dice.
 2. You may **reroll**, **explode**, **upgrade**, **downgrade**, **flip**, and **trash** dice (see **Using Dice** on page 26). If you were assisted, you may reroll according to the assist now (see **Assisting Other Saints** on page 21).
 3. **Choose up to three dice to keep**; remove the rest. Add the values of the kept dice to get your result.
 - **If it is equal to or greater than the target**, you succeed at the check.
 - **If it is less than the target**, you fail; if you do so in a check to win vs. a threat, you suffer damage equal to the difference between the result and the target (see **Suffering Damage** on page 26).



SPARKS

Opposites attract. But not without consequence.

SOUL GIFT ♀ Discard: Boost Soul.
♂ Assemble using Body - Discard: Use Soul instead.

Holy • Surge | Conjure • Strike

210 Base Art by Richard Burges



GAUNT

The Splendorman isn't what he appears. He is what he disappears.

REAT Evaluate: If at a Hope nexus, trash odd dice; otherwise, trash even dice.

Deathless | Resist • Sense • Strike

Base Art by Shane Byrne

The Gaunt has a target of Body 8. Sparks lets you switch your virtue dice when you use Body. When you play Sparks and use Soul dice instead, the target is still 🟢 Body 8.

OPHELIA TAKES A TURN AND ATTEMPTS A CHECK

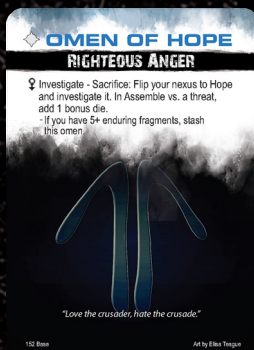
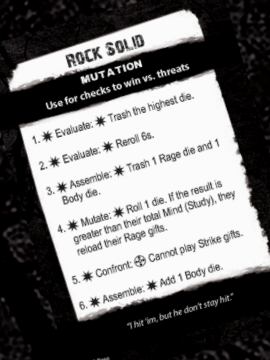
It's Ophelia's first turn of the mission. In her Start step, she draws the top card of the clock. It's the omen Righteous Anger, an Omen of Hope that lets her investigate and add a bonus die vs. a threat. Moving on to her Support step, she discards Parasight to examine the top two cards of the Chapel and replace them in any order. The first card she flips over is the threat Strix. She also examines the card below that, the Rage gift Tail Gunner. She reloads the cards by placing them on top of the nexus, keeping Strix first.

In her Investigate step, Ophelia chooses to play Righteous Anger from the two omens in her hand. Righteous Anger tells her to flip the nexus to its Hope Side then investigate the top card (the Strix). The omen she played adds a die vs. threats such as the Strix, but the Chapel's Hope power won't have any effect unless she investigates a Holy gift.

She flips up the Strix. Its Initiate power forces her to make a Mind (Sense) 8 check, so she assembles three Mind dice and one bonus die for her Sense, plus one bonus die thanks to Righteous Anger. She rolls five dice. They show one 4, two 3s, and two 1s; keeping the highest three dice, the result is 10. Because she succeeded, Ophelia and Frank don't suffer any damage.

Now she acts against the threat by attempting a check to win, so she has to choose between targets of Body 12 and Rage 13, neither of which would allow her more than two virtue dice. She knows she'll get that bonus die from Righteous Anger in Assemble, and she has the Body gift Poppet that she can play to boost Body and add the skill Conjure. If she chooses the Body target, Dr. Zeetz may also assist her with their virtue of Body 2. Considering all this, she targets Body and Dr. Zeetz declares their assistance. Ophelia draws the mutation Rock Solid and rolls; the result is 2, so she must reroll 6s in Evaluate (if her roll gets any), but she also gets the choice of rerolling two dice of any color because of Dr. Zeetz's assistance.

Assembling her dice, Ophelia has two dice from her Body virtue and a bonus die from Righteous Anger. She discards her Body gift Poppet to boost which adds another Body die; because this gift adds a die and has the skill Conjure (which Ophelia has too), she may add another bonus die. So, Ophelia now has five dice (three Body dice and two bonus dice). She rolls these; they show two 6s, one 5, one 2, and one 1. Since she must reroll 6s, Ophelia rerolls these before using the assist rerolls. They show one 4 and one 1. She now has an 11 on her three highest dice, missing by 1. So she uses the assist to reroll both 1s, getting a 5 and a 2. Her three highest dice now total 12, which exactly equals the target. She wins, so she sacrifices the Strix, which wraps up this investigation.



CONFRONTING AN ARCHETYPE

When you would confront a master or minion archetype, use the true threat specified by the mission.

Minions: A minion is a true threat that you must overcome to advance your progress in a mission. Minions are grouped as A, B, or C matching the rules they follow during that mission. For example, in the structure Gather, winning vs. a minion A will allow you to attempt to Sanctify a nexus, while winning vs. a minion B will allow you to draw the archetype card.

Master: A master is a major opponent for the saints to confront. Not all missions will have a master, but those that do typically want you to defeat the master to win. Some structures allow a master to **escape** (see **Sanctify** on page 17 and *Ophelia Wins vs. a Master and Ends a Mission* on page 27).

ASSISTING OTHER SAINTS

You can assist a saint's check of a particular virtue when your matching virtue points at that saint. When you assist, the assisted saint can reroll up to a number of dice equal to your number in the chosen virtue during the Evaluate step (see **Attempting a Check** on page 18). *Those dice do not have to be in the virtue's color.* For example, if you have 🔵 Soul 3 and can assist in a saint's Soul check, the saint can reroll any three dice on that Soul check.

When and who you can assist depends on the arrangement of your virtues around your card and saints' table position (see **Positioning** on page 22).

- You may use your **top virtue** to assist 🗡 another saint at your nexus.
- You may use your **left virtue** to assist 🔄 the saint to your left.
- You may use your **right virtue** to assist 🔄 the saint to your right.
- You may use your **bottom virtue** to assist 🗡 yourself.

For example, if you are at the same nexus as another saint who is attempting a Soul check, and your top virtue is 🔵 Soul, you can assist that saint with a Soul check. If the saint to your left is attempting a Mind check, and your left virtue is 🟣 Mind, you can assist that saint with a Mind check.

For purposes of assisting, in a two-saint game, your fellow saint is to your left and right. In a one-saint game, you may assist yourself with any of your virtues.

You may only assist a saint when the saint attempts a check of a virtue you can assist with; if anything forces the saint to change virtues after you've assisted, your assistance remains with the original virtue.

FRANK CONFRONTS A MINION ARCHETYPE

Frank is at the nexus Hospital. In his Investigate step, he plays the omen Affliction, discarding the Murder Board as the 1 Rage damage before he investigates. When he flips the top card of the Hospital, it is a minion archetype card. It is minion 3, which is listed in the mission as "Minion A: Yule Lads". Frank performs the true threat's Initiate power; rolling two dice and adding 1, the result is 6. However, Frank is alone at the Hospital, so the final result is 4.

The Yule Lad that Frank has investigated is Spoon-Licker. Because Spoon-Licker has an Initiate power, Frank is still in the Initiate step. Spoon-Licker's Initiate power says "Choose 1: Discard all but 1 card, or go to Lose." Since Frank wants to be able to attempt to Sanctify the Hospital, he discards Lucky Numbers and Memory Stick, leaving him with only the Rage gift Reaper.

Frank assembles using Rage, which means he gets four red dice. He discards Reaper to add two more Rage dice, but since he already has four, he gets two white dice to represent these. He rolls; the result is 16. This means he wins vs. Spoon-Licker.

Frank follows the win vs. a true threat power on the mission. He looks ahead to the Hospital's seal requirement and chooses the virtue Body. He draws the Body gift Geofence, then moves to the Sanctify step. Since this confrontation was vs. a minion, he skips to Seal and discards his newly drawn Geofence. The Hospital is sealed.



CARD POWERS

Card powers are generally activated from **cards you play**, **fragment powers**, **threat powers**, **nexus powers**, and **chapter powers**. Each power may have **keywords**, **positioning**, and **costs** associated with it. When a power is activated, whether by the game or by you, you must do everything that power says; if a power says you “*may*” do something, you may choose to do it. Some powers impact other powers in the Play step (see **Special Steps** on page 18). If part of a power seems impossible, ignore that part.

Powers do what they say and don't do what they don't say. Don't assume additional facets beyond what the power says. For example, if a power says, “*Draw 2 cards, then recycle 2 cards,*” and the power doesn't specify which two cards, you may recycle any two cards from your hand, not necessarily the ones you drew.

Some cards may have more than one way for you to succeed or take a penalty. If the power says “*Choose 1.*” and presents you with options, you may only attempt one option. If it requires you to choose one of two penalties, you must choose one you can do, if you can. If the power says “*otherwise,*” you may attempt the first part, and if you fail or cannot meet those requirements for any reason, you must do the second part; if you succeed at either part, you have fulfilled the requirement.

Matching: If a power says to do something with a matching component, it means to do something with a component that is identical to the virtue of the gift or check you just rolled, or whatever is specified.

New: If a power says to add or draw a new card, search through the box to find a random card of that type, then draw it or shuffle it into the deck it needs to go. If it is from a randomized section of the box (typically, fleeting fragments, gifts, non-true threats, and omens), shuffle the section before drawing a random card of that type. If you're told to draw a new card and shuffle or otherwise put it into a deck facedown, don't look at it first.

KEYWORDS

Many cards have keywords that run along the bottom of a card. Some chapters may add to these lists. When named, the keyword is typically before the card type (such as “*Wicked threat*” or “*Sense gift*”).

- **Chapters:** Chapters include Animus, Base, Damned, Dreamer, Fae, Golem, Physician, Serpent, and Skinwalker.
- **Traits:** Traits include Ally, Holy, Surge, Relic, Tool, and Wicked.
- **Skills:** Skills include Charm, Conjure, Hack, Resist, Sense, Strike, and Study.

When a power wants you to make a check and lets you add a skill, the skill will be written in parenthesis followed by the result you need to win. For example, a Mind check in which you need a 10 to win and you can use your Hack skill, this will look like “*Mind (Hack) 10*”. If you do not have Hack, you can still do the check. If you are told to add two skills together, for example “*Charm + Resist,*” this means you add those skills together; if you have Charm 1 and no Resist skill, your total is just 1.

POSITIONING

Card powers affect you and/or your fellow saints based on their position at the table or in relation to your saint's halo.

Who	Symbol
You	
One saint at your nexus that is not you	
The saint to your left	
The saint to your right	
Any one saint	
All saints in the position inside the circle	
All saints	
The active saint (whose turn, step, or check it is)	
One saint in the position defined by the card's halo position (typically on a fragment power)	

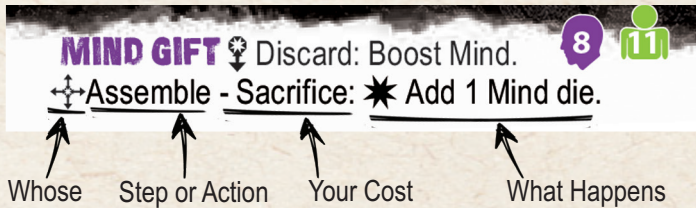
Sometimes you will see these symbols combined, such as defining either you **or** a saint at your nexus, defining both you **and** all saints at your nexus, or defining all saints everywhere. No matter how many symbols point to one saint, that saint is only considered to be affected once.

Table Position: Table position is not necessarily permanent. If a card tells saints to change table position, the players must change places at the table. However, a change in table position does not change whose turn it is currently. For example, if you are taking a turn and a card causes you to exchange places with the saint to your left, you continue your turn and the turn order continues clockwise as usual, with the saint that is now on your right having to wait until the turn order comes all the way back around to take a turn.

Halo Position: A card might also rearrange the cards in your halo. If a card says “*Exchange all the cards in your halo's left column with those in your halo's right column,*” do so immediately. You cannot rearrange them during the mission unless a card lets you do so.

CARDS YOU PLAY

You play cards—typically gifts, omens, and fragments—from your hand and halo. Since your saint is the center of your halo, playing a power on your saint counts as playing a card in your halo. The format of a power you can choose to play is typically “a symbol pointing to whose turn it can be played on,” “the step it can be played on,” “the cost to play the card” (see **Paying for Powers** on page 24), and “what happens as a result of that card being played”.



Powers on cards you play from your hand are only activated when you play them. Powers on slotted cards in your halo are typically always active unless there is a cost *before the colon* to activate it. For example, a fleeting fragment must be sacrificed for its power to activate. However, a Base gift such as the Wickety Wack Sack says, “While slotted, - ♀ Terminate: If your hand is empty, sacrifice this gift and shuffle the threat into your nexus.” This means in your Terminate step, you always check if your hand is empty while the Wickety Wack Sack is slotted.

SOUL GIFT ♀ Discard: Boost Soul.

11 14

♂ Initiate vs. a non-true threat: ♀ Slot this gift and the threat. While slotted, - ♀ Terminate: If your hand is empty, sacrifice this gift and shuffle the threat into your nexus.

Dreamer | Contract • Wicked | Sense

213 Base

Art by Oscar Cafaro

Many cards you play have more than one power. You only choose one power to activate at a time. Typically when you pay the cost for that power, that card will leave your hand in some way. If you do something with a card that is not activating its power, it doesn't count as playing it. For example, if a gift's power tells you to discard it so that you can recycle three gifts, the card with the discard power counts as playing a gift, but the recycled cards are not considered played.

FRAGMENT POWERS

Fragments have powers that work based on their position in your halo (see **Positioning** on page 22). When you slot a fragment into your halo, the ⚡ symbol refers to saints in the direction the fragment is slotted.

- A fragment in the **top row** of your halo can be used ⚡ on another saint at your nexus.
- A fragment in the **left column** of your halo can be used ⚡ on the saint to your left.
- A fragment in the **right column** of your halo can be used ⚡ on the saint to your right.
- A fragment in the **bottom row** of your halo can be used ⚡ on yourself.

DR. ZEEZ PLAYS CARDS

In Ophelia's Support step, Dr. Zeez notices she has only one card left in her deck, four cards in her discard pile, and two cards in her bury pile. They are not at the same nexus, so Dr. Zeez cannot use the Prayer Wheel or Body Shot in their hand, but they can use Grimoire. To play this card, Dr. Zeez must bury it. However, Dr. Zeez has a saint power that will lower the cost of healing gifts, so they discard the Grimoire instead. Then Ophelia, the active saint, heals all her Conjure and Surge gifts. Cards are healed from a saint's discard pile, so Ophelia heals three Conjure gifts; Grimoire, Muscle Memory, and Parasight are shuffled into her deck.

Dr. Zeez has The Sallow Mistlight in the center right slot of their halo, pointing directly at Ophelia. Dr. Zeez sacrifices this card so Ophelia can also draw a random card from her bury pile into her hand.



PAYING FOR POWERS

To play a card from your hand or halo (see **Cards You Play** on page 23), first you typically have to pay a **cost**, even if the card is being played on another saint's turn. Costs you pay are typically listed before a colon.

Some costs are part of a hierarchy; these costs can be **lowered** (move to the next cost, one down the list, if you can) or **raised** (move to the previous cost, one up the list, if you can). For example, a power that lowers a card's bury cost means the card is discarded instead.

1. **Sacrifice**: Put it in the box in its divider.
2. **Bury**: Put the card in your bury pile under your saint. At the **Mission End**, put it back in your deck.
3. **Discard**: Put the card in the deck's discard pile.
4. **Recycle**: Put the card at the bottom of the deck.
5. **Shuffle**: Put the card into the deck and shuffle the deck.
6. **Reload**: Put the card on top of the deck.

Only costs you pay to play a card can be lowered or raised. If a cost is changed, but a power is dependent on the original cost, it retains its original cost for that purpose only.

For example, when playing a gift that reads "*Initiate vs. a threat - Recycle: Recycle any number of gifts. For each recycled gift including this one, decrease the target by 1,*" you could lower the recycle cost to play the card, but not the recycle cost on the other gifts. However, you'd still decrease the target by 1 for the gift you played, even though you lowered its cost to shuffle.

Other costs are not part of the hierarchy and cannot be lowered or raised.

- **Add**: Take the card and put it in the hand or deck it needs to go to.
- **Boost**: Play the card to add another die of the same virtue and any appropriate skill dice on your check only. You may only boost once per check.
- **Display**: Put the card faceup. That card affects whatever deck it is displayed at. If whatever it's displayed by is sacrificed, the displayed card is also sacrificed.
- **Draw**: Take the top card from the deck. Unless otherwise specified, always draw from your deck.
- **Examine**: Peek at the next facedown card and put it back. A card that says "examine" and then a number means to examine that number of cards from your nexus, or wherever the card specifies.
- **Exchange**: Swap the card for another card.
- **Flip**: Turn the card over.
- **Gain**: Put the card in your halo or add the skill, powers, or other text noted on the card to your saint or the card specified.
- **Give**: Put the card in another saint's hand.
- **Heal**: Shuffle the card, chosen randomly from your discard pile, into your deck. A card that says "heal" before a number means to heal that number of random cards, possibly of a specific virtue or keyword.
- **Keep**: Put the card into your hand instead of returning it.
- **Return**: Put the card back where it came from. If it returns to the box, this does not trigger sacrifice powers.
- **Search**: Look through each card in the deck without triggering any powers, then shuffle the deck. If you are told to search for something and you find it, stop searching immediately.
- **Slot**: Put the card into your halo. You may put it in any slot, even on top of another card; any covered card is treated as inactive, except that if you ever must count cards of a type in your halo, they count regardless of what is on top of them.
- **Stash**: When this card is sacrificed, put it into the stashed card section of the box.
- **Take**: Get a card from somewhere or someone.
- **Unstash**: Take the card out of the stashed card section and put it back where it came from.

If you are asked to draw, discard, or otherwise remove a card from your deck, and there isn't one there, you will **fade** (see **Consequences** on page 26). Examining, searching, and flipping do not count as removing a card.

OPHELIA MANIPULATES DICE

Ophelia has joined Dr. Zeez at Main Street. On her investigation, she's confronting the minion 2 archetype, which is the Yule Lads. She rolls two dice and adds +1, getting a total result of 7. She checks the storybook chart which says she's confronting Door-Slammer. This lad will force her to flip all the dice she rolls against him in Evaluate.

Ophelia chooses the target Soul 13. She has four Soul dice and one bonus die from her Conjure skill. Frank's Soul virtue is pointing at Ophelia, and even though it would only provide one reroll, mutating the Yule Lads would let Ophelia recycle her Wolfram Cube to add 1 Body die in Assemble. So, she draws the mutation Fiery and rolls; the result is 4, which means Ophelia sacrifices any Ally gifts she plays, which may or may not have an effect this confrontation. In Assemble, Ophelia plays Wolfram Cube as planned and boosts Soul by discarding Twitchcraft, adding another Soul die that becomes a bonus die. Ophelia has seven dice for this confrontation; four Soul dice, one Body die, and two bonus dice.

THREAT POWERS

Threats may appear at any time, but typically show up when you are investigating a nexus. Their powers are mandatory, and generally become automatically active according to their timing when you examine or investigate them. They can affect any saint.

Many threats have more than one power. Each power always happens according to the timing, regardless of whether you do anything during that step. For example, when you confront the Base threat Strix, its Initiate power will always occur in the Initiate step even if you did not play an Initiate power. Then, in Terminate, if you lost vs. the Strix, the Lose power is activated.

NEXUS POWERS

When you are at a nexus, the power at the top of the card is always active according to its timing. If you are not at a nexus, its power typically does not affect you. The Hope side and Doom side of a nexus typically have different powers, and only the one that is flipped up is active. The Guard or Seal powers at the bottom of the card only become active when you enter the Sanctify step (see **Sanctify** on page 17).

CHAPTER POWERS

Some powers are specific to a chapter, such as Lycanthropy in the Skinwalkers chapter. Some powers are specific to a chapter and may be modified from how they work inside their chapter. These powers only apply when you are playing a card with these powers or in the chapter where that power is active.

In Evaluate, Ophelia rolls her dice; the results on the Soul dice are two 6s, one 4, and one 1; the Body die is a 5; the bonus dice are both 5s. If she were to flip these now per Door-Slammers power, she would only have a 11 on her three highest dice. But she and Dr. Zeez have powers to play.

Because Door-Slammer will flip all the dice, Ophelia wants to get the lowest numbers she can. Reroll happens first, so Ophelia uses the reroll from Frank's assist first. She rerolls the bonus die that is a 5 and gets a 6. Dr. Zeez plays Muscle Memory; Ophelia rerolls the Body die that is a 5 and gets a 3. Dr. Zeez plays Runic Blade; Ophelia rerolls the bonus die that is a 6 to a 4, upgrades the Body die that is a 3 to a 4, then downgrades the same die back to 3, and flips one of the Soul dice that is a 6 to a 1.

Door-Slammer flips all the dice. The three highest dice were the two Soul dice that were 1s and became 6s and the Body die that was a 3 and became a 4. This is a result of 16, which means Ophelia wins vs. Door-Slammer.

USING DICE

Dice are used to determine success or failure, and sometimes for other purposes. You can never roll more dice of a color than are provided in the box (four of each virtue color and four white bonus dice), even if your saint has more dice than that. If more than four dice of a virtue are added, the extras become white bonus dice. Generally, you keep three dice on a check, and the specified number of dice when it's not a check.

Dice manipulation happens in Evaluate only in the following order:

1. **Roll:** Roll the die.
2. **Reroll:** Roll the die again.
3. **Explode:** If you roll a specific number, roll one more die of the same virtue. Use a bonus die if you are already using all four dice of a single virtue.
4. **Upgrade:** Turn the die to its next highest face (you cannot go above 6).
5. **Downgrade:** Turn the die to its next lowest face (you cannot go below 1).
6. **Flip:** Turn the die to its opposite face.
7. **Trash:** Remove the die from this roll.
8. **Keep:** Keep a specified number of dice or specific dice (typically three).

Only do each of these once for each time you manipulate dice unless otherwise specified.

CONSEQUENCES

All actions in the game have consequences. This is how you deal with those consequences and what happens when you end the mission.

SUFFERING DAMAGE

Damage is how you get hurt, either by failing a check to win vs. a threat or being assigned damage by a card. All damage has a virtue. When you suffer damage, a Damage step is created (see **Special Steps** on page 18); if a power tells you to not suffer damage, skip the Damage step.

1. **Total the initial virtue damage:** The total is equal to the difference between the dice's final result and the target. Typically, the target virtue of the check you attempted is the virtue of damage you suffer.
2. **Apply powers to manipulate the damage:** Powers may increase or decrease this damage. If you need to both decrease and increase the same damage, increase it first. Power may also change what you will do with damaged cards (instead of discarding them as the next step says).
3. **Discard damaged cards:** Discard matching gifts from your hand for each remaining point of damage. A card that is removed as a result of damage is a “**damaged card**”. Such cards are discarded from your hand unless a power says otherwise; if you suffer damage from your deck, discard cards off the top of your deck (or elsewhere in the deck, if specified) equal to the number of damaged cards.
 - If you have no matching gifts and there is still damage remaining, random cards are damaged.
 - If you have no cards in your hand and there is still damage remaining, ignore the remaining damage that applies to your hand.

FRANK SUFFERS DAMAGE

Frank is in the Evaluate step vs. the threat Gladhandler. He had rolled three Mind dice and got a result of 13. The group has exhausted any powers to increase his results, so Frank totals the initial Mind damage, which is 2. Frank has two Mind gifts, one Rage gift, and one Soul gift in his hand. No one has any powers to manipulate the amount of damage, but Frank's Mind gift Worry Beads lets him recycle the damage instead of discarding it. So Frank buries Worry Beads, recycles the remaining Mind gift, then randomly selects the other gift for the remaining damage point (it was the Soul gift) and recycles that gift also. Since Frank is skilled in Resist, the power on Worry Beads means he gets to draw one card before moving on to the Lose step.

Powers that apply in the Damage step may still apply even if there are no cards in your hand and the game wants you to suffer damage. For example, to guard or seal the nexus Lair, someone at the nexus must suffer damage equal to the number of saints at that nexus. If you have no cards in your hand, but there are two saints at the nexus with you, you may still suffer the damage to succeed at guarding or sealing the nexus.

FADING

If you are ever required to draw or otherwise remove a card from your deck and there are none, your saint **fades**. Display a death card by your empty deck to show that you are fading. You still take your turns and use your saint powers (if you can) if the mission continues, and if you manage to get more cards, you may play as normal, but you are still fading. You will not get additional deaths. If you win the mission, you may sacrifice the fleeting fragment you would gain to sacrifice the death (see **Ending a Mission** on page 27).

DR. ZEEZ FADES

It's the end of Dr. Zeez's turn. Dr. Zeez suffered damage from the threat Contagion and all their cards are either discarded or buried. In Reset, Dr. Zeez is unable to draw any cards from their deck because it's empty. They draw a death card from the box and display it by where their deck would be.

ENDING A MISSION

The goal structure or the mission power will list the ways to end your mission. Doing so creates an immediate **Mission End** step. Then, you reconstruct your saint's deck.

MISSION END

When the Mission End step is created, your turn immediately stops, and you resolve the mission. If your saint or the mission has any Mission End powers, do them now. At this point, the mission is considered complete regardless of whether you won or lost.

- **Mission Win:** If you meet any win conditions listed on the goal structure and mission powers, you win the mission. If the mission has more than one act and you win an act, the saint that took the last turn goes to End and you go to the next act instead, only changing what the mission tells you to. If you win:

1. Display the fragment on the back of the mission, any special fragments specified by the mission, and a number of fleeting fragments equal to the number of saints.
2. Starting with the saint who took the last turn and continuing clockwise, each saint chooses a displayed fragment and either slots it or sacrifices it. Any faded saint may sacrifice the fleeting fragment and their displayed death. After each saint has done this one, sacrifice any remaining displayed fragments.
3. Any saint that still has a death displayed slots it.

- **Mission Lose:** If you meet any lose conditions listed on the goal structure and mission powers, or you did not win, you lose the mission.
 - Any faded saints slot their displayed deaths.
 - If no saint faded, any one saint must slot a death.

Clean up fragments and deaths: If you have more than eight fragments and deaths slotted in your halo (but fewer than nine deaths), sacrifice fragments until you have eight slotted cards. You may sacrifice any number of unwanted fragments between missions.

However, if your saint ever has nine deaths slotted, your saint is dead forever; if this happens, sacrifice all your gifts, deaths, and fragments, and stash your saint. You cannot play a saint that is in the stashed card section of the box.

1. **Remove slotted gifts:** Any active powers from a slotted gift are now inactive. If a slotted gift does not say it is sacrificed in this step, put it in your deck.
2. **Sacrifice slotted omens and threats:** Any active powers from a slotted omen or threat are now inactive.
3. **End the game:** Reconstruct your decks, then put all nexuses, missions, structures, and other cards that are not in saints' possession back in the box.

OPHELIA WINS VS. A MASTER AND ENDS THE MISSION





Ophelia has cornered Gryla at the Manor. She won vs. Gryla, so the Manor is automatically guarded. Since it's the only nexus left, this means all nexuses are guarded and Gryla cannot escape; the master is sacrificed. According to the mission structure Corner, this is the win condition for *Christmas in Candlepoint*, so the saints go to Mission Win.


Ophelia displays the fragment on the back of the mission, which is The Abandoned House. Dr. Zeez draws three new fleeting fragments and displays them by the enduring fragment. They are The Afternoon Tea, The Insider, and The Tech. Since Ophelia took the last turn of the mission, she chooses first. Ophelia draws and slots The Afternoon Tea. To your left, Dr. Zeez draws The Insider and sacrifices it to get rid of the death displayed by their empty deck. Frank draws The Abandoned House, so The Tech is sacrificed.

Frank had slotted Love Battery at some point. He removes that and returns it to his deck.

RECONSTRUCT YOUR DECK

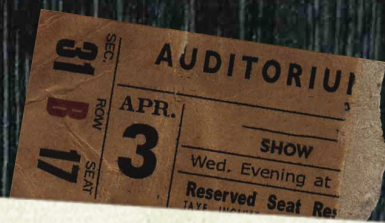
When you complete Mission End, reconstruct your deck. Your deck contains:

- a number of **Body gifts** equal to your  Body virtue.
- a number of **Mind gifts** equal to your  Mind virtue.
- a number of **Rage gifts** equal to your  Rage virtue.
- a number of **Soul gifts** equal to your  Soul virtue.
- any cards from fragment powers in your halo.

Put any gifts you do not need or want into a gift pile; other saints may search through this pile for gifts they need or want. Saints may do this as many times as they wish as long as they end up with decks that match the cards described by their virtues and fragments. If you cannot construct a valid deck from the cards in your deck or the gift pile, draw 1 new matching  Alpha gift for each gift you are missing.

BETWEEN GAMES

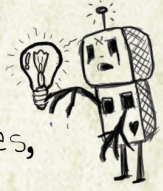
You may always build a new saint and play that one instead of a saint you have already played. You may bring your saint and their deck to other players' games as well—but consequences matter. If your saint gets killed or loses cards in an away game, you cannot forget about it in your home game. (Rather than mixing up cards from someone else's game, write down any changes to your saint's deck or update it in the *Apocrypha x1 Companion App* so you can update it when you get back to your home game.)



June 20-24 Scar City
Featuring Performances
President Amy D3L1R
Frakshus Kreef's Free
Pumpkin Carnage Walk the Dark Wood Sp
DJ Candyland Gingerhaus PIXELDUST
Snowblight and the Nords Mirror Mirror Se7nth Son

TILL NOW

Let's look around and see what's here
Those photos from the park last year
A stack of Captain Marvels, cats-eye marbles,
Pancake powder
Her ~~father~~ papa kept a box of chains
And H/O scale electric trains
A set of jumper cables, ping-pong tables,
Something's down here



When I get in trouble I just slow down time
To give me ~~a few~~ precious seconds to compose my mind
And if I hold it together I just might get out alive
Better see what I got right now
Gotta think my way out somehow
*Cause there's three more minutes till now

There's gotta be something I need
A gearbox from a 15-speed
A broken-down Dodge Viper's windshield wipers,
Weebles wobblin'
A couple busted smoke alarms
Some gem-encrusted bracelet charms
My grandma's old tea caddy, Don't Wake Daddy,
Where's that goblin



My flashlight batteries'll need some replacement
As I waste time wond'rin' what the look on its face meant
And my last encounter with the thing in the basement
Might be this one right now
Gotta think my way out somehow
Cause there's two more minutes till now



Community News
Winter Edition

THE LAMP

Squirrel Lake C

Calendar of Events

- January: Polar Plunge to benefit Snow Angels CHILLdren's Fund
- March: Caduceus Club Blood Drive
- April: Superior Lignite Family Night
- May: 5K Run 4 the Hillz
- July: The Estival Festival
- August: Doctor Faustus debuts the Wiseman
- September: Devilbirds Homecoming vs. Little Hope Grizzlies
- October: A-Maize-Ing Maze
- December: Christmas Yule Parade

Show next FRIDAY
Candlepoint Field
- Sound check @ 3pm

believe he suffered from hypochondria...
evidence to that effect.
"It is unclear why humans persist in such a dangerous tradition,"
commented Mumtaz al-Aziz, who commented to reporters on

messages in mossy
containers around the woods.
Police say hobbyists had reported
several stashes vandalized with
fragmented, apocalyptic messages.
"I expected to find a compass
or an army man in that stash," said
geostasher Marvin Bellwether. "I did
not expect to find a bloody
(Continued on page 6)

Authorities
ans for the
's plunge may
andlepoint
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Authorities
have not found

PLAYING WITH A GUIDE

Once you're familiar with playing *Apocrypha* in **co-op mode**, you may play in **guided mode**. This is a more traditional roleplaying experience, with one person being the **guide** and curating the game for the rest of the players, who will have no idea what is coming their way.

When you guide an *Apocrypha* mission, you are not playing a saint. You are instead playing all the people and threats that the saints meet. Unlike most roleplaying games, in *Apocrypha*'s guided mode, the game basically runs itself. Players still play saints, move and investigate as normal, and gain fragments and deaths to change their saints. But much of the randomness is replaced by the guide's imagination, leading to a much deeper connection with the other players. This section will help you create a smooth and thrilling experience for the other players.

HOW TO BE A GUIDE

The biggest difference when you are guiding an *Apocrypha* game is that the game is no longer played out in the center of the table. You control the cards and story. You prepare your decks and written material in advance, and then keep it out of the saints' view. When cards would be randomly chosen or shuffled into decks, you decide which ones they are and what order they will be confronted.

In the roleplaying game, saints are built the same as they are in co-op mode. They start with the same number of cards, and gain fragments and roll dice in the same way. The biggest difference when it comes to playing *Apocrypha* with a guide is the storytelling. The players describe where they want to go and what they want to do, as well as interact with the people and threats you portray during the mission. They are very likely to go "off-script," so have some options reserved for when they do.

Your role is very different, though. You decide what mission the saints will play; if you don't want to play any in the storybooks, you can make up your own. You decide what is in every nexus, and can even make up nexuses. It is not a given—it is not even likely—that there is a minion or a master in every nexus.

The content in each nexus is only limited by your imagination and the story you want to tell. You can modify threats and gifts by choosing their mutations in advance. While the game is running itself, you are free to introduce plot elements and roleplay beings that the saints meet. At the end of the mission, you can help each player to grow their saint in a manner they desire, providing custom fragments that continue their progression.


After a mission, you can keep guiding, or you can stop guiding and return to battling against the game. Another player can also become the guide and you can rejoin the choir. Because there's always a default gameplay mode, players can experiment and experience all the ways to play.

SETTING UP A GUIDED MISSION

If you are the guide, follow these steps to prepare the game.

1. **Decide what chapter and mission you want to play.** You may write your own mission or use one from the box. If you write your own, follow the format in the storybook. Include a lowdown, structure, nexus list, master and/or minions, and powers for the mission.
2. **Choose any number of gifts, omens, and threats from the box.** You do not have to follow the rules of a particular mission or use the number of each card type a nexus wants. You may use cards from the chapter you are playing, plus any from other chapters that fit with the mission's plot.
3. **Build each nexus.** You do not have to build nexus decks in the standard method, but there should be a few cards for players to confront at each nexus. Put any number of the true threats, threats, mutations, and gifts at each nexus. You may shuffle the nexus decks or order their cards as best fits your mission.
4. **Write a story and descriptions for each card the players will interact with, and anything else you will describe to the players during the mission.** You want to keep some secrets from the players, so note what you will read aloud and what is only for your information.
5. **Choose or write fragments for your players.** These should relate directly to the story you are weaving for them. You may download a custom fragment template at lonesharkgames.com/apocrypha.

PREPARING A GUIDED MISSION

1. **Place the cards you selected in piles** in the box lid, in an *Apocrypha* *Soulbinder*, or behind a screen—somewhere the players cannot see. Orient nexuses toward Doom or Hope, as desired.
2. **Players create saint decks** as in co-op mode (**Choosing Your Saint** on page 12).
4. **Create a doomsday clock** according to the mission's clock structure.
5. **Each saint arranges themselves around the table, places their pawns, and draws their  hand size** (see **Starting the Mission** on page 14).

STARTING A GUIDED MISSION

As a guide, you lead the players through the mission and use the rules on how co-op mode is played as a guideline. Set the scene and introduce the saints to the world, and if necessary, each other. They each have roles, such as Bad Cop and Karmacologist. This indicates what they do in their everyday life and gives you opportunities for involving them directly in the game. For example, a saint might be a Gentleman Burglar; you can start a mission on the 80th floor of a high-rise, and that saint has just diamond-cut a glass pane to get into the condominium of a movie starlet. If the starlet turns out to be a vampire, so be it.

One way to begin a mission or chapter is with saints suffering memory loss. When you start the mission, you do not have to start at the beginning; saints can have completed part of a mission that they have forgotten, or they have wound up together in a single location without knowing how. You can start them in different cities and make them have to get to each other. The fragments you hand out may reveal elements of the plot that the saints have repressed.

TAKING TURNS

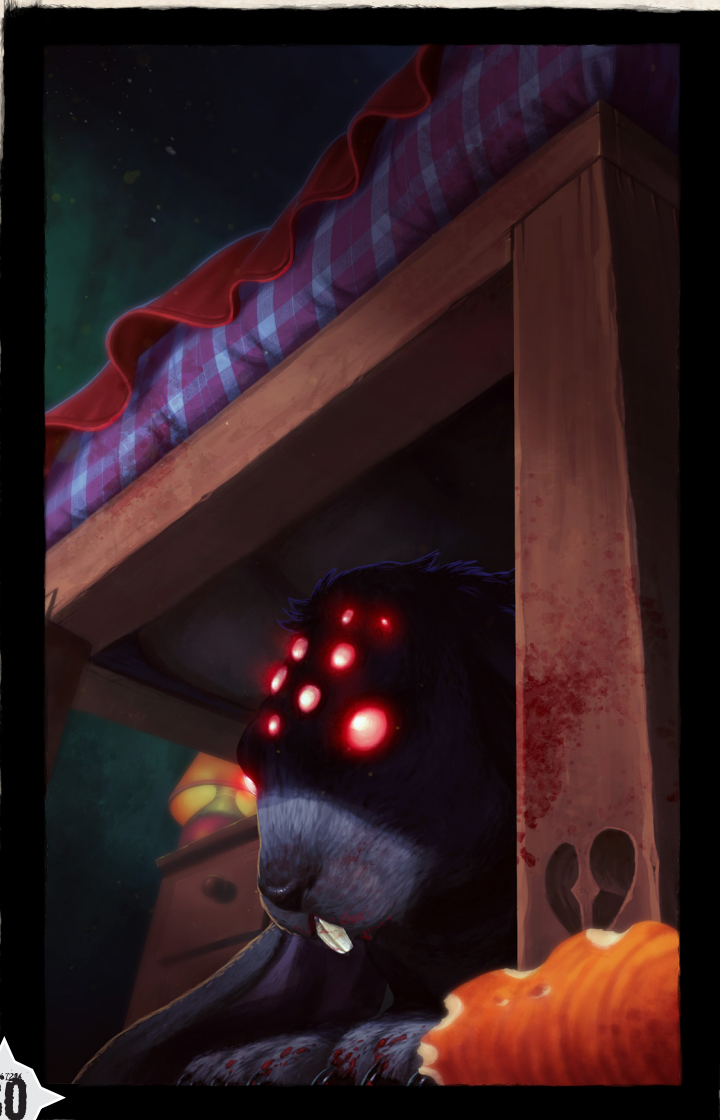
Once you've started the mission, you are in control of the mission. Either let the saint players decide what to do or plunge one of them into their first turn right away. Saints may take turns in whatever order they want and even at the same time by drawing from the clock. You may also prompt a saint to take a turn by handing them an omen (from the clock or the box) and saying, for example, "You hear a noise behind you," especially if they haven't taken a turn in a while.

If the saints split up—and they always do—then alternate quickly between groups until they come back together. You can create dramatic tension if events are happening at the same time. Remember, the setting is modern day, so saints are only a cell phone call away. If one group is attacked in the library while another tries to get the police to believe there are monsters in the library, the two events can complement each other in building the drama.

You may add a **delay** at any time, drawing one or more cards from the clock (or in some cases adding them) to penalize dallying or move the story along.

The turn sequence is generally the same as in co-op mode, but with a few modifications.

1. **Start:** Any number of saints can draw a card from the clock. Then one player who did so takes the turn, and all other players at the nexus can assist in the narrative.
2. **Support:** This step is unchanged.
3. **Investigate:** You can add mutations to any confrontation, regardless of whether a saint assists.
 - **Confront:** You can also have saints confront more than one type of threat or gift at once. Saints may choose threats to target (or vice versa), then do their checks in any order.
 - **Terminate:** If the active saint loses vs. a threat, the saint ends their turn. The threat may initiate a confrontation with another saint at that nexus or be shuffled into the nexus deck.
4. **Seal:** Any nexuses that have not been revealed by you cannot be guarded.
5. **Transfer:** Any saint at the active saint's nexus can move; they do not have to take a turn to do so.
6. **End:** When the active saint has finished their turn (typically when another saint wants to begin a turn), their turn ends and they reset their hand. Any other saint may also reset their hand. You may also call an end to the active saint's turn; the active saint and everyone assisting that saint *must* reset.



CONTROLLING A GUIDED MISSION

Guided mode is much more fluid than co-op mode as you have control of the pacing. To guide your players successfully, do everything briskly and with purpose while still giving different players chances to shine. Here are some ways you can keep your game under control:

Controlling the clock: You may stack the clock with omens of certain types (raising hope or dashing it, influencing certain types of checks, etc.), as well as adding threats and gifts directly to the clock to trigger when a certain number of turns have passed. Balance this with the ability of the choir to handle the number of nexuses and cards you've chosen in the amount of time you give them. If they have more cards to confront than omens available in the clock and their hands, they are truly doomed.

Manipulating decks and hands: Control for the level of preparedness you want in your mission. You may allow the saints to manipulate their hands and decks more than they'd normally do. For example, if they have a month of downtime to prepare to assault a werewolf's fortress, you can let them search their decks for Argentines and Yankee Clippers to include in their starting hands. If the saints are surprised by the events, they might not even have a starting hand at all. You can also give out fragments at key dramatic moments during the game, altering the saints' powers and leading them in directions you desire.

Describing mechanics: Guided mode is intended to flow in a fun way that prompts spontaneous and sometimes surprising solutions to problems. If a saint confronts a Bomb, and another saint at the nexus has some Extra Razor Blades to use on it, the saint should be encouraged to tell you how that works: snip the wire, jimmy the lock, intimidate the person holding it, or the like. The saints' skills matter here; a saint with Hack is more likely to MacGyver the Bomb with the Extra Razor Blades.

Mutating confrontations: In guided mode, you may want to pick your mutations ahead of time and guarantee some number of rolls instead of having a threat spontaneously burst into flame if a saint decides to assist in attacking it. This will also let your choir roleplay their willingness to assist or not in a manner that is true to their personalities.

Establishing scenes and dialogue: When the saints enter a nexus, describe the location and allude to the types of cards the saints may find there. A Fun Park isn't just a Fun Park; it's a specific place. For example, "Everything about Big Edie's Big Fun Park looks big—as big as a family-run amusement park can get. Edie and her indeterminate number of overall-clad offspring are keeping the carnival rides polished and running right. *'We ain't the kind of folks who like people who ask questions,'* one of the more tooth-impaired spawn says."

Jumping between scenes: You can break off one turn to switch to another saint somewhere else, either to build tension or to allow progress that will help with the first confrontation (for example, unlocking a door from the other side). You can also terminate a scene early. If nothing eventful happens in the time between scenes, the saints can all reset their decks. If a scene happens on the heels of another, however, there may not be time to rest.

Building to a conclusion: The most dramatic parts of a mission come at the end. The saints are likely depleted of resources and faced with fewer options, but they are right at the edge of success or failure. If you need to increase targets or separate saints from each other, do it at this time. Make the saints fear failure with the hopes that they snatch victory from the jaws of defeat.

ENDING A GUIDED MISSION

The game ends when you choose; this is generally about the time the saints defeat the master, seal all nexuses, or attempt to draw from an empty clock. Whether that means the saints win or lose is up to you.

Ending a mission is similar to in co-op mode, except you can direct the outcome. If the saints won, give them one fragment each of your choosing. You may use fragments from the box or write your own.



THE ALEXANDRIA

A Classical Experience

THE ALEXANDRIA

Pg 2

I found a dusty cabinet drawer
With rusty pistols by the score
But here's a little wrinkle, not a single
Bullet, baby
A metronome, a taiko drum
A case of Captain Morgans rum
If there's a secret exit, hope she checks it
Real soon maybe

A locked room mystery can be so delightful
But I don't recommend you do it right after nightfall
As the sand in the hourglass doesn't seem quite full
I can use some sand right now
{ Gotta think my way out somehow
Cause there's one more minute till now

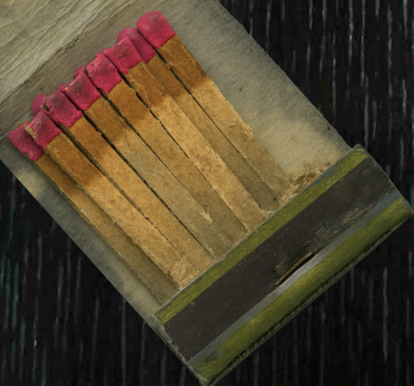
Guitar Solo?

I'm running out of things to find
A rack of old Venetian blinds
An unstrung tennis racket, metal brackets,
Super soaker
A box of tinfoil, crazy glue
Some lighter fluid, matches too
A single birthday candle now in hand'll
Be my smoker

I can feel those fingers running down my back
Like a huntsman spider looking for a snack
When the time speeds up it'll probably attack
I can see it tick by right now
Gotta think my way out somehow
Cause there's one more second till



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RGET



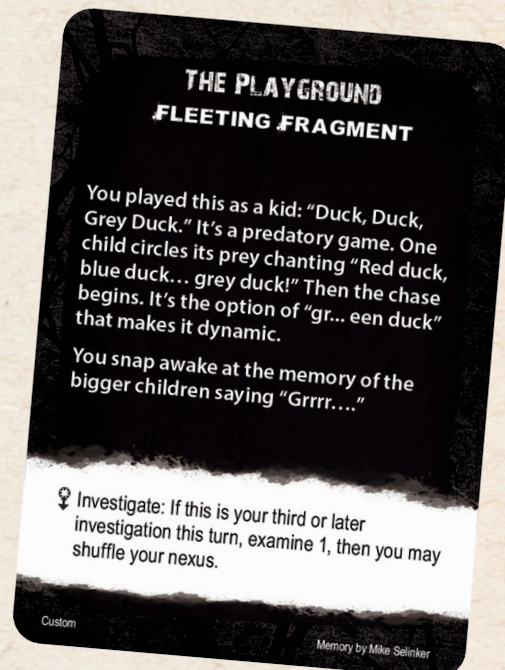
MISSION: TAKING THE PLUNGE

Taking the Plunge is a sample mission for a guided session for up to six saints. This mission corresponds with the similar mission in the Candlepoint chapter.

- **The Lowdown:** It's the new year and the Deathless are loose on Candlepoint. The choir tracked them to Candlepoint's abandoned Harlequin Hotel on the outskirts of County Road QQ. There, they found a girl named Nevada in the honeymoon suite, and lost their memories when the Deathless attacked the motel. When they awaken, the saints must face the Deathless, who try to destroy the motel with the saints in it. The authorities arrive at the scene and may arrest the saints to the local precinct, where a Grifter named Skeeze can get them an important weapon. Nevada's true form as a Snow Angel may be revealed in the woods, before chaos erupts at Squirrel Lake's Polar Bear Plunge as a Wendigo draws the hapless citizens under the frigid surface.
- **Structures:** *Corner the Wendigo Along the Trail As the Hours Pass.* Shuffle a number of minion A archetypes into the clock equal to the number of saints.
- **Nexuses:** (1+) **Motel** (The Harlequin Hotel), (1+) **Precinct** (Candlepoint PD), (1+) **Woods** (The Oak Lair), (1+) **Lake** (Squirrel Lake)
- **Master:** *Wendigo* (Lake)
- **Minions:** Minion A: *Bystander* (1-6, Lake), Minion B: *Helpless Child* (7, Motel), Minion C: *Snow Angel* (8, Woods)
- **Powers:** At each nexus, sacrifice a card from the clock each time any saints suffer a **delay**. The delays are: If the saints get caught in the fire or on the roof of the Motel, detained by the authorities at the Precinct, bushwhacked in the Woods, or fail to follow the citizens into the Lake. You may penalize any other delay by sacrificing a card from the clock.



- **Gifts:** *Mr. Bear* (Motel), *Grifter* (Precinct), *Switchblade* (Precinct)
- **Threats:** *Gaunt* (Motel), *Thing in the Basement* (Motel), *Authorities* (Motel and Precinct), *Bushwhack* (Woods)
- **Mutations:** *Rock Solid* (Motel), *Fiery* (Motel), *Swarming* (Precinct), *Rare* (Precinct), *Terrifying* (Woods), *Unseen* (Lake)
- **Custom Fragment:** *The Playground*





NEXUS 1 (MOTEL): THE HARLEQUIN HOTEL

The saints awaken in a large, very chilly motel room bathed in the flicker of the neon sign outside. The cheap wallpaper has burned away into ash just recently, but there is no flame or smoke. Tables and bookshelves have been knocked over to cover the windows, and a set of wooden double doors is braced closed with a mop handle. Somewhere in the distance is the faint ululation of a smoke alarm. Cowering behind one of the upended tables in the back corner of the room is an eight-year-old girl. There's another thud on the motel room door, and in an unnervingly calm manner, the little girl says, "They're coming. Please hold Mr. Bear for me."

If one is willing to take it, give a saint the Mr. Bear card. Draw the threat Gaunt, which breaks down the door and attacks a saint. If any saint assists, add the mutation Rock Solid. Trash 1 die in any check vs. the Gaunt; this comes from Nevada's psychic fear.

After the confrontation, the saints cannot seal the Motel, but can interact with the girl, whose name is Nevada Chan. Terrified, Nevada ran inside the abandoned motel when she saw something long-armed and dead-eyed outside. She locked herself in the room and has been keeping quiet since, but then the thing found her.



If the saints make it out of the honeymoon suite, they'll overlook the lobby, which has been beaten to hell. Due to an in-progress remodel, every room door has been leaned against the walls to be repainted and refitted with new locks. In the lobby are the corpses of two more creatures like the thing that just attacked the honeymoon suite. There is a crashing sound from the basement.

In the basement is the threat Thing in the Basement, angrily tearing the boiler room apart; if any saints assist, add the mutation Swarming. When a saint fails when Striking, the boiler explodes. All saints roll a die on the Fiery mutation, and apply the highest result. The motel then begins to burn. Apply a delay (sacrificing a card from the clock) unless the saints get out quickly. The only ways out are through the front door and up to the roof; by the former are the Authorities, ready to arrest the saints for setting the motel ablaze. If a saint can defeat the Authorities using Mind (Charm), the police might only take them in to hear their statements; otherwise, they're going in the back of the Black Maria.



NEXUS 2 (PRECINCT): CANDLEPOINT PD

At the station, the Authorities use the Swarming mutation, as they are staffed up for a major event in town: the Polar Bear Plunge at Squirrel Lake. The police are likely to fill out a lot of paperwork on the saints, and might even end up jailing them if they fail the Authorities' Mind (Charm) check by 4 or more. This causes a delay, sacrificing one or more cards from the clock unless the saints avoid all extra time in the Candlepoint PD station. The saints may also lose custody of Nevada to the Authorities, though they will very quickly lose track of her. No matter how many times the saints win vs. the Authorities, they cannot trigger its Win power except in the following way.

The saints may think getting detained is a disaster, but it has a very positive side effect: The saints will meet a local Grifter named Skeeze Jones in the detention room. "Skeeze," as the cops call him, has been brought in for shoplifting. However, he's not an ordinary thief; he can see monsters on the fringes of his vision. If a saint wins vs. the Grifter (possibly modified by the Fragile mutation), Skeeze may give up the information

that he was pinched for stealing a unique Switchblade from the Wisco Pawnshop. If the saint wins by 2+, he might even reveal that it's downstairs in the evidence room. If the saint wins by more than 4+, he'll explain in hushed tones that it's a blade that is rumored to return transformed creatures to their normal forms. And then he'll laugh it off and blame the rum.

If the saints can get to the evidence locker in the basement and win vs. the Authorities using Mind (Study), they can trigger the Win power on Authorities and get the Switchblade.



NEXUS 3 (WOODS): THE OAK LAIR

If the saints lose track of Nevada, they can follow a trail of witnesses who saw her enter into the forest known locally as The Oak Lair; if they haven't, Nevada will try to lead them there. Following her is probably a mistake on the saints' part, and is certain to cause them a delay as above. If so, a saint will confront the threat Bushwhack; if any saints assist, add the mutation Terrifying. If a saint loses vs. Bushwhack, instead of a new random threat, they'll confront Nevada, or one of the little girls who looks much like her; if any saints assist, add the mutation Swarming. These are all Deathless called Snow Angels, and their goal is to lure victims to the Wendigo, who has them in his thrall.

If the saints win vs. the Snow Angel(s) here, Nevada won't appear at the nearby lake. Give the saint who defeated Nevada the new fragment The Playground.



NEXUS 4 (LAKE): SQUIRREL LAKE

After a while, many of the citizens will head toward Squirrel Lake. There, hundreds of unbalanced Candlepointers prepare to leap off Bloodgroom Bridge into the frigid lake to raise money for the Snow Angels CHILLdrens Fund. The lakeside cabins are festooned with decorations celebrating the arrival of winter. Unless defeated in the Woods, Nevada is there being fawned over by the local Eisbär Club devotees. She hopes to see most of them eaten before supptime.

As soon as there are less than eight cards in the clock (regardless of where the saints are) or whenever you are ready, the citizens rush into the lake where the Wendigo is waiting on the bottom. Because of so many people in the lake, the Wendigo can freeze and snatch up some of them before anyone on the surface knows what has happened. If the citizens jump into the lake, and the saints don't follow, kill one citizen below the surface and sacrifice a card from the clock each turn.

If at least one saint goes into the lake, the Wendigo will turn its attentions from the hapless citizenry to the much more satisfying saints. The Wendigo is tough under any circumstances, but confronting in the freezing water is much harder than on land; downgrade all Rage dice in checks vs. the Wendigo. If any saint assists, add the mutation Unseen. A saint must succeed at a Body (Resist) 10 check to take two consecutive turns underwater; if this check is failed and no other saint is available to take a turn, treat it as a delay.

If the saints win vs. the Wendigo, Nevada wanders into the Woods to join her tribe of Deathless, but will likely return to plague Candlepoint in the near future.

GLOSSARY

Act: The step in which a saint attempts a check to win vs. a gift or a threat. Additionally, one part of a multi-part mission (page 16).

Active (★): The saint who is currently doing the current step being referred to (page 22).

Add: Increase the amount of cards in a hand or deck, or the number of dice a saint rolls (page 24).

Alpha (⊕): A starter gift (page 7).

Archetype: A placeholder card for a master or minion true threat (page 7).

Assemble: The step in which a saint gets all the dice needed for the roll (page 19).

Assist: Help a saint with a check, allowing rerolls of certain dice (page 21).

Avoid: The step in which a saint can back out of a confrontation with a card (page 16).

Base: The set of typically black-bordered cards that are not part of an expansion chapter (page 6).



Body Dice: Green dice representing physicality and toughness (page 25).

Bonus Dice: White dice representing skills, bonuses, and virtue overflow (page 25).

Boost: Discard a card to add a die of the specified virtue to your check only (page 24).

Border: The outside edge or title bar of a card with a unique color and pattern that indicates its chapter (page 6).

Build: Construct a deck for a nexus, saint, or other card type (page 6).

Bury: Put a card in the bury pile under the saint until Mission End when you put it back in the deck (page 24).

Card Number: A number for sorting cards in the box (page 6).

Chapter: A section of the story that is read and played, represented by a word next to the card number (page 6).

Clock: The doomsday clock, typically a deck of 24 omens or other cards that act as a timer for the mission (page 13).

Complete: Bring to the final result, as when a chapter, mission, or step is finished (page 16).

Confront: The step in which saints perform actions vs. gifts and threats by initiating, acting, and terminating (page 16).

Co-op: The game mode in which the players work together against the game without a guide (page 12).

Cost: The requirement to play a card. Some actions are in a hierarchy and may be changed (page 24).

Damage: The step in which a saint takes damage, decreasing the number of cards in their hand (page 26).

Damaged: Removed from your hand, deck, or halo because you suffered damage (page 26).

Death: A card given to a saint as a consequence when they attempt to draw from their empty deck (page 6).

Deck: A set of facedown cards (page 6).

Delay: A penalty where the guide sacrifices a card from the clock (page 30).

Discard: Put a card in a discard pile next to the deck (page 24).

Display: Put a card faceup on the table (page 24).

Doom: The negative alignment of an omen or side of a nexus (page 7).

Downgrade: Turn a die to its next lowest face (page 25).

Draw: Take a card, usually the top card of a deck, and put it in your hand (page 24).

End: The step in which a saint resets and passes the turn to the next saint (page 18).

Enduring: A type of fragment that represents a long-term memory and is not sacrificed when played (page 6).

Enhanced (☀): A chapter gift or threat that has been altered from a Base card (page 7).

Escape: The step in which the master may attempt to hide among the nexuses (page 17).



Evaluate: The step in which a saint manipulates dice, keeps some, and gets a result (page 19).

Examine: Peek at the top card of a nexus, then return it (page 24).

Exchange: Swap one thing for another (page 22).

Explode: Roll an additional virtue die when a specific number is rolled (page 25).

Face: A side of a card or die. A card is **facedown** when its generic card back is showing, and **faceup** otherwise (page 6).

Fade: Gain a death after you attempt to draw or otherwise remove a card from your empty deck (page 26).

Fading: The state in which there is a death card displayed by your saint (page 26).

Fleeting: A type of fragment that represents a short-term memory and is sacrificed when played (page 6).

Flip: Turn a card or a die to its opposite side (page 24).

Fragment: A lost memory that has a story and a special power (page 6).

Gain: Add a card or skill to your halo or saint (page 24).

Gift: A card that can help you during a mission. Each gift has an associated virtue of 🟢 Body, 🟣 Mind, 🔴 Rage, and 🔵 Soul (page 6).

Give: The step in which a saint hands a card to another saint (page 18).

Guard: The step in which a saint attempts to prevent the master from escaping into their nexus (page 17).

Guide: A player who runs the mission for the saints in guided mode, rather than playing a saint (page 29).

Guided: The game mode in which a guide runs the game for the saints (page 29).

Halo: A 3x3 array that shows a saint's saint card, fragments, and deaths (page 12).

Hand: A saint's cards in hand, as opposed to in a deck, buried, slotted, or otherwise not in hand (page 14).

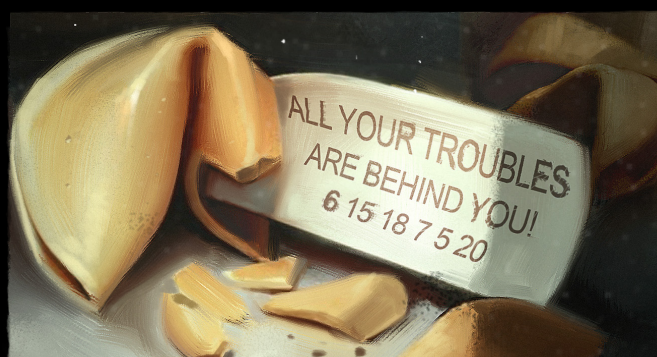
Hand Size (🖐): The default number of cards a saint has in hand at the start of the mission and at the end of the saint's Reset step (page 7).

Heal: Shuffle a random card from a discard pile into its deck (page 24).

Hope: The positive alignment of an omen or side of a nexus (page 7).

Influence: Use keywords that impact the result of a confrontation vs. gifts and threats (page 19).

Initiate: The step in which a power is activated before a check to win is made (page 16).



Investigate: The step in which a saint draws a card from the nexus to avoid or confront (page 16).

Investigation: The event in which you flip over a card from a nexus and avoid or confront it (page 16).

Keyword: A word such as a chapter, skill, or trait that influences an investigation (page 22).

Keep: Retain a specified number of dice when evaluating, or a number of cards (page 24).

Left (↶): To the immediate position clockwise around the table (page 22).

Loss: The step in which a saint loses vs. a gift or a threat (page 16).

Lowdown: The introduction to a mission which guides the plot (page 13).

Lower: Decrease the cost of playing a card (page 24).

Master: A major opponent in a mission (page 21).

Matching: Having the same virtue as another card, check, or die (page 22).

Mind Dice: Purple dice representing mental acuity and fortitude (page 25).

Minion: A major opponent in a mission, often subservient to the master (page 21).



Nexus: A location that saints can investigate (page 7).

Novem: The most powerful entities in the game, represented by true threats in their specific chapter (page 5).

Omen (◇): A card aligned with Hope or Doom that can cause and apply special powers to an investigation (page 7).

Pass: The step in which one saint's turn ends in preparation for the next saint's turn to begin (page 18).

Pawn: The physical representation of a saint at a nexus (page 7).

Pile: A stack of cards that has a purpose, such as a bury pile holding buried cards (page 6).

Play: The step in which a saint or card activates a power (page 18).

Position: A place where a player, saint, or card is, often dictating the direction saints can assist and when they can play powers (page 22).

Power: A rule that is activated to impact the game (page 22).

Rage Dice: Red dice representing aggression and fury (page 25).

Raise: Increase the cost of playing a card (page 24).

Recycle: Put a card at the bottom of the deck (page 24).

Reload: Put a card on top of the deck (page 24).

Reroll: Roll a die again (page 25).

Reset: The step in which a saint discards, draws, and recycles cards to get to the saint's hand size (page 18).

Return: Put a card back where it came from without paying any costs (page 24).

Right (↷): To the immediate position counterclockwise around the table (page 22).

Roll: Toss a die to get a number (page 26).

Mission: The framework for the story being played (page 13).

Mission End: The step in which the mission ends, after a condition specified on the mission or a structure is met, completing the mission (page 27).

Mission Power: A special rule for the mission (page 13).

Mission Start: The step in which the mission starts before the first saint starts their turn (page 15).

Move: The step in which a saint puts their saint pawn at another nexus (page 18).

Mutate: Change the rules of the confrontation or check, often when saints assist each other, including self-assisting (page 19).

Mutation: A card list with changes to the confrontation or check's original rules (page 7).

New: Randomly drawn from the box (page 22).

Rulebook: Any book containing mostly rules (page 6).

Sacrifice: Put a card in the box or otherwise remove it from the game (page 24).

Saint: The character that represents the player (page 7).

Sanctify: The step in which saints can guard and seal nexuses, and the master may attempt to escape (page 17).

Seal: The step in which a saint may remove a nexus and its cards from the game (page 17).

Search: Look through each card in the deck without triggering any powers, stop when you find what you are searching for, and shuffle the deck (page 24).

Seed: Add a number of cards (usually archetypes, threats, or omens) to nexuses in an even, hidden way (page 14).

Shuffle: Mix a deck, or put a card into a deck and mix the deck (page 24).

Skill: A saint's special ability that typically lets them roll one bonus die per point of the skill when a check is influenced by that skill (page 22).

Slot: Put a card into a space in a saint's halo; the space is also called a slot (page 24).

Soul Dice: Blue dice representing spiritual effort and talent (page 25).

Start: The step in which a saint begins their turn (page 15).

Stash: Put a card into the stashed cards divider instead of sacrificing it (page 24).

Step: A part of a turn where a specific set of actions can occur (page 15).

Storybook: Any book containing mostly story and mission descriptions (page 6).

Structure: A card that outlines the framework for how a mission is set up and played (page 6).

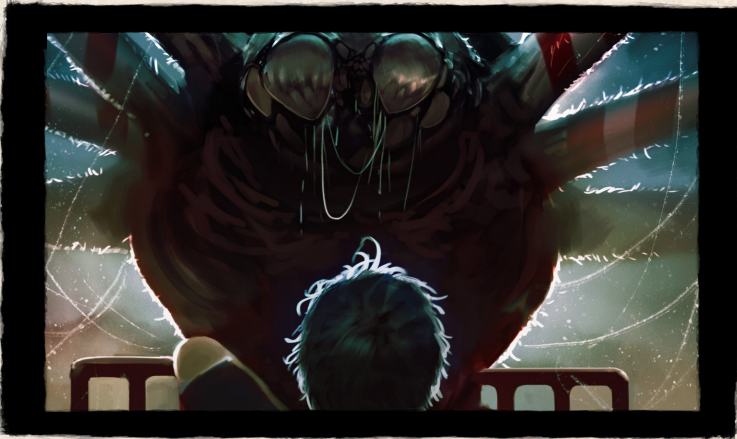
Support: The step in which saints play cards that help themselves or their allies (page 15).

Take: Get a card from somewhere or someone (page 24).

Target: The step in which you set the virtue and number that tells what kind of check it is and how difficult it is. Additionally, the virtue and number targeted (page 18).

Terminate: The step in which a saint determines if they win or lose a check (page 16).

Threat (☠): A hazard that may harm and prevent progress by the saints (page 7).



Time Out: End a mission by attempting to draw from an empty clock or when there are no nexuses remaining (page 18).

Timing: The step in which a card's power takes effect (page 15).

Transfer: The step in which a saint can move their pawn, or if they do not move, give a card (page 18).

Trash: Remove a die from the roll (page 24).

True Threat (☠): A major threat that can be represented by a master or minion archetype (page 7).

Turn: A saint's opportunity to control and progress the game (page 15).

Unstash: Remove a card from the stash divider and put it back where it came from (page 24).

Upgrade: Turn a die to its next highest face (page 25).

Use: Attempt a check while targeting a specific virtue (page 18).

Virtue: A quality of a saint. Saints have four virtues: 🟢 Body, 🟡 Mind, 🔴 Rage, and 🔵 Soul (page 7).

Win: The step in which a saint wins vs. a gift or a threat (page 16).




QUICK REFERENCE GUIDE

STEPS (PAGE 15)

Powers activate during specific steps. On each saint's turn, they will go through a series of **turn steps**. Whenever any saint attempts a check, that saint goes through a series of **check steps**. Additionally, the special steps (on page 18), **Play**, **Damage**, and **Mission End**, happen any time they are triggered.

TAKING TURNS (PAGE 15)

Each turn goes through the following steps in this order:

1. **Start:** Begin your turn. Typically, you will draw a card from the doomsday clock.
2. **Support:** Help saints before and between investigations.
3. **Investigate:** Play a power to flip up the top card of your nexus. When an investigation is complete, you may play a card that lets you go to **Support** or **Investigate** again.
 - **Avoid:** Avoid confronting the investigated card and shuffle it back into the deck it came from.
 - **Confront:** You may **Initiate**, **Act**, and **Terminate** vs. investigated cards.
 1. **Initiate:** Activate powers that may help or hurt you in the **Act** step.
 2. **Act:** Deal with the card you are confronting, usually by attempting a check.
 3. **Terminate:** Resolve the confrontation by **winning** or **losing**.
4. **Sanctify:** If allowed, you may attempt to **guard** if a master tries to **escape**, and/or you may attempt to **Seal** your nexus if it is empty or a card (usually a mission or structure) allows you to. Otherwise, skip this step.
 1. **Guard:** If a master can attempt to escape, and your nexus is Hope side up, you may attempt the nexus's guard power.
 2. **Escape:** The master escapes into an unguarded nexus. Omens or threats may be shuffled into the other nexuses.
 3. **Seal:** If allowed, you may attempt the nexus's seal power.
5. **Transfer:** You may **move** or **give** a card.
 1. **Move:** You may put your pawn at another nexus.
 2. **Give:** If you do not move, you may **give** a card to another saint at your nexus.
6. **End:** Prepare to end your turn.
 1. **Reset:** **Discard** any number of cards of your choice, then **draw** cards until your hand is equal to your  hand size. If you have too many cards, **recycle** any extra.
 2. **Pass:** Your turn ends, and the next saint **Starts**.

SYMBOLS

 Body  Rage  Omen  Alpha  Threat
 Mind  Soul  Hand Size  Enhanced  True Threat

ATTEMPTING A CHECK (PAGE 18)

To attempt a check, go through these steps in order:

1. **Target:** Be assigned or choose a virtue with an assigned target number to beat.
2. **Assist:** Accept help with the check.
3. **Mutate:** If saints assist, draw a card to mutate the investigation.
4. **Assemble:** Use the virtue, influences, and cards played to determine how many of which dice you roll.
5. **Evaluate:** Perform any dice actions in this order: **roll**, **reroll**, **explode**, **upgrade**, **downgrade**, **flip**, **trash**, and **keep**. If you are confronting a threat and you fail the check to win, you suffer damage of the same virtue type.










CARD COST HIERARCHY (PAGE 24)




1. **Sacrifice:** Put back in the box.
2. **Bury:** Put under your saint.
3. **Discard:** Put in your discard pile.
4. **Recycle:** Put under your deck.
5. **Shuffle:** Shuffle into your deck.
6. **Reload:** Put on top of your deck.

Other costs are not part of the hierarchy: **add**, **boost**, **display**, **draw**, **examine**, **exchange**, **flip**, **gain**, **give**, **heal**, **keep**, **return**, **search**, **slot**, **stash**, **take**, and **unstash**.

POSITIONING (PAGE 22)

Powers can only affect specific saints as stated on the cards:

Who	Symbol
You	
One saint at your nexus that is not you	
The saint to your left	
The saint to your right	
Any one saint	
All saints in the position inside the circle	
All saints	
The active saint whose turn, step, or check it is	
One saint in a position defined by where the card is in your halo	

You may see these symbols combined, such as  defining either you or a saint at your nexus,  defining both you and all saints at your nexus, or  defining all saints.