

APOCRYPHA

ADVENTURE CARD GAME

THE DEVIL STORYBOOK



LONESHARKGAMES

CREDITS

BOX THREE: THE DEVIL

CREDITS

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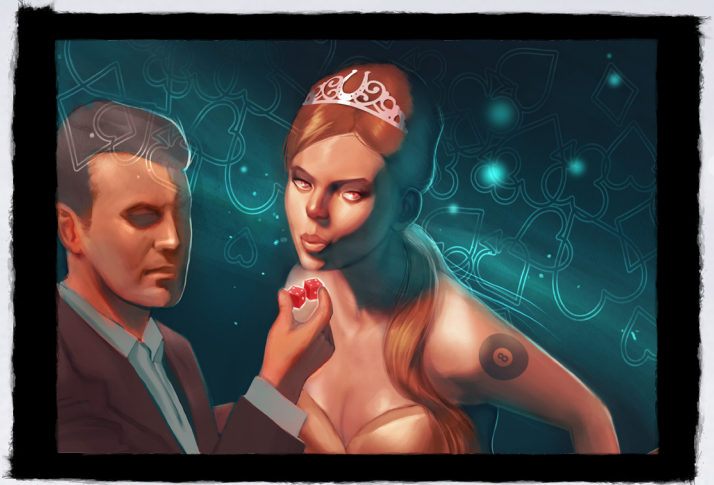


OVERVIEW OF THE DEVIL

Did you find what you were looking for on the parallel seaboards and across the middle of this great land? Doubtless there were signs, but if you want to see the apocalypse waiting to be born, you should stake out these places. If not, it'll birth itself anyway.



The Book of the Animus crashes ashore on the roiling Gulf Coast, centered on New Orleans and the Great Delta. This lush and fervent land has seen its share of Mother Nature's wrath. There is quite the purpose behind this torrent. Gaia's spirits inhabit every animal, river, and blade of grass; at the junctions of man and nature, they hear Her call. You do not know who will answer it. You do know some of them will be very large.



The Book of the Damned flickers in the lurid lights of Sin City. Here's where what we call demons and angels are bound. Whether Heaven and Hell exist remains opaque; either way, they don't miss a few servitors. They attend the teeming fortune-seekers hoping to get dealt better hands, and the Oathbinder counts the cards. The rest of America may be where your soul resides, but the contract for it isn't leaving Las Vegas any time soon.



The Book of the Dreamers slumbers fitfully in the night mists of the Northeast. As we sleep, we open our minds to more than the handful of dimensions we perceive in our waking days. The beings that slide through all eleven dimensions aren't bound by conveniences like space and time. As long as the dreamer king Nebuchadnezzar sleeps on his throne, his umbral creations will haunt your days. Pity you can't just stay awake forever.



The Book of the Serpents basks in the sun-bleached landscapes of the American Southwest and Mexico. The snake cultists of Queen Kuberanaga have ventured far from subcontinental home in a quest to raise a dragon from the earth. For what better way to bathe the land in fire than to return Quetzalcoatl, the Star of Morning, to his rightful place in the heavens? If you want to bathe the land in fire, that is.

There you have the final stages of our impending apocalypse, Brave the dangers if you like, but give **The Devil** its due.

COMPONENTS

This is the third box of the *Apocrypha Adventure Card Game*. You need *The World* components to play *The Devil*, which contains:

- **The Book of the Animus**—100 cards, generally with green borders: 1 saint, 3 nexuses, 4 mutations, 9 omens, 9 Mind gifts, 9 Body gifts, 11 Soul gifts, 11 Rage gifts, 22 threats, 12 true threats, and 9 missions and fragments
- **The Book of the Damned**—99 cards, generally with orange borders: 1 saint, 4 nexuses, 4 mutations, 9 omens, 10 Mind gifts, 9 Body gifts, 11 Soul gifts, 9 Rage gifts, 18 threats, 15 true threats, and 9 missions and fragments
- **The Book of the Dreamers**—102 cards, generally with blue borders: 2 saints, 5 nexuses, 4 mutations, 9 omens, 13 Mind gifts, 10 Body gifts, 9 Soul gifts, 8 Rage gifts, 18 threats, 14 true threats, 9 missions and fragments, and 1 structure
- **The Book of the Serpents**—100 cards, generally with gold borders: 1 saint, 4 nexuses, 4 mutations, 9 omens, 9 Mind gifts, 11 Body gifts, 10 Soul gifts, 9 Rage gifts, 18 threats, 16 true threats, and 9 missions and fragments
- 16 Base gifts, 13 awakened fleeting fragments, and 2 structures
- 5 saint pawns
- A storybook for *The Book of the Animus*, *The Book of the Damned*, *The Book of the Dreamers*, and *The Book of the Serpents*

HOW TO PLAY WITH THE DEVIL


Add the cards, pawns, dividers, and rules for *The Devil* into the box for *The World*. To play a chapter from *The Devil*, combine the chapter you wish to play with Base cards before you begin setup. You may play any saint in any chapter, but cannot play The Awakened King or use the awakened fleeting fragments until you complete the mission *The Sleeper Wakes*.

CHAPTER POWERS

Some powers are specific to a chapter and may be modified from how they work in *The World*. These powers only apply when you are playing in the specified chapters or playing a card with these powers.

- **Animus**: the divider Allegiance, unstashing Hush, and the powers for appeasing, opposing, and throwback.
- **Damned**: unstashing Indignation and the powers for staking, gambling, vice targets, and contracts, including novem contracts.
- **Dreamers**: the structure In Real Life/In Dreams, unstashing Starlight, and the powers for time travel, dreamshare, dice targets, the Awakened King, and the awakened fleeting fragments.
- **Serpents**: unstashing The Hookup and the powers for slither, Serpent mutations, and the ziggurat.

BETWEEN GAMES

After each mission, you still reconstruct your deck the same way as in *The World*. You may keep any cards you earned from chapters in *The Devil*, even if you switch to a different chapter. If you cannot construct a valid deck from the cards your choir has available, for each card you are missing, draw 1 new matching  Alpha gift, including any from this box.



FRANKLY ASSESSED QUANDARIES

What does it mean to manipulate dice?

You perform any dice action like reroll or upgrade.

In Assemble, do I have to add all my dice before I trash any dice?

Yes. You can't add dice in Assemble after you start trashing dice.

If a power lets me upgrade dice and another lets me reroll dice, can I play them in that order?

No. If you have passed the time to do a dice manipulation power, you can't go back to do the previous step.

If I avoid a card from somewhere other than a nexus, where does it go?

It shuffles into the deck it came from; if it didn't come from a deck, it is sacrificed.

When do I apply a mutation power?

Generally, as soon as you can legitimately do so. For example, a mutation power like "Evaluate: Trash 1 die" waits till the trash step in Evaluate before happening, but "Evaluate: Discard 1 card" happens right at the beginning of the Evaluate step.

If I search for a specific type of card, do I look at the whole deck first?

No. Stop searching cards immediately upon finding the first card of that card type.

How do I suffer damage from my deck?

You discard cards off the top of your deck (or elsewhere in the deck, if specified) equal to the number of damaged cards.

If I'm given two options of mandatory consequences, and I can only do one of them, can I pick the other?

You must pick the one you can do. For example, if the power "Discard 1 Serpent gift or bury 1 random card" hits you when none of your gifts is a Serpent gift, you must bury a random card.

If I play a card which has a chapter power on it, does that power always function?

Yes. A gift or fragment with a power like dreamshare on it will function outside of its chapter.

If I sacrifice a card from a chapter I'm not playing now, does it go into the cards I'm playing with or into its own chapter?

Put it back in its own chapter.

If my nexus is sealed but a power prevents me from moving, what happens?

You move. It's impossible to not to be at a nexus, so ignore the instruction that tells you that you can't move.

What does it mean to complete a mission?

Play it from start to finish. If you need to complete some other missions to attempt a mission, you do not necessarily have to win them, just play through them.

If there are no nexuses left, do I keep playing?

No. If no other win or loss condition occurs, you time out.

When I suffer Lycanthropy, do I shuffle deaths into my deck?

Yes. You shuffle into your deck as many new deaths as the threat's Lycanthropy number.

In the turn-taking example, Ophelia asks Zeez to play a Grifter on her turn. Is that possible?

It is... with the Grifter in the Animus chapter in this box.

In the dice-rolling example, Ophelia plays a Bruiser with a recycle power. Is that possible?

It is... with the Bruiser in the Serpents chapter in this box.

On the Hope side of the Base nexus Bar, do I choose between the Body check and winning vs. a threat?

Yes. Treat it as if it said "Choose 1:" before those options.

If I sacrifice the Base fragment The Carriage Ride, can I go to End right after recycling my hand?

You must first complete any confrontation you're in.

Whose buried card does the Base fragment The Sallow Mistlight let you draw?

Only yours.

In a While Danger Remains mission, if I win vs. a card from the clock but have no cards in my hand to recycle, must I investigate again?

No. You only investigate again if you recycle 1 card. We've made a lot of changes to this important card, so we put a new version in this expansion. Kindly wood-chipper your other one.

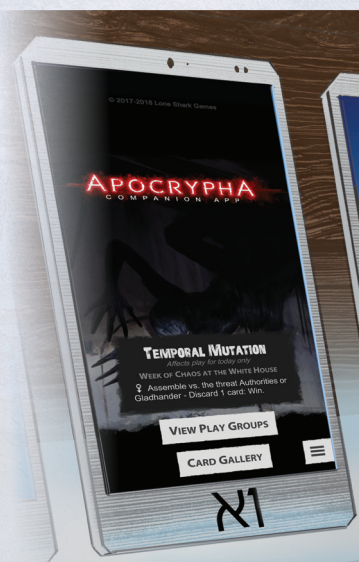
In our Apocrypha x1 Companion App's card gallery, you'll also find trivial changes to these Base cards: **Business Suit**, **Demon Key**, **Dreamsnare**, **Grifter**, **Hay Man**, **Holy Water Cocktail**, **Huggermugger**, **Lair**, **Lucky Numbers**, **Park**, **Pollution**, **Seer** (as well as in Skinwalkers), **Sewers**, **Strix**, **Swarming**, **Terminal**, **The Birds**, **The Bonfire**, **The King of Lies**, **The Resonance**, **Watchdog**, **Wardriver**, and **Zoo**. None of these changes affect gameplay; they're just minor cleanup. Carry on.

YOUR APOCRYPHA APP

When you play *Apocrypha*, you can heighten the apocalyptic atmosphere by using the Apocrypha x1 Companion App, for iOS and Android. It lets you access these fascinating features:

- You can see daily mutations that affect your games, bringing your play into the real world in real time.
- You can record your saints and their gifts and fragments.
- You can share your saints into different play groups and track your missions.
- You can access a gallery of every card, including updated versions.
- You can pull up a quick reference guide on the fly.
- You can see any new FAQ entries as soon as we add them to the game.

We think you'll enjoy your game even more with this app. Download it and see.



THE BOOK OF THE ANIMUS



THE SAINT GOES MARCHING IN

This story is from Guinee, the Spirit World:

"The dogs asked how they might better fight for Her, and Mother gave them ironwood bones to blunt their knives, and venom. The cats asked, and She said: Break their hearts."

That is how it works, I'm afraid. Some people are dog people. Me, I'm a cat person in a cat person school. In addition to cats, we love to march. I never had the discipline for a lockstep life. I could play a little, sure enough, but the regimentation never fit. I quit going to games, even regionals. I was always just a bit out of step.

Take "comparative religion studies," for example. At an HBCU, the chancellors would prefer that you not "comparatively" invest yourself in something like vodoun. They sure weren't awarding an honor student a degree in it. Just a bit out of step.

They would let a practicing vodouisant handle the jaguar. When the Human Jukebox took the field, the student section wanted a real live mascot. But after Lacumba II died, the university woke up to the dangers of keeping a great cat boxed in a tiny cage, away from any of its own. They shut down the habitat for a decade.

But when a jaguar walks into Tierwester Oaks battered, soaked, and bleeding from the haunches, people get attached, you know? Someway, Lacumba III let me in, and then I started going to all the games. Long as I could get her to go, natch. "Go do-do," I would say, and she'd settle in for the ride.

Everyone wanted to know why a jaguar had wandered so far north. But no one wanted to ask the bigger question: Why was everything moving north? You say "climate change" in a room full of Louisianans, they tell you to shut your goddamn cakehole. You say "worse than Katrina," they listen.

A few of them do, anyway. I may have tapped into something folks didn't want to think about, or couldn't want to think about. It was easier to think about a jaguar. "It means 'Heart of Africa,'" they'd reiterate. I knew that. And I knew something else.

Lacumba III isn't a jaguar. She has a narrower skull and much longer teeth. But you don't want to think how she wandered out of 250 million years of extinction, right into your lap. If you think about that, you start thinking about everything else.

Here's what I think. I think we really oughta stop having Deepwater Horizons. It's not going over well. Every time we do something good, She forgets. Every time we do something bad, She remembers. We should remind Her of the good.

Lacumba lit out of the Superdome as the band played "Brand New Orleans." I'm heading to the Lower Ninth to check on how the levee's holding up. Maybe drop a few protection pours, see if Lacumba is there. Not that I know much, mind you. I just want to know what people don't want to know. Or can't. Got to get back in step.

Otherwise, I worry that this time, it's you and me against the world.

MOTHER GAIA, FIRST AMONG THE LIVING

On the second day, God made Gaia. On the sixth day, God made Adam. But not without objection. Imagine if He had listened.

The streams, the clouds, the animals, the plants, the smallest protozoans—all these and more belong to Mother. It is She who births them, She who tends them while they're young, She who escorts their passage to the beyond. She travels Her realm as an orca, a thylacine, a condor on the wing. Anything with a purpose.

She plays few favorites: If one of Her flock is unworthy of survival, it will fade into time. What lives will die; what procreates will live again. When feral cats and foxes eat each other's young, Mother is satisfied: It makes each species stronger.

And so it has gone for millions of years, arm in arm with the other female novem. There was little change, just cycle and disruption, cycle and disruption. Birth, spirit, death. What else could anyone need?

Well, there was one thing....

There is only one thing less trustworthy than a man, and that's men. At the urging of the six male novem, change

happened. Man grew. Balance became unbalanced. The one animal not in Mother's domain overthrew Her domain.

Frustration now reigns in Mother's mind. A predator could be counted upon to thin the herds. Now the predators were thinning. A river could be relied upon to plow through fields. Now it could be arrested, slowed, or split wide. An earthquake could be trusted to kill hundreds of thousands of humans. Now She would get a thousand if She was fortunate.

Mother seethes at humanity and everything it's collectively done to the world, and She's not too thrilled with the rest of the novem either. She sees how the pollution of man has reshaped Her domain, and plans to shape it back. She'd spur a nuclear war to eradicate all so-called intelligent life on the planet, then let it all grow back up from the plankton and cockroaches. To Her, the planet itself is the only important thing, and She's old enough to be able to look at it through a lens that allows Her to think of terms of centuries and millennia.

As the Paradigm breaks down, She's pushing Her children to commit greater and greater acts of violence and vandalism against civilization. This has resulted in an increasing number of storms, earthquakes, tidal waves, and many other natural disasters. The spread of domestication has given Her spies in all locales. If the apocalypse is nigh, it will come with howling.



THE AFFECTED AREA

The bayou country of Mississippi and Louisiana is home to America's most vulnerable and diverse biosphere. It has been hammered in recent years, both by natural disasters and those of a more human origin. The intersection of the two is the subject of strenuous debate among ecologists and climatologists. What is not up for debate is that the Earth itself is undergoing violent changes, and the costs for everyone and everything may be dire.

The area around New Orleans is particularly vulnerable. Against the weather, it has multiple weaknesses. It rests at a particularly low elevation, averaging six feet below sea level. It stands between two major waterways, Lake Ponchartrain and the mighty Mississippi. And it lacks nature's best defense against storms, a barrier of swamps and islands. Without natural advantages, it relies on manmade defenses: levees, warning systems, evacuation routes, faith. Especially the latter.

Against plants and animals, it is even more vulnerable. It is backed up against the dense canopies of the Piney Woods and the Western Gulf grasslands. The swamps of Honey Island are barely touched by man. Everything moves in there: panthers, owls, snakes, bears, alligators, spiders. Bigger things than those.

This would be quite enough for the people of New Orleans, if it were not for Mother bringing back some of Her greatest hits. We are millions of years too late to see dinosaurs roam the streets intact, but you put enough vines around an appalachiosaurus skeleton and the details won't matter. Cut open the dire wolf, and you'll find it has been changed by Mother, its bones replaced with hickory-wood and its veins swarming with ants that howl as they attack.

But the biggest threat to the good people of the Big Easy isn't any of that. It's what they've already let into their own houses. What we call companionship, She calls the front line. Did you know that some people have boa constrictors as pets? Oh, you have one? Bless your heart, child. Bless your heart.

These are the signs of war: A flock of starlings flies across the sky. A coyote walks along the alley and does not look back. A dog whimpers in its sleep. Bird song.

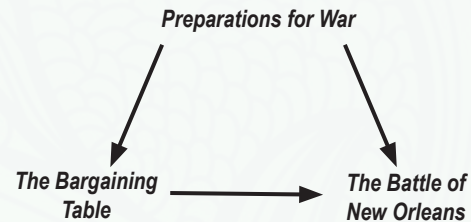
Mark these words: There are some changes coming.



We'll find out that it's not nice to fool with Mother Nature.

NEW RULES FOR THIS CHAPTER

Unstashing: When you win a mission in this chapter, unstash every omen Hush.

Allegiance: This chapter has a divider called Allegiance. It functions as a divider next to which you add Animus non-true threats during the Preparations of War missions of this chapter; these threats become "under allegiance". At the end of the mission, do not put them back in their card type dividers. When you play the missions *The Bargaining Table* and *The Battle of New Orleans*, the threats will come back to help you or hurt you.



Appease/Oppose: At the start of the mission, the choir must choose whether to attempt to appease Mother Gaia or oppose her. Display the Allegiance divider (along with any threats under allegiance underneath the divider) and choose to appease  or oppose ; mark a tally under your choice, even if you have played this mission before.



Appease:

- Mission Setup: Display the omen Natural Beauty.
- ♀ Play an Animus gift: Raise the cost by 1.
- ♀ Target vs. an Animus threat: You cannot target Rage.
- ♀ Win vs. an Animus non-true threat: Put it under the Allegiance divider.

Oppose:

- Mission Setup: Remove a number of threats from the Allegiance divider equal to the number of saints and shuffle each one into a random nexus; if this mission uses the structure While Danger Remains, shuffle them into the clock instead. Display the omen Natural Disaster.
- ♀ Play an Animus gift: Lower the cost by 1.

Mission End: Put all threats under allegiance into the box by the Allegiance divider.

Missions and cards may have different powers starting with the  symbol or the  symbol; only follow these if that is your allegiance.

Throwback: This chapter contains prehistoric creatures brought back from extinction. If a power says to throwback a card, put the card into your nexus in a way that depends on your allegiance: If appeasing, recycle the card into the nexus; if opposing, reload it into the nexus.

CHAPTER STRUCTURE

You may complete the first seven missions (the “Preparations for War”) in any order. While you do, you will use the Allegiance divider as noted above. When you have completed all of the first seven missions, you may continue to play them or attempt either *The Bargaining Table* or *The Battle of New Orleans*.

BUILD THAT WALL

The Lowdown: If it keeps on raining, the levee's going to break. The Army Corps has gone to the wall in NOLA, shoring it up with sandbags and cement. But elsewhere, in the small towns like Port Sulphur, all they have is cordwood and a bit of stone. What nature has is everything else. Build it up, or it will come crashing down.

Structures:

- ***Withstand the Invasive Species Wherever There's Trouble While Danger Remains.*** Build a number of decks for the nexus Levee equal to the number of saints. Use a number of minion A archetypes equal to the number of nexuses. When shuffling the nexus threats and archetypes into the clock, shuffle in 4 more threats.

Nexuses:

- (1+) **Levee** (Quarantine Bay Levee)

Minion A: *Invasive Species* (1-6)

Powers:

- ♣ Start: You may recycle 1 gift into your nexus. If any nexus is sealed, lose the mission.



LIFE AND DEATH IN EDEN

The Lowdown: You can tell what was chased out of every subdivision in New Orleans by what is crafted in its gardens and hedgerows. Every mansion along St. Charles must have animals built out of plants, since the animals themselves would be right out. But what used to be is back, and adding the phrase “with a vengeance” would be underselling it. Thankfully, everyone in this town owns pruning shears.

Structures:

- ***Cleanse the Venus Mantrap Along the Trail While Danger Remains.*** Seed the master and minion A archetypes, then shuffle 6 minion B archetypes into the clock.

Nexuses:

- (1+) **Manor** (The Columns), (1+) **Park** (Butterfly Riverview Park), (1+) **Zoo** (Aquarium of the Americas), (2+) **Lair** (Oh, Miss Agnes Field), (3+) **Woods** (Couturie Forest), (4+) **Cemetery** (Metairie Cemetery), (5+) **Fun Park** (Storyland)

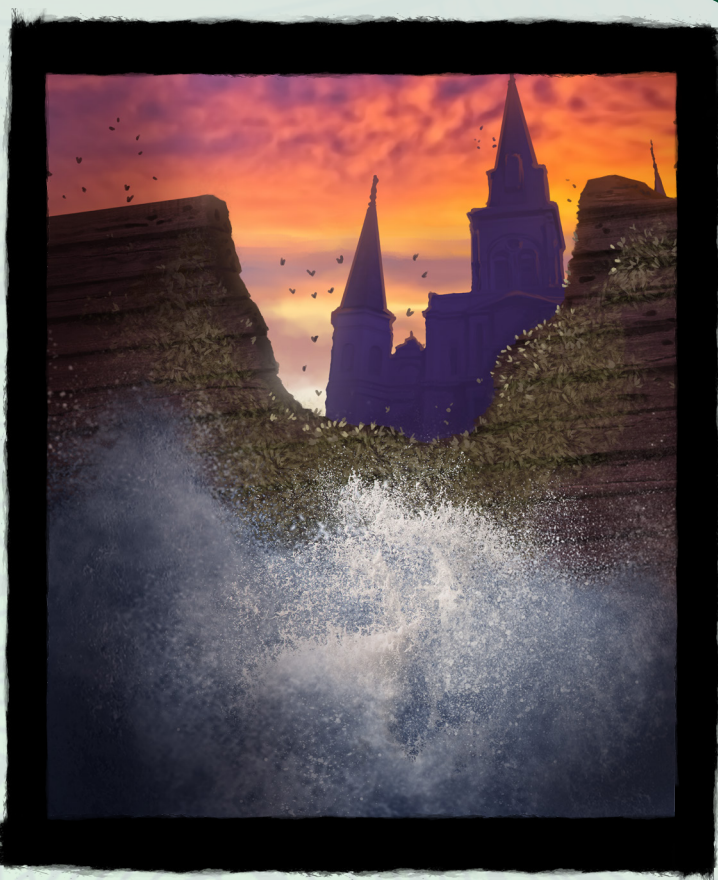
Master: *Venus Mantrap*

Minion A: *Living Sculptures* (1-6)

Minion B: *Living Sculptures* (11-16)

Powers:

- ♣ Initiate vs. Living Sculptures: You may exchange table positions with ♣. If you do, it becomes their turn and they continue the confrontation.



NIGHT THINGS

The Lowdown: Tales told while sipping whiskey under the hazy Louisiana bar lights are never short. Hunting tales especially. The one about the Honey Island Swamp Monster, its back spiny as a gator but mean and clever as an angry gorilla, is told often in these parts. Bubba brags about bagging one. Somehow disappeared by morning, he says. But never follow the swamp lights, they warn. No one knows the ending to that story.

Structures:

- **Corner the Fifolets Along the Trail As the Hours Pass.** Shuffle the master into the nexus Bar. Seed the minion A archetypes, and shuffle a number of minion B archetypes equal to the number of saints into the nexus Swamp.

Nexuses:

- (1+) **Bar** (Bourbon Street), (1+) **Vieux Carré** (The French Quarter), (3+) **Sewers** (London Avenue Canal), (5+) **Lake** (Lake Ponchartrain), (5+) **Woods** (Fontainebleau State Park), (1+) **Swamp** (Cane Bayou)

Master: *Fifolets*

Minion A: *Firebug* (1-6)

Minion B: *Tainted Keitre* (11-16)

Powers:

When the master would escape, shuffle its archetype into the next nexus instead.

- ☞ Win vs. Firebug: Display its archetype by the mission.
- ☞ Mutate vs. Tainted Keitre: You may sacrifice any number of displayed archetypes to trash that number of mutation dice.

PIG COUNTRY

The Lowdown: Even the punch-drunk cartographers who drew up New Orleans won't take a crack at Sutter's Folly. That farm's so far off the maps that no one knows what's out there. These days, the backwoodsmen are running scared of critters bigger than they've ever been. At least since the Western Interior Seaway dried up. People have short memories.

Structures:

- **Duel the Appalachiosaurus At the Stronghold As Things Get Strange.** Build a number of decks for the nexus Farm equal to the number of saints + 1. Shuffle 4 minion C archetypes into the clock. Build a gift pile using the nexuses' gifts.

Nexuses:

- (1+) **Farm** (Sutter's Folly)

Master: *Appalachiosaurus*

Minion B: *Terminator Pig* (1-6)

Minion C: *Anai-Kondra* (11-14)

Powers:

- ☞ Win vs. a true threat: Draw 2 gifts from the gift pile; choose 1 to keep and 1 to sacrifice.

SMOKESTACK LIGHTNING

The Lowdown: There was a time that people laughed off hurricanes in the south. These days, they turn off the Waterford nuclear plant when there's even a vague threat. When the wind whips up, it pulls out the acid rain, which can set off quite the negative reactions. If the containment units break, everything will get a brand new poisonous sheen. Looks like those are black clouds on the horizon. Batten down the hatches.

Structures:

- ☞ **Cleanse Pollution Wherever There's Trouble As Things Get Strange** or ☞ **Gather Gifts Wherever There's Trouble As Things Get Strange.** Seed the minion A archetypes, then exchange 3 omens in the clock with minion A archetypes.

Nexuses:

- (1+) **Factory** (Dow Chemical), (1+) **Power Station** (Waterford 3 Generating Station), (1+) **Refinery** (Marathon Refinery), (2+) **Magnetic Fields** (Entergy New Orleans), (3+) **Train** (City of New Orleans), (4+) **Terminal** (Port of New Orleans), (5+) **Sewers** (Industrial Canal)

Minion A: *Pollution* (1-10)

Powers:

- ☞ Evaluate vs. a gift: Suffer damage as if it were a threat.
- ☞ ☞ Win vs. Pollution: Instead of going to Sanctify, you may shuffle the threat's archetype and 1 new Body or Rage gift into a random other nexus.
- ☞ ☞ Win vs. a gift: You may add the gift to a plunder pile by the mission. If the plunder pile has a number of gifts equal to 10 + twice the number of saints, win the mission and draw the plunder pile.



THE TRUTH ABOUT CATS AND DOGS

The Lowdown: If there's one thing people in the Big Easy value above their own safety, it's that of their pets. After folks saw a cougar out by that golf course near Cut Off, everyone started keeping their cats and dogs inside. Now, spies in every house. Mission accomplished, thought the cougar.

Structures:

- **Gather Constant Companions Wherever There's Trouble As the Hours Pass.**

Nexuses:

- (1+) **Back Alley** (Rosalie Alley), (1+) **Cul De Sac** (Bungalow Court), (1+) **Main Street** (Magazine Street), (2+) **Zoo** (Audubon Zoo), (3+) **Park** (Tidelands Golf Course), (4+) **Stadium** (Tad Gormley Stadium), (5+) **Motel** (The Dauphine)

Minion B: *Constant Companions* (1-7)

Powers:

- ☛ Win vs. Constant Companions: ☛ Confront a copy of the true threat Constant Companions. If you are the only saint at your nexus, bury 1 card.
- ☛ Support: You may bury 1 archetype to examine 1; do not shuffle the archetype into a nexus.
- ☛ Avoid vs. a non-true threat: You may bury 1 archetype to avoid; do not shuffle the archetype into a nexus.



THE VINE THAT ATE THE SOUTH

The Lowdown: The mangrove takes a century to crush its enemies. But it manages. Kudzu, though, is a touch more direct. You walk away for a week, it'll grow as high as you and then some. That's in a normal week. This week, temperatures are high and ripe for cultivation. One word of warning: Don't turn your back on the trees.

Structures:

- **Withstand Kudzu Wherever There's Trouble While Danger Remains.** Use 3 minion A archetypes and 3 minion B archetypes.

Nexuses:

- (1+) **Levee** (The MR-GO Levees), (1+) **Park** (New Orleans Botanical Garden), (1+) **Woods** (Gentilly Forest), (3+) **Ruins** (Abandoned Fort McComb), (4+) **Quarry** (New Orleans Rockwork), (5+) **Swamp** (Project Tierra Site)

Minion A: *Grover Sentinel* (1-3)

Minion B: *Kudzu* (11-13)

Powers:

- ☛ Damage: If damage is decreased, reload 1 new matching gift into your nexus.
- ☛ Win vs. a minion at a Hope nexus: Reload 1 new gift matching the virtue used into your nexus.
- ☛ Lose vs. a minion at a Doom nexus: Move to a random other nexus.
- ☛ Lose vs. Kudzu: Instead of shuffling threats into nexuses, shuffle them into the clock.



THE BARGAINING TABLE

The Lowdown: How do you negotiate with someone who is everywhere at once? You simply say you want an audience. If you've gotten Her attention with your preparations for war, She'll meet you at the coliseum atop Jackson's extinct volcano. Now, this assumes you want a 10-foot-tall, green-skinned, pregnant woman mad at you. You've had better ideas.

Requirements: You must complete all seven Preparations before you attempt this mission.

Structures:

- **Outmaneuver Mother Gaia At the Stronghold As the Hours Pass.** Your allegiance is determined by which choice has the most tally marks on the Allegiance divider. When building the nexus, use as many Animus non-true threats that are not under allegiance as possible. Put a number of new threats equal to whichever allegiance has fewer tally marks on the Allegiance divider into Mother Gaia's trophy pile. If you are appeasing, divide the threats under the Allegiance divider as evenly as possible between each saint's trophy piles.

Nexuses:

- **(1+) Magnetic Fields** (Jackson Dome), **(1+) Stadium** (Mississippi Coliseum), **(1+) Swamp** (The Delta), **(3+) Levee** (Gulfport Seawall), **(5+) Lair** (The Singing River)

Master: Mother Gaia

Powers:

All threats are trophies. Replace the storybook's appease and oppose powers with:

- **Terminate** vs. a gift if appeasing or a threat if opposing: In Win, flip your nexus to Hope; in Lose, put 1 random card from your trophy pile into Mother Gaia's trophy pile.
- **Win** vs. a trophy: Mother Gaia has no score; instead, if you kept any Rage dice while opposing or any bonus dice while appeasing, put the threat into Mother Gaia's trophy pile.
- **End:** If your nexus is Doom side up, add 1 new Animus threat to Mother Gaia's trophy pile.

Mission Win: Stash all Animus threats that are in saints' trophy piles; otherwise, sacrifice them.



THE BATTLE OF NEW ORLEANS

The Lowdown: FEMA's barricading the Esplanade, but little can be done. This town knows from hurricanes, but this one feels even more terrifying. Mother is coming ashore whether anyone wants Her to or not. The winds, the rain, the flora, the fauna, the very ground under your feet—all of it has heard the call. You've heard the call too. Where do you stand?

Requirements: You must complete all seven Preparations before you attempt this mission.

Structures:

- **Corner Mother Gaia Wherever There's Trouble As Things Get Strange.** Seed the master and minion A archetypes, then shuffle 8 minion archetypes into the clock. Put the nexus Shelter in the center of the table, and arrange the other nexuses in a circle around it. Put saint pawns at the nexus Shelter. Shuffle the true threats other than Mother Gaia into an Animus true threats pile and set it by the mission.

Nexuses:

- **(1+) Shelter** (Seabrook Floodgate), **(1+) Swamp** (The Flooded Ninth Ward), **(1+) Vieux Carré** (The Old Square), **(2+) Levee** (Army Corps of Engineers HQ), **(3+) Stadium** (The Superdome), **(4+) Chapel** (Saint Louis Cathedral), **(5+) Main Street** (Canal Street)

Master: Mother Gaia

Minion A: All other Animus true threats (1-14)

Powers:

- **Start** at a nexus other than Shelter: If you draw an archetype or an Omen of Doom from the clock, exchange your nexus card with another random nexus deck's nexus card other than Shelter.
- **Start** at Shelter: **Heal** 1 from their bury pile.
- **Investigate** vs. minion A: Confront 1 random true threat from the Animus true threats pile.
- **Damage** vs. an Animus threat: Bury the damage.





CRITTER COUNTRY

ANY WOMAN BUY BONNY A DRINK, SHE GETS A TIME OF MINE. MIGHT POLITE OF YOU. MARKO, ROLL US UP TWO OF THEM BLUE HAWAIIANS. NO? OKAY, BEER US, THEN.

NOW LEMME TELL YOU ABOUT THE TATAILLE I PUNCHED IN THE FACE TODAY.

YOU EVER BEEN TO HONEY ISLAND? S'PRETTY UP THERE, YOU BET I SAY. BEES BUZZING, SMELL OF BLACKSTRAP. REAL NICE. MUNNO AND I MAKE A PASS BY IN A AIRBOAT AFTER WE CATCH STURGEON IN THE PEARL. FIGURE WE POACH 'EM UP RIGHT AND BUNKER DOWN FOR A SPELL.

I HEARD THE TRAIN WHISTLE AND MUNNO STARTS GUMMIN' ABOUT THIS TRAIN CRASH A CENTURY GONE. CIRCUS TRAIN. MUNNO SAY THE MONKEY CAR BREAK OPEN AND ALL THE MONKEYS BEAT FEET INTO THE SWAMP. FUNNY STORY ABOUT THEM MONKEYS.

BUT THAT THERE'S WHY WE HERE. THESE MONKEYS, THEY GET TO PONCIN' WITH THE LOCAL ALLIGATORS. NOW, I AIN'T EVEN SURE HOW THAT WORKS. I'VE SQUOZE UP MY FAIR SHARE OF GATORS, AND I CAN'T IMAGINE NO MONKEY DOING IT. MUNNO GOT OPINIONS ABOUT THAT, BUT HE WAS ALWAYS A RIGHT COUILLON WITH HIS YAPPIN'. I'DA BEEN LISTENIN' TO THE TREES.

MY MAMA, SHE ALWAYS SAY, "LEROY, AIN'T A MAN ALIVE WORTH A SINGLE MANGROVE." HOW SOMETHING GONNA LIVE IN SALT WATER YET BE AS GREEN AS A CAROLINA PINE? THE ANSWER, SHE LEARNS ME, IS IN THE REACH. IT CLAMBERS UP LIKE A CRAWFISH TO THE SKY, AND SPREADS DEEP UNDER THE WATERLINE AND DOWN INTO THE SOIL. AND EVERYTHIN' THAT COME THROUGH THE SWAMP GONNA COME WITHIN THAT MANGROVE'S REACH.

SURE ENOUGH, I HEARD 'EM GO CRICKO—CRACKO, RUBBING AGAINST THE MANGROVE ROOTS DOWN A PACE. THAT'S A CROP OF GATORS IF I KNOWS ONE. MUNNO PUTS UP HIS MARLIN, BUT I PUSH IT DOWN FAST, FAST. MUNNO, FOR ONE TIME, KEEPS HIS MOUTH CLAPPED.

THEN WHAM— DÉSOLÉ, I DIDN'T— MARKO, CAN YOU CLEAN UP THIS FOOL SPILL I MAKE? I GOT CARRIED AWAY. YOU ALL OKAY? SORRY 'BOUT YOUR PRETTY TOP.

BUT OKAY, THIS HAPPEN. ONE OF 'EM GATORS GO FLYING INTO THE TREE, SPINE ALL BROKE LIKE A TWIG. WHERE HE WAS STOOD THE SWAMPY, HALF MONKEY AND HALF GATOR. BIGGER'N BOTH BY A COUNTRY MILE. HE BELLY—FLOOPEO INTO THE MUCK, CAUSING THE BOAT TO JIGGER AND MUNNO FELL IN. THEM GATORS MIGHTA BEEN SCARED, BUT THEY AIN'T GONNA PASS BY A CHEAP MEAL. I FIGURE I GOT ONE SHOT TO REMIND 'EM WHAT'S REAL SCARY—LIKE.

SO I JUMP OFF AND POP THAT SWAMPY IN THE PUSS. HE AIN'T'VE SEEN THAT COMIN', NO MA'AM. NOW, IF I HAD ALL MY FINGERS ON THAT HAND, I'DA BROKE 'EM CLEAN. BUT SINCE I DON'T, IT COME THROUGH A—SOLID. THAT OL' SWAMPY FALL RIGHT INTO THE WATER, AND THE GATORS COME A—LEAP ON TOP OF HIM.

THAT'S ABOUT WHEN I HEARD MUNNO CATERWAULING. "THEM LIGHTS!" HE DECLARE. "BONNY, THEM LIGHTS!" THEN HE'S GONE. FOLLOWIN' THE FIFOLET, AS MAMA USED TO SAY. SWAMPY LIT OFF TOO, LEAVIN' ME AND THE GATORS TO AN UNEASY PEACE. I RODIER THAT BOAT ROUND LOOKIN' FOR MUNNO. AIN'T NOTHIN'. SO I HEAD BACK TO THE PEARL AND LIGHT ON HOME.

HMMM? YES, MA'AM, IT IS A GOOD STORY. WHERE YOU SAY YOU FROM AGAIN?

THE BOOK OF THE DAMNED



MAMA NEEDS A NEW PAIR OF SHOES

You seem like such nice boys! And if you wouldn't mind waiting for this darling girl's shoe to run out of tens, I'd be happy to go with you to meet your boss.

Oh, thank you, dearie. Now, young fella, I imagine you'll want to head upstairs to introduce me to one of your beetle-faced men in the lovely black suits. And he'll have words for me about how there are rules we all have to live by, and how he can't prove anything, and how certain strings of wins are just not predictable by mathematical probabilities. And then bless his little arachnid heart, he'll let me go, hoping I'll pick one of your other properties. Having a monopoly does make it tricky to make me someone else's problem.

You look hungry, like a stick figure. Do they feed you enough? I still have a danish...

If you don't mind, I would be happier if we didn't take the inclinator. All the jangling bothers my bones. I have osteo, you know. And these shoes are just killing me on this marble. If I remember, there's a regular elevator that reaches the lighthouse just across the way. I sure do appreciate your courtesy.

It is such a rare thing, courtesy, but I always find it in your casinos. It's the contracts, isn't it? You all sign up knowing that your responses are foreordained, and that makes it a much less stressful day. Even your stern-faced beetle man knows he's just doing what's expected of him. It's the wild cards, those of us who

don't have the contracts, that make it a bit more unpredictable.

If you boys wouldn't mind me dropping these racks by the change window on the way out, I'd surely be obliged. They're getting heavy.

That reminds me. Have you boys ever noticed that one spot downstairs where there's one sign on your left that says "CHANGE" and another on your right that says "REDEMPTION"? I always got a giggle out of that. Because it's a tough choice, you know? If you knew you could change for the better but had no guarantee of being redeemed, would you take that over staying just as flawed as you are now but guaranteeing yourself a spot at St. Peter's table?

I like redemption. I like knowing what the outcome is, even if I don't know how bumpy the journey will be.

My nephew Frankie, he'd pick change. Frankie always has a system. I guess a lot of folks who come to Vegas have a system. Frankie swears by the martingales, doubling after every loss, but he never quite seems to remember the stopping time. Stopping time, you know? That time when you have to stop playing because you have no more of yourself to put on the line? I think about stopping time a lot.

Because one day, boys, you mark my words, time is going to stop for all of us.

ABRAMELIN, THE OATHBINDER

When the Word was born, mankind viewed it as a great boon. It was instead man's greatest blunder. For the Word made man agreeable.

Take Abraham of Worms. He wandered all of civilization—Paris, Arabia, Constantinople, Argentina—in search of one man who could teach him the way of magic. Beset by charlatans and idolaters, he came to despair three days outside of the Nile hamlet of Arachi. There, amid a humble hut, he pled his fervent case to the sage Abramelin. The sage exacted a solemn promise from Abraham to change his ways—and such a change involved emptying his purse and fasting in darkness while Abramelin vanished for a fortnight. Foolish, mayhaps, but Abramelin also knew the terms of his contract. When he returned, he bestowed upon Abraham the knowledge to heal the sick, conjure illusions, and bind angels and demons.

This credo of Abramelin—exact all that is possible, honor all that is promised—has formed the basis of man's interaction with his world. Abramelin has bound all manner of servitors to his will, but they gain too. The wrathful demoness Electra would expend all her energy destroying everything in her sight, but her contract limits her castigations to specific wrongdoers. The gluttonous worm Ouroboros would eat all of man's knowledge if permitted, but now he eats only what is brought to his library, thus ensuring his continued supply of recollections. And so with the proud ringmaster Wombwell, the slothful auditor Bellfigure, the lusty anjel Dame Fortune, the greedy casino boss Bertie Burlington, and the envious

madwoman Lady Middy. Abramelin's contracts limit everyone and everything to what they should do, not what they want to do, and prosperity continues.

The Oathbinder has resettled from one desert to another, this one governed by America's two greatest covenants, the United States Constitution and the Nevada Gaming Control Act. Together, these contracts bind the demons of Freedom and Trust. These will serve you faithfully—a little less than fifty percent of the time. The house always retains an advantage.

Abramelin resides in the Lighthouse, the pinnacle of his grand casino, the Alexandria. Its beacon can be seen from space, symbolic of the light Abramelin has brought to the world. Therein, he teaches children the clairvoyant art and researches all the tomes of the earth, seeking a solution to his dilemma.

For his greatest creation is cracking asunder. As man mastered the Word, he gained the power to share what he had seen. For millennia, the growth of the Word was limited to the distance a man could walk, in lands that regarded strangers with caution. But soon, the horse and the ship and the telephone and the internet required a greater contract. The Paradigm was derived from Abramelin's contracts with the other novem, but it is no longer intact. People are spreading the Word.

These contracts are all the Oathbinder has left. If they get out, the Paradigm is in the gravest of perils.



THE AFFECTED AREA

Las Vegas stands alone as the world's greatest museum. There is truly no other city on the planet that is entirely built out of other cities. Sure, you can find a Statue of Liberty, a Pyramid of Giza, or an Eiffel Tower elsewhere, but certainly not on the same monorail route. Whatever thing you want in life, you will find the second-best version of it in Vegas. That's an unparalleled record of quality.

Of course, that level of quality doesn't come without commitment. To build paradise in the desert, you must construct it out of trust. Odds are posted, love is competitively priced, and precise amounts of bribery are expected. Las Vegas is the most honest city in the world.

That honesty is imposed by the contracts we all sign with the Oathbinder Abramelin. Now, you may not remember signing your contract. But you've signed it. That cell phone EULA you didn't read, that TSA Pre declaration, that mortgage that got sold to the broker that got sold to the other broker. It's all in the fine print.

Abramelin has bound all our inner demons and all our guardian angels. They manifest in Sin City because you asked them to meet you there. They've all got jobs to do, and you're probably one of them. Knowing that, your goal is to not succumb to the soullessness of gambling for your soul. Welcome to Cirque Désolée.

There is, however, a way out. If you have a contract, so does everyone else. That includes all of Abramelin's allies and all of Abramelin's foes. Often, those are the same beings.

Abramelin's seven lieutenants are known for their peccadillos. Each has a deadly domain to oversee from a promontory in or near the city. He trusts these servitors to hold on to his most valuable contracts, the ones with the other eight novem. He trusts that the novem cannot break their contracts with him, despite their constant, teeth-grinding desire to do so. The agreements spell out the governing principles of the Paradigm, and what the novem can and cannot do to break it.

With an apocalypse hovering in the air, you're going to get those contracts. If anything can stop the novem from triggering the end of the world with their bickering, it'll be these. And you can only get them by breaking into Abramelin's casinos and foundations of paradise. They're secreted around Las Vegas in the shape of a scarab—a beetle as big as a city.

It's time for a heist. Get your capering shoes ready.

NEW RULES FOR THIS CHAPTER

Unstashing: When you win a mission in this chapter, unstash every omen Indignation.

Staking: In this chapter, saints can put up gifts as collateral. When you are told you can stake a gift, in Assemble, you may display 1 gift to add 1 die matching that gift's type (or, if you are told to stake something other than a gift, add 1 bonus die). If you fail the check, sacrifice the card; otherwise, recycle it.

Gambling: Cards in this chapter may let you tempt fate by allowing you to reroll dice in the Trash step. When you are told to gamble a certain number in Evaluate, in the Trash step reroll that number of dice, then immediately trash all odd dice you gambled. Powers that affect rerolling and trashing dice can be used when gambling, but you cannot gamble dice you already gambled in that step.

Vice targets: Some targets show a target number plus a target containing the ✱ symbol, called a vice. When you attempt the check, add your virtue number in the vice's virtue to the target. For example, a Mind target of 11 + Rage is a target of 12 if you have 1 Rage and 15 if you have 4 Rage.



Contracts: Cards in this chapter often have contracts which require you to obey their rules. When a power makes you contract a card, slot it into your halo if it is a gift or non-true threat; if it is a true threat, slot the true threat's archetype. You may not slot anything on top of a contract.

When you contract a card, you gain the first part of the power immediately, then you must comply with the second part until the contract is sacrificed. For example, a gift power like "Contract: Draw 1 new Damned Mind gift. While contracted, - ♣ Lose vs. a gift: Suffer 1 Soul damage" slots into your halo and you get a gift, but losing future gifts hurts every time.

Contract powers are active as long as they are slotted. Contracts are immune to powers that affect slotted cards except if they say they affect contracts. At the end of each mission, sacrifice all contracted gifts and threats.

Novem contracts: This chapter's missions reward you with fragments that contain contracts for the novem that will aid you in their chapters. These may also be useful if you accidentally free the dragon Morningstar in the Serpents chapter.

CHAPTER STRUCTURE

You may complete the missions in any order, except that you cannot attempt the mission *The Lighthouse* unless each saint has a novem contract in their halo.

- This chapter is built like a citywide game of Beetle. Before each mission except *The Lighthouse*, roll 1 Soul die and 1 Body die.
- The Soul die determines the sin dominating Sin City on this mission, providing the mission's true threats. Use master and minion archetypes starting with archetype 1.
- The Body die determines the region of the “beetle” where the contract can be found, providing the mission's nexuses, either ordered by number or randomly. If the latter, roll Mind dice to determine which nexuses to use, each being used only once except for in the Mojave Desert.
- Taken together, the Body and Soul dice dictate how fate will shine on the saints.
 - If together the dice show 2, 3, or 12, build the clock out of 6 Omens of Hope and 18 Omens of Doom.
 - If together the dice show 7 or 11, build the clock out of 6 Omens of Doom and 18 Omens of Hope.
 - Otherwise, build the clock normally.

Soul (Sin)	True Threats
1 (envy)	Master: Lady Middyay Minion: Crystal Mephistopheles
2 (wrath)	Master: Electra Minion: Ruined Shedim
3 (pride)	Master: Wombwell Minion: Sphinx
4 (sloth)	Master: Bellfigure Minion: Bellfigure's Beast
5 (greed)	Master: Bertie Burlington Minion: Bandit
6 (lust)	Master: Dame Fortune Minion: Anjel

Body (Region)	Nexuses
1 (eyes)	UNLV (1. <i>University</i> , 2. <i>Stadium</i> , 3. <i>Museum</i> , 4. <i>Studio</i> , 5. <i>Bibliothèque</i> , 6. <i>Theatre</i>)
2 (antennae)	City Infrastructure (1. <i>Terminal</i> , 2. <i>Power Station</i> , 3. <i>Hospital</i> , 4. <i>Precinct</i> , 5. <i>School</i> , 6. <i>Sewers</i>)
3 (legs)	Clark County Outskirts (1. <i>Cul De Sac</i> , 2. <i>Fun Park</i> , 3. <i>Lake</i> , 4. <i>Mega Mart</i> , 5. <i>Park</i> , 6. <i>Bar</i>)
4 (tail)	The Mojave (each nexus is <i>Desert</i> , and the decks surround its card; its orientation applies to each nexus)
5 (head)	Downtown Vegas (1. <i>Chapel</i> , 2. <i>Star Walk</i> , 3. <i>Vieux Carré</i> , 4. <i>China Gate</i> , 5. <i>Motel</i> , 6. <i>Lot</i>)
6 (body)	The Strip (1. <i>Main Street</i> , 2. <i>Casino</i> , 3. <i>Pyramid</i> , 4. <i>Skyscraper</i> , 5. <i>Train</i> , 6. <i>Festival</i>)



THE LAW OF ATTRACTION

The Lowdown: Living the dream! Abramelin has catalogued all possible dreams and made them available here in his domain. This is a land of instant weddings, sudden fortunes, shortcuts aplenty. If you dream of something, it'll be here. At least a pale imitation of it. That'd be enough for most visitors. If it's not for you, you'll need to narrow your field of vision. It's bad enough seeing double, but you're seeing triple tonight.

Novem contract: Nebuchadnezzar

Structures:

- ***Cleanse the Mirages Wherever There's Trouble As the Hours Pass.*** Seed only the master archetypes.

Nexuses: 3 random nexuses from the region

Master: From the sin (1-3)

Minion B: From the sin (1-16)

Powers:

- ☞ Win vs. a master: Examine your nexus; if the other 2 master archetypes are not in the nexus, go to Lose. In Escape, if all 3 masters are in your nexus and the master cannot escape, win the mission.
- ☞ Lose vs. a master: When the master escapes, use minion B archetypes instead of threats.
- ☞ Win vs. minion B: Examine 1.



THE LAW OF AVERAGES

The Lowdown: The Oathbinder doesn't allow clocks in his casinos, because he doesn't want you to know when your time is up. But a relentless schedule governs the city. Every night, the house needs its hold. Should it fail to reach it, it will find a way to get it. The machine will be adjusted to suit the whims of the house, even if it has to send out its mechanized servitors to enforce its will. No one beats the machine.

Novem contract: Aleph

Structures:

- ***Withstand the Drones Wherever There's Trouble.*** Do not build a clock. Shuffle the master and minion archetypes into an archetype pile.

Nexuses: 3 random nexuses from the region for 1-2 saints, 4 for 3-4 saints, or 5 for 5-6 saints

Master: From the sin

Minion B: From the sin (1-16)

Powers:

All threats have the keyword Drone and the power "Terminate:

- ☞ Body (Resist or Sense) 8; if any saints fail, they suffer 1 Body damage."
- ☞ Investigate: At the start of your first Investigate step of a turn, investigate your nexus.
- ☞ Win vs. a gift: You may shuffle 1 card into your nexus.
- ☞ End: Sacrifice the top card of 1 random nexus; if it is a minion, also sacrifice the bottom card of the nexus. Then shuffle 1 archetype from the archetype pile into that nexus; if you cannot, you time out.



THE LAW OF DIMINISHING RETURNS

The Lowdown: Vegas is where hope goes to die. It's also where the hopeless go to live, at least as long as the winds of fortune will let them. Eventually, no matter what well-concocted elixirs its denizens take, they'll end up buried in the desert, a noble testament to how time heals all wounds. But enough about being healthy! For now, there's entertainment to be had. Cue up the chorus girls! We'll dance till we drop!

Novem contract: Celsus

Structures:

- *Cleanse the Master Wherever There's Trouble As the Hours Pass.*

Nexuses: 3 random nexuses from the region for 1-2 saints, 4 for 3 saints, 5 for 4 saints, or 6 for 5-6 saints

Master: From the sin

Minion A: From the sin (1-5)

Powers:

- ✱ Investigate after your first Investigate step of a turn: You may not play an Omen of Hope to investigate.
- ✱ Evaluate: You may recycle 1 card to reroll 2 dice. If they total 7 or 11, go to Lose.
- ✱ Play a healing gift: Heal 1 more card, then sacrifice the gift.



THE LAW OF GRAVITY

The Lowdown: After Bugsy, Vegas was a nighttime playground. Then Abramelin brought in castles, rollercoasters, and orgies of color. The circus came to town, and it never left. Vegas has that effect on people. It lets you feel like you have fairy wings, then it brings you back down to earth. And when your opponent is down, that's an excellent time to kick him.

Novem contract: The Morrigan

Structures:

- *Hunt the Minions Wherever There's Trouble As the Hours Pass.*

Nexuses: 3 random nexuses from the region for 1-2 saints, 4 for 3 saints, 5 for 4 saints, or 6 for 5-6 saints

Minion B: From the sin (1-6)

Powers:

Do not follow the You Win If power on the structure Hunt. In Mission End, if each nexus has an archetype card on the bottom of its deck, win the mission; otherwise, lose the mission.

When you would contract or sacrifice an archetype, recycle it into its nexus instead.

- ✱ End: You may go to Mission End. If you don't, examine 1 from the bottom of your nexus, then you may shuffle your nexus.



THE LAW OF MOTION

The Lowdown: Change is not Abramelin's specialty. He doesn't like it. He wants to be able to count on things, and one way he can do that is to be certain that whoever signs a contract stays that exact same person. The shapechangers muck with that principle. For visitors in Sin City, the nightlife is the right life. They might be dangerous when drunk on moonshine, but with enough application of reason or force, they'll sober up soon enough. When they do, you'll be there to show them the light of day. That is, assuming you get to morning.

Novem contract: Kairos

Structures:

- ***Gather the Minions Wherever There's Trouble As the Hours Pass.***

Nexuses: 4 random nexuses from the region for 1-2 saints, 5 for 3-4 saints, or 6 for 5-6 saints

Minion B: From the sin (1-16)

Powers:

- ✱ Win vs. minion B: ✱ May go to Sanctify. If the minion has a contract power, contract 1 new minion B archetype.
- ✱ Reset: ✱ Cannot discard threats.



THE LAW OF THE JUNGLE

The Lowdown: Outside every casino, you'll find people hoping to save the sinners of Sin City. Sure, they'll be drowned out by the clacking of the card-snappers. But give them credit for trying. They seek a way to convert the wayward to their cult. They won't succeed if you have anything to say about it, but at least they have a purpose. That's better than you some days.

Novem contract: Morningstar

Structures:

- ***Outmaneuver the Master At the Stronghold As the Hours Pass.*** Shuffle the master archetype into the clock.

Nexuses: 3 ordered nexuses from the region for 1-2 saints or 4 for 3-6 saints

Master: From the sin

Powers:

Each gift is a trophy. Set the master's score by rolling 2 dice and adding twice your number of contracted cards.

- ✱ Start: After you draw from the clock, if you have more cards in your trophy pile than the master, confront a copy of the Base true threat Cult Member.
- ✱ Confront vs. a master: In Win, sacrifice its archetype and put 1 of its trophies in your trophy pile. In Lose, shuffle its archetype into its nexus and put 1 of your trophies in its trophy pile.

THE LAW OF THE LAND

The Lowdown: What lives out beyond the blinding lights of the city? What lives in the skies above and even underneath it? Whatever it is, it resents you for being there. Las Vegas are often anything but vegans, with their \$2 steak buffets and all-you-can-eat sushi emporia. But don't worry your pretty little stomach about it. Those that resent you aren't vegans either. And there's a lot more of them than there are of you.

Novem contract: Mother Gaia

Structures:

- **Corner the Master Wherever There's Trouble As Things Get Strange.** Seed only the master and minion A archetypes. Shuffle a number of minion B archetypes equal to the number of saints into the clock.

Nexuses: 2 random nexuses from the region for 1 saint, 3 for 2 saints, 4 for 3-4 saints, 5 for 5 saints, or 6 for 6 saints

Master: From the sin

Minion A: From the sin (1-5)

Minion B: Kudzu (11-16)

Powers:

- ☛ Confront vs. Kudzu: If you play a non-Animus gift, raise the cost by the number of saints at your nexus.
- ☛ Win vs. a non-true threat: Shuffle 1 new Rage or Soul gift into your nexus.
- ☛ Lose vs. a non-true threat or gift: Shuffle 1 new threat into your nexus.



THE LAW OF THERMODYNAMICS

The Lowdown: At least it's a dry heat, they say. No, it's a *hot* heat. The sun parches Las Vegas so oppressively that people do insane things, like build giant fountains in the middle of the desert. Here, nothing can thrive outside of the air-conditioned cages populating the city. Ask anything that lives there, from the skittering iguana to the withering cactus. They all beg for some relief, perhaps a cool rainstorm. Just be careful what you wish for. Sometimes bad things come in drips and drops, and other times they come in floods.

Novem contract: Ereshkigal

Structures:

- **Cleanse the Master Along the Trail As Things Get Strange.** Seed the master and minion A archetypes. Replace 4 omens in the clock with minion B archetypes.

Nexuses: 3 ordered nexuses from the region for 1-2 saints, 4 for 3 saints, 5 for 4 saints, or 6 for 5-6 saints

Master: From the sin

Minion A: From the sin (1-5)

Minion B: From the sin (13-16)

Powers:

- ☛ Start: Recycle 1 card for each death displayed at your nexus.
- ☛ Evaluate: You may gamble all your dice matching the target.
- ☛ Win: If you did not gamble at least 1 die during this confrontation, display 1 new death at your nexus. When the nexus is sealed, sacrifice all deaths displayed by it.



THE LIGHTHOUSE

The Lowdown: Rebuilding the Library at the Alexandria was no easy feat, as mankind aims to destroy its own knowledge in fire and darkness. Lord Khufu's Sphinx Group tends the repository of half a million scrolls, feeding the Ouroboros bits of unwanted knowledge. Knowledge that you exist, say. If you can get Abramelin to delete you from the records, the rest of the novem might have less power over you. If you can do that.

Requirements: Each saint must have at least 1 novem contract fragment in their halo to attempt this mission.

Novem contract: Abramelin

Structures:

- **Act 1: *Duel Lord Khufu At the Stronghold As the Hours Pass***. Shuffle the master archetype and 5 minion B archetypes into the Bindery.
- **Act 2: *Hunt Ouroboros At the Stronghold As the Hours Pass***. Shuffle the master archetype and 1 Mind gift for each saint into the Bibliothèque.
- **Act 3: *Corner Abramelin At the Stronghold As the Hours Pass***. Put only the master archetype into the Casino.

Nexuses:

- **Act 1: *Bindery*** (The Lighthouse)
- **Act 2: *Bibliothèque*** (The Library at the Alexandria)
- **Act 3: *Casino*** (The Penthouse at the Alexandria)

Act 1 Master: Lord Khufu

Act 1 Minion B: Lawgiver (1-5)

Act 2 Master: Ouroboros

Act 3 Master: Abramelin

Powers:

👉 Initiate vs. a Mind gift: If you do not have a Mind gift in your hand, sacrifice the gift.

Act 1 & 2: If you would win the mission, return the nexus deck to the box and begin the next act. If you lose, lose the mission.

Act 3: If you win vs. Abramelin, win the mission.



THE BUTTERFLY VARIATIONS

Go away, kid, ya botherin' me. I'm on my break. Y'ain't s'posed ta see the clowns smokin' anyway.

Aw, you want me to teach you some magic? That's sweet. Ain't no magic, kid. Just hard work for The Man in the Lighthouse. But you'll learn. Awright, hold on. Lemme grab my balls. Heyo!

Huh, that line usually kills.

Okay, watch me work. This here trick's called Rubenstein's Revenge. Just a simple little three-ball trick that took me a year to get right. Now, see, you could just call it by steps: Right cross under, left open, right cross under, left cross under, right open, left cross under. Real basic-like. But that doesn't get at the heart of it. The balls don't just go where gravity wants 'em. They go where I wants 'em. I get the red ball circlin' the black, the black ball circlin' the red, like two hawks sizin' each other up.

The trick is in the claw. Like a hawk, I swoop down and ZAM, I claw the red ball with my left hand, see? I snatch it palm down, rather than waiting for it to come ta rest in my hand.

The claw is how predators work it. You don't wait for somethin' to come to rest in your hand. You reach out and claw it right out of the sky. Law a nature.

I 'preciate the applause, kid.

Here, you try. Stripe and black in your left hand, red in your right. Give it a go. That's it.

Say, that's real good. You really got the hang a it, just by watching me. Perfect form. And that's alls I need ta see.

Ain't no way a kid can just pick up Rubenstein's Revenge. You're some sorta illusion demon, maybe one a them tokoloshes, am I right? The one that clawed Ylviz ta death? Yeah, thought so. Tonight is the night you are dead.

Cause I can do the Revenge with these here machetes too. Y'know how everybody always cuts a carrot to show how sharp a knife is? There're other things that show it better.

Watch me work.



THE BOOK OF THE DREAMERS



THE TREATMENT OF PARALLELS

Postulated: That a moebius corridor, perfectly round and looping back upon itself, will bring about the death of man.

Proof: Let A be MIT's Infinite Corridor. Let B be an unstoppable bullet fired from Lobby 7 and traveling the length of the 147-smoot-long Corridor. B travels like a ray of light during MIThenge and penetrates the window at the end of the Corridor.

A is infinite, but it is of a finite length. There are no observable Infinite Corridors to its left or right, and only a finite amount of them above it. However, there is an equally Infinite Corridor below it, also 147 smoots, and B will travel in a line to the basement Corridor's end as well. But per the Niemand Principle, if A is infinite, there is a Corridor below that, then below that, then below that.

Eventually, the curvature of the Earth will wrap the Corridor around to meet itself, until it is a ring of circumference 147. Then it will continue around a sphere smaller than that, coming back upon itself. Eventually, this will produce A^∞ . This Corridor is not rational; one could no more perceive it than expect to divine the meaning of a book whose quote wraps around the sphere of the Wikipedia logo.

If fired in A^∞ , B^∞ will still travel in a straight line, cutting through the ceiling of the Corridor, and penetrating the Corridor above that, then above that, then above that. B will travel through the infinite space, opening a hole for any being that can only travel through infinite space. If the hole is infinite, an infinite quantity of those beings will travel up through the Infinite Corridors to the Infinite Corridor-Prime.

All it takes is a bullet. As no one exists who can fire such a bullet, man is safe.

Unless...

Imagine a being, C, with an infinite capacity to dream. C, asleep, dreams of all things, and his dreams become reality in the space between realities. If C has an infinite dream capacity, and an infinite reality-creation capacity, then all he needs is an infinite space in our reality to dream it. Say, in one space at the midpoint of the Earth, in a moebius corridor, C could dream of a bullet. C must dream of that bullet.

C exists. His name is Nabû-kudurri-uşur, and he sleeps an uncertain slumber. His dreams exist. They are manifest. And so is that bullet.

Through the Infinite Corridor have come an immeasurable amount of dreams.

Nightmares.

Not just Nabû-kudurri-uşur's nightmares.

Our nightmares.

Because we dream too.

We roil, we tumble, we chase rabbits.

Everything dreams.

Corollary: The bullet can only reach the end of the Corridor if the Corridor is empty. There are always people in the Corridor.

One of these unfortunates may take a bullet and save us all.

NEBUCHADNEZZAR II, CONQUEROR OF THE FATES

There came to Earth an architect, a builder, a destroyer of nations. The people bowed under his boot, forging for him temples and gardens and palaces to the sky. For all to see, he had sculpted a statue of himself made of the richest gold. All would shelter beneath it, free of reason, free of dissent.

The king dedicated these works to the godlings of Babylon, requiring all to labor toward their construction. Nebuchadnezzar became the lord of all creation—not all that man surveyed, but all he built. Every wall, every engine, every poem, every law would be a conquering of man's fate to live and die and leave nothing behind. When men refused to labor, he threw them into a furnace of the finest architecture. Rarely did they appreciate the care that its foundation required.

The sages Shadrach and Meshach and Abednego refused as well, but when the king cast them into the inferno, their faith protected them. This changed the king. Thereafter for him, there were no gods. There was only one God. Only one who was his equal in all he had built. And he dedicated himself to a simple goal: that when he was done with all his working days, his creations would surpass that of God's.

For this hubris, Belteshazzar, master of the magicians, showed the king the tree of heaven, which cursed his body to match the curse of pride upon his mind. Beneath the tree

of heaven, seven years he roamed. Seven years as an ox, sometimes a man-bull, sometimes a man. Seven years under the moon, walking in the skin of a beast. Seven long years.

For a moment, Nebuchadnezzar regained his clarity. None can say how this came about; some say a coyote ate the moon, yet there it stands today. In this moment, he resolved to build a way out of his curse and stay the onset of his moon-transformation. He built himself a graven throne, one larger than any created by man. And on it he began to sleep. And sleep. And dream. As the moonlight slunk over his body, he transformed no more. His fate may have been sealed, but he had conquered even that. As long as he dreamed.

As man forgot his name, the sleeping king became one with the garden of dreams. His imagination permeated the dreams of all creatures; what they dreamed would now become real. Instead of one king working to rival the works of God, there would now be billions. Nebuchadnezzar democratized dreaming.

On his throne at Babylon, great Nebuchadnezzar waits dreaming. And the king's sleep has become more fitful as of late. Should the king awaken, who knows what will become of his world of dreams. Perhaps it will come to our world. Perhaps it already has.



THE AFFECTED AREA

In literature, New England is pockmarked by off-kilter towns with timeless names like Arkham, Stepford, and Castle Rock. The placid denizens of these bucolic burgs get discombobulated by the intrusion of strange beings. Often those beings have tentacles. Oh, the fanciful nature of it all.

One can see the appeal. New England capitalizes on a profoundly morbid streak in the Puritan imagination. It makes a tourist industry out of its lake monsters and witch burnings. Fertile ground for the imagination of disaster and ruin.

As the Northeast checkerboarded itself with grids, these intrusions have become less and less plausible. What monstrosities emerge from the downeasters' lobster traps will be analyzed by internet lookyloos and dissected by FBI agents, not allowed to form cults of fish people in the shadows. As the Paradigm cracks, man will know that which man was not meant to know. Rather than be known, these things in the corners retreated to the intangible worlds beyond our reach.

And yet...

The intangible is reachable through dream. Where we acknowledge no depth, no border, no limit to color, we allow for abstraction. These abstractions—sometimes we call them nightmares—plague us in the dark, but never see the light of day. For the best, of course. Dreams are by nature fragmentary, non-linear, non-Euclidean. You wouldn't want them in your kitchen over by the good knives.

The boffins in Cambridge might have found something that will not make you change that opinion one iota. A study at Harvard's Division of Sleep Medicine found that college students deprived of—well, look, that wing of the building is shut down right now. The quarantine has not helped much, as all entrances are perforce exits.

Here in New England, things are being dreamed from the shadows. They come from the cracks and corners of the walls. There is no safe place except a perfectly spherical room—unless, of course, you dream of things that can enter through the corners of a sphere. There is no limit to your creativity while the king dreams.

There are ways to undiscover what has been discovered, at least in theory. The dreamer's figments are manifest, disjoined from time. To date, we are not. We live a linear life, bounded by the dimensions we can perceive. But we can dream of others, united by strings pulled taut from our central point. And as we

can derive from the Cantabrigians' musings, if we can dream of strings, we can make them real. We can travel along any string, forward or back. We can undo what has been done.

So, the construction continues. We hear the words every day and believe them: Follow your dreams. Live the American Dream. Dream out loud. Your dreams can become reality.

That, of course, is what you must fear the most.

NEW RULES FOR THIS CHAPTER

In Real Life/In Dreams: This is a new dual-sided structure that goes at the end of Dreamer missions. Use the appropriate side of this structure in each mission.

Unstashing: When you win a mission in this chapter, unstash every omen Starlight.

Time Travel: In this chapter, when a mission enables it, all nexus decks gain discard piles. When a card would be sacrificed from a nexus deck, it is instead discarded into the deck's discard pile. When you use a time travel power, reload the number of cards from the nexus's discard pile into the nexus deck in reverse order, starting with the most recently discarded one. If you run out of cards to time travel into the nexus, stop time traveling.

Dreamshare: Some cards have a power that tells you to dreamshare a certain number of cards. Examine that number of cards from any nexus deck or the clock. You may exchange any 1 gift, omen, or non-true threat with 1 new Dreamers card of the same type; if there are no Dreamers cards available, you may exchange for 1 new Base card of that type. Then, return the cards in any order.

Dice targets: A card with cube-shaped targets requires you to pick a target virtue first, then roll the number of dice shown in the target, keeping the 3 highest dice, to set the virtue's target number.



The Awakened King and awakened fragments: The saint The Awakened King cannot be played except under the conditions in *The Sleeper Wakes*. He can unlock a set of fleeting fragments called awakened fragments, which begin stashed. When you begin playing the Awakened King, unstash the awakened fragments for any completed chapters and slot them in open slots of any saints' haloes; when sacrificed, shuffle them into the fleeting fragments. When the Awakened King is part of a choir that completes a chapter, unstash that chapter's awakened fragment and slot it into the open slot of a saint's halo.

CHAPTER STRUCTURE

The new structure card describes two types of missions in this chapter: In Real Life ("IRL") and In Dreams. You cannot start a play session with an In Dreams mission. Instead,

you must complete an IRL mission to undertake an In Dreams mission in the same session, before any of the players go to sleep. You may undertake any IRL mission before you undertake any In Dreams mission, with the exception that you may not undertake the mission *The Sleeper Wakes* unless you have completed all other dreaming missions at some point (not necessarily in the same session).



IN REAL LIFE MISSIONS

CHILDISH NIGHTMARES

The Lowdown: Kids today. Nattering about what Eva said to Zoe on the swings, or what thing is under the bed. We should heed them, I guess, but who has the time? The youngsters at Mr. Gunn's orphanage ask what's scarier: a man with a full wickety-wack sack, or one with an empty one? Perhaps they'll find out when Mr. Gunn steps out of the widest tree east of the Mississippi.

Structures:

- **Gather Helpless Children Wherever There's Trouble As Things Get Strange In Real Life.** Seed only the minion B archetypes. Shuffle 4 minion A archetypes into the clock.

Nexuses:

- (1+) **Curiosity Shop** (The Joybox), (1+) **Fun Park** (Mikey's Maze), (1+) **School** (Sunderland Orphanage), (1+) **Woods** (The Buttonball Tree), (3+) **Bindery** (Capulet Bookmill), (5+) **Cul de Sac** (Gunn Cross Road), (6) **Mercado de Brujas** (Gunn Family House Gift Shop)

Minion A: Der Kindertod (13-16)

Minion B: Helpless Child (1-7)

Powers:

- ☞ Win vs. Helpless Child: You may go to Sanctify.
- ☞ Lose vs. a threat: Sacrifice the top card of the clock; if it is an archetype, confront Der Kindertod.

HYPNOTIC SUGGESTIONS

The Lowdown: When a mesmer burns your arm with an ordinary pencil, your mind will rebel. The hypnoid state forms the basis of hysteria; in that mournful, absent condition, you can be coerced to do anything. This Svengali knows when to burn you, and when to tell you it's just a pencil. When he swings his pocket watch, you should buck buck buck. Wait, why are you clucking like a chicken?

Structures:

- **Corner the Svengali Wherever There's Trouble As the Hours Pass In Real Life.**

Nexuses:

- (1+) **Casino** (The Somnus Resort), (1+) **Curiosity Shop** (Ye Olde Magick Shoppe), (1+) **Museum** (The Museum of Hoaxes), (3+) **Studio** (Valdemar's Apartment), (5+) **China Gate** (Chinatown), (6) **Manor** (Collyer House)

Master: Svengali

Minion A: Random Omens of Hope

Powers:

- ☞ Investigate: After you draw an Omen of Hope from a nexus, ♠ shuffle 1 card into their nexus.
- ☞ Lose vs. a Dreamer card: Confront the true threat Svengali.
- ☞ End: If you moved this turn, dreamshare 3.



THE STEEL TRAP AND THE SIEVE

The Lowdown: In Boston, there are three truths above all: time passes, crows always bicker, and nobody remembers what the other one is. Regardless, the forgotten gods that crawl into your brain don't just find places to live. They eat things, like your knowledge of trigonometry and how to use a fork. This is how they become real again. What you forget is subject to the whims of Memory, who will fly away with your life if you let him. Try to forget what you've forgotten. Try hard.

Structures:

- **Withstand Muninn Wherever There's Trouble While Danger Remains In Real Life.** Use a number of minion B archetypes equal to the number of nexuses.

Nexuses:

- (1+) **Bibliothèque** (Poe Bust at the Boston Public Library), (1+) **Cemetery** (Boston Neck Gallows), (1+) **Mercado de Brujas** (Salem Witch House), (3+) **Zoo** (Wellesley College Raven Nest), (5+) **Cul de Sac** (Raven Trail), (6) **School** (College of the Frogpondians)

Master: *Muninn*

Minion B: *The Forgotten* (1-6)

Powers:

- ☛ Win vs. The Forgotten: Mind (Sense) 11; if you succeed, you may shuffle the minion into another nexus.

When a nexus is sealed, ☚ buries 1 slotted fragment.

Mission Lose: ☚ Sacrifice 1 random fragment from their bury pile.



TIME TRAVEL IS A LONELY BUSINESS

The Lowdown: Fruit flies may indeed like a banana, but this whole time-flies-like-an-arrow business is manifestly unevident. Spring-Heeled Jack has a disconcerting habit of springing forward and backward in time, which may be why no one's ever caught this ripping fellow before today. Whatever day that is. What Scotland Yard couldn't do all these years, you may accomplish on these colonial shores. There are a lot of potential victims out on the city streets tonight. Save them, if you have the time.

Structures:

- **Hunt Spring-Heeled Jack Wherever There's Trouble As Things Get Strange In Real Life.** Seed 2 minion A archetypes per nexus. Shuffle 3 master archetypes into the clock.

Nexuses:

- **Act 1:** (1+) **Factory** (Hyde Park Factory District), (1+) **Power Station** (Neponset River Reservoir), (3+) **Chapel** (Most Precious Blood Church), (4+) **Theatre** (Strand Theatre), (5+) **Curiosity Shop** (Silk Stockings)
- **Act 2:** (1+) **Vieux Carré** (1880s Whitechapel)

Master: *Spring-Heeled Jack* (1-3)

Minion A: *Bystander* (1-10)

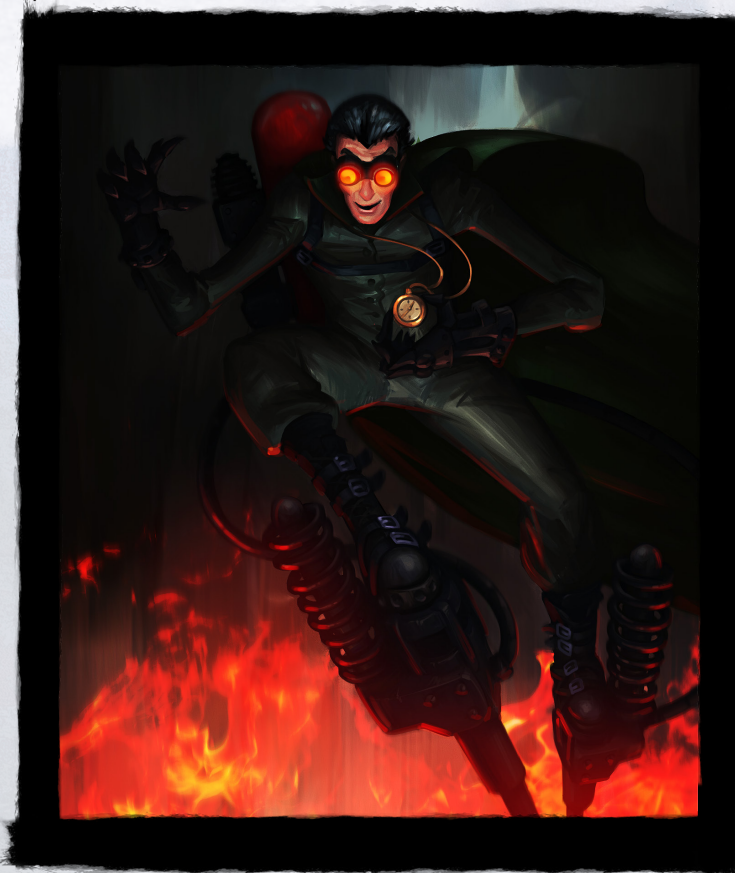
Powers:

Time travel is enabled.

- ☛ Avoid vs. Bystander: Avoid and display its archetype by the mission, then time travel 1 at each nexus.

Act 1: Do not follow the You Win If power on the structure Hunt. When you display an archetype, you may go to Sanctify; if you seal your nexus, search it for archetypes and display them. When the last nexus is sealed, build the nexus Vieux Carré, shuffle all displayed archetypes into it, and begin Act 2.

Act 2: ☚ Cannot play Hack gifts. When you win vs. the master, win the mission; for each displayed archetype, 1 saint draws 1 new Soul gift.



IN DREAMS MISSIONS

FACE YOUR FEAR / FEAR YOUR FACE

The Lowdown: It's not easy, living in daydreams. After all, your dreams are subject to invasion. The way in is the way you get in: by being you. Any sufficiently skilled being can adapt your appearance to gain access to your subconscious. Given enough insects, that is.

Requirements: You must complete an IRL mission in the same game session before you attempt this mission.

Structures:

- **Withstand Crowlie Wherever There's Trouble While Danger Remains In Dreams.** Use a number of minion A archetypes equal to the number of saints + 6.

Nexuses:

- (1+) **Magnetic Fields** (The Mirror Pond) and each saint draws 2 random nexuses and chooses 1 to build.

Masters: *Crowlie*

Minion A: *Can't Unsee* (1-12)

Powers:

Time travel is enabled.

- End: You may bury any number of cards from your discard pile to time travel 1 per 2 buried cards.

When a nexus is sealed, build 1 new random nexus and shuffle its threats into the clock. When 3 nexuses are sealed, lose the mission.



LOST IN A GOOD BOOK

The Lowdown: In a musty, dust-encrusted library somewhere in your town, there's a book that smokes when you open it. Well, not necessarily you, exactly. Someone with a deep and abiding creativity, the kind to sculpt the world. Oh, that is you? Then by all means, open the Gatekeeper's book.

Requirements: You must complete an IRL mission in the same game session before you attempt this mission.

Structures:

- **Hunt the Gatekeeper Around the Square As Things Get Strange In Dreams.** When you build the nexus deck, use 6 decks for the nexus Bindery; shuffle 3 master archetypes into it. When you build the square, place the Bibliothèque in the upper right corner, the Bindery in the middle of the bottom row, and the rest randomly. Build the clock from 20 random omens and 4 minion B archetypes. Put saint pawns at the nexus Bindery.

Nexuses:

- The Maze of Games is composed of **Bindery**, 23 random nexuses, and **Bibliothèque**

Master: *Gatekeeper* (1-3)

Minion B: *Labyrinth* (13-16)

Powers:

Do not follow the You Win If power on the structure Hunt. You win if ☞ are at the nexus Bibliothèque.

On your turn, the nexus deck is at your nexus; if it is the Bibliothèque, you may skip your turn. If you seal a nexus, sacrifice only the nexus card.

- Win vs. a threat: ☞ May go to Sanctify.

- Move: You must move to an adjacent nexus. If you move from or just sealed a Doom nexus, move to a random adjacent nexus.



MORE THAN ONE WAY

The Lowdown: DO NOT LOOK HERE. YOU MUST HEED THE CHATTERING OF RAVENS TO FIND THIS PLACE.

Requirements: You must complete an IRL mission in the same game session and must know the ravens' secret before you attempt this mission.

Structures:

- **Outmaneuver the Bagman Wherever There's Trouble As the Hours Pass In Dreams.**

Nexuses:

- (1+) **Magnetic Fields** (The Skin Sorcerer's Lair), (1+) **Perfectly Spherical Room** (The Refuge), (1+) **Pyramid** (The Tower), (3+) **Desert** (The White Fields), (3+) **Swamp** (The Muck), (5+) **Lair** (The Ravening Lands), (5+) **Sewers** (The Flow of Blood)

Master: *Bagman*

Minion A: *Huginn* (1-7)

Powers:

Each minion A archetype is a trophy.

- ☞ Seal: Bury 1 fragment or sacrifice 1 card from your trophy pile; if you do not, you cannot seal and if the nexus is empty, shuffle 2 new threats into it.
- ☞ Seal: If this is the last nexus, you may first confront the true threat Bagman. If you win, win the mission.

THE AFICIONADO

The Lowdown: The repulsive glamour of the Torturess is difficult to resist. We all resent our wholeness; any scars we lack are those we're unable to inflict upon ourselves. Thankfully, the Torturess is willing to—actually, scratch that. You should probably just run.

Requirements: You must complete an IRL mission in the same game session before you attempt this mission.

Structures:

- **Cleanse the Torturess Along the Trail As the Hours Pass In Dreams.** Build a number of nexus decks for the nexus Studio equal to the number of saints + 1. Each saint may start at any copy of the Studio.

Nexuses: (1+) **Studio** (The Pincushion)

Minion A: *Torturess* (1-7)

Powers:

Replace the nexus Studio's seal power with "☞ Seal: ☞ Confront the true threat Torturess. If you seal this nexus, draw 1 omen displayed at the nexus, then sacrifice the rest."

- ☞ Damage: You may bury any number of cards from your discard pile to decrease damage by 1 for each buried card.
- ☞ Play an omen: Display it in an omen pile at your nexus; the nexus is the same side up as that pile's top omen.

THE SLEEPER WAKES

The Lowdown: In his Dream Garden, the great king Nebuchadnezzar conjures the wildest of imagery. That it currently walks in the real world is of no concern to him; indeed, he knows nothing of it. But he is awakening. The men of sand would prefer if he did not.

Requirements: You must complete an IRL mission in the same game session, and have at any time completed all of the missions **Face Your Fear/Fear Your Face**, **Lost in a Good Book**, **More than One Way**, and **The Aficionado** before you attempt this mission.

Structures:

- **Cleanse Nebuchadnezzar Along the Trail As the Hours Pass In Dreams.** Shuffle a number of Mind gifts equal to twice the number of saints into the nexus Perfectly Spherical Room; shuffle the master archetype and a number of threats equal to the number of saints into the nexus Throne. Seed a number of minion B archetypes equal to half the number of saints rounded up into each nexus.

Nexuses:

- (1+) **Perfectly Spherical Room** (The Center of the Earth), (1+) **Throne** (Nebuchadnezzar's Throne)

Novem: *Nebuchadnezzar*

Minion B: *Ole Lukøje* (1-6)

Powers:

Time travel is enabled.

- ☞ End: If there are fewer cards in your discard pile than your hand size, time travel 1.
- ☞ Sanctify: You cannot seal your nexus unless it is empty.
- Mission Win: If ☞ has the Damned fragment The Shell, the saint that won vs. Nebuchadnezzar may stash their saint and exchange it with The Awakened King.





LAST STOP USA

"Sound off!" The Duckworth Chant echoed through Camp Shanks. "One two! Sound off! Three four! Sound off! One two... three four!"

Ophelia caught a whiff of the hibernal air. Despite the bustle of the motor pool, New York off the West Hudson rarely smelled this good.

"Is this seat taken, Private?" she said as she came upon a G.I. whittling on a bench; on his arm, an embroidered snake.

The soldier hopped up to attention and stared dirtward. "Ma'am, no ma'am."

"What's your name?"

"Rawlson, ma'am, of the Harlem Hellfighters," he said. "My grandma named me Horace, but erryone calls me Hut-Sut."

"Pleased to meet you, Private Rawlson. Sit down, if you would."

Reluctantly, he did, only occasionally meeting Ophelia's gaze. "If'n it's not too forward, ma'am," Rawlson said. "You don't seem like you're from these parts."

"No, Hut-Sut, you're right about that. I wonder if I could talk to your... friend. The one above your head."

"Um, you can pay him no never mind, miss. Erryone else does."

The misty monstrosity tethered to his brain reached yet one more unfettered tentacle across the camp. At its touch, a soldier, midstep and calling out Jody for being there when he left, stumbled out of the marching corps, hobbled from the drain of color. **"Blat and Boden!"** the insatiate monster sang. **"Blood and soil!"**

"Oh, wow, that's no good at all." Ophelia thumbed open The Book of Liars and starred the entry on creepers. "There's no mention of Nazi leanings, but I guess you never can tell. Do you have any other friends in camp?"

"Men only come here a week, ma'am. They get shipped off to fight the jerries from the pier over by gon. Most of 'em make it there. Less now."

"And how long have you been here? Your insignia suggests..."

"Goin' on two years? My ticket ain't been punched. Wish I could help more."

"Hmm," she said as a camp loudspeaker crooned of the skies being smoky over Tokyo. "Try this. It's boneset."

Ophelia loosed the scent of eomfrey from a 4 Sisters Holistic Remedies jar. "Mmm," said the soldier. "Minds me of Georgia. I been once. What is it good for?"

"It's good for letting go," she said, as she pulled a radiant shamshir from its sheath and slashed the mist right above the private's head. Rawlson slumped forward, empty as the visions of Lebensraum out east. Convulsing and moaning in German, the mist decomposed into the blue.

"You helped, Hut-Sut," Ophelia said, and bent time to forge her way back.

A medie found Private Rawlson, eyed his tags, and arranged for him to be sent home. "Lucky buck," he said. "Better here than the front. Not like these men."

The Duckworth chant sounded off into the night.

THE BOOK OF THE SERPENTS



THE DANGERS OF PLAYING WITH HUN HUNAHPU'S HEAD

There's nothing more disturbing than finding a recently used pelota court.

I laugh a little when I picture the white robes playing it. I mean, I play football as well as any Mexican kid, but I couldn't move for a week after we tried the game the Aztecs called *ōllamaliztli*. And we played it with a regular pelota, not even one made of rubber. So the image of a couple of gringos in sneakers trying to keep a ball in the air without using their hands or feet is hilarious. The image of them attempting human sacrifice, not so much.

The lack of bodies by the pelota court makes me think that they didn't really commit to playing the game the old-school way. I'm still a little worried, though. I take a walk to clear my head. I head to the Pyramid of the Sun and the walk there is as disappointing as ever: styrofoam esquites cups crunching beneath my feet, a rack of sunstone T-shirts on the Avenue of the Dead, a bottle-blond tour guide chattering about how Teotihuacán was the "capital of the Aztec empire."

I tell my imager Hector of my concerns, and he just keeps saying "Órale" over and over. Except he says it like he thinks Beck does, "oh dah lay." I'd correct the kid—he's young, he calls himself an "imagineer"—but I'm much more worried about the bustling mercado that's built up right next to the pyramid. That wasn't here the last time I was by. Neither was the ballcourt. Someone has been excavating, and someone is selling

their excavations. I want to know why they need the money.

The white robes with their Eden books have changed this place, that is truth. Some are native converts enjoying the warm weather, bumping around the pelota like it was Hun Hunahpu's head, post-jabberbat decapitation. But a few of them are the other kind of Indian, from the subcontinent. These are the leaders, I am sure of it.

And they are talking. Nahuatl used to be like Latin, something academics knew but not real people. They're speaking it now—not well, but they're trying. They're speaking it to the jumping vipers and anacondas. The snakes are listening.

Back to Hector. He has his thermal cameras working into the night, their microbolometers producing astounding results. There is movement on the inside of the pyramid, something very much not allowed by the Policía. There is a tunnel six meters below the center, rumored to be Chicomoztoc, the site of human origin, and there is activity around there. Something is originating from that place, that is for certain. Something very still, very quiet, and very, very big.

Hector pauses his Molotov CD and asks if I can get him a muon detector. I don't know what that is exactly, but I'm going to find him one. Because I need to know what's in the pyramid before everyone else finds out the hard way.

MORNINGSTAR, THE FEATHERED SERPENT

Q'uq'umatz, *Kukulkan*, *Quetzalcohuatl*—all names for a singular entity born in the Olmec era, or on the planet Venus, or whatever you'd like to believe. His most accurate appellation is *Tlahuizcalpantecuhtli*, "Lord of the House of the Dawn." That is quite a long name, so his devoted just use his English name of "Morningstar." It is also not a name he has ever heard, for he has been missing for centuries.

He is not the first to bear this name: Phosphorus the Light-Bringer, Shukra, the Christ Child, Zorja Utrennjaja, and even Lucifer himself. It takes little effort to look into the heavens and pick the brightest light to worship. But it's one thing to imagine a being of light in the sky, and another to imagine the light coming to earth. No one prayed for *Tlahuizcalpantecuhtli*'s arrival, lest he bathe the land in flame. The Mayans, Aztecs, and other Mesoamericans were just fine with him staying in heaven.

When a dragon is your god of the wind, you blame him for the hurricane, the whirlpool, the choking storm of dust. You line up sacrifices to keep his fury at bay. You see his face in conquerors from far-off lands. But he shines on you as well. You see him flitter in a newborn's eye, in the play of the sunset, in the plumage of every quetzal. The colors entice you and blind you to reason. So you hope for his return.

There was a time when there were a lot more of his kind, obviously. The saint George didn't up and fight a monitor lizard, after all. But while the Paradigm can explain away the occasional werewolf, it has a lot more trouble rationalizing an airborne bird-lizard the size of twenty train cars. So all these dragons had to go, and fast, for the good of all. Sure, not for the dragons, but everyone else.

For some, this decision sat poorly. The snake-worshipping people of the Naga tribe, for example. Around 400 AD, they gained a fanghold on India's Gupta Empire. The most beautiful of the tribeswomen, young Kuberanaga, fell under the glance of Emperor Chandragupta, and soon they were wed. She acquired power both military and magical, marshaling dragons from China and Japan. In a wisp of time, the kohl-eyed Kuberanaga and her king subjugated the realm from the Ganges to the Indus.

And then there were none. With all the dragons gone and her husband lost to history, Kuberanaga's domain returned to the snakes of the tombs and little else. For centuries she strove to rebuild, but without her draconic servitors, her progress was stilted. Portents told her of one remaining dragon lying somewhere beneath a pyramid. She pledged her life and her serpentine followers to the task.



In the echo of forlorn stone cities, her minions called out to the darkness. Under a ziggurat in Khūzestān, she found nothing. In Borobudur and the tombs at Giza, nothing still. At El Mirador and the Transamerica Building, little out of the ordinary. Throughout Mexico—the Pyramid of the Magician, the Temple of the Cross, the Great Pyramid of Cholula—all were bankrupt of the serpent she sought.

Then, a faint sign of life. The time had come to form a new army.

THE AFFECTED AREA

If not for a single weapon, North Americans might all be speaking Nahuatl today. That weapon was not the bullet, but the smallpox virus. Hernán Cortés brought 600 men and killed millions of potential adversaries without having to load a single musket. With the predictable fall of Tenōchtitlān that followed, Mexico City was founded on its ashes. The resulting union of Spanish culture and Mesoamerican history created a mestizo gene pool that is the most widespread in the Americas today.

The Mexican Empire was the largest country in the western hemisphere, stretching from the Californias east to Texas and south to Costa Rica. The Army of the Three Guarantees spread its love of religion, independence, and unity, and those guarantees have survived the breakup of the empire. Many of its people are more united by culture than they are divided by geography. After all, if the French again blockaded Mexico to claim a 600,000-peso debt over a pastry shop, they'd hear about it in Texas. France would not want to mess with Texas.

Throughout this region, the predominant religious influences are the Mayans, the Aztecs, and the Catholics. While they may seem like quite disparate traditions, they all have one thing in common: the theme of the offering. Whether the Eucharist or a human sacrifice to Uacmitun Ahau, ritual offering means something in this part of the world. All things come with a price.

Now, this region's native past has largely been reduced to symbolism: Zia sun symbols on Spanish-colored flags, chocolate and coffee for sale in every corner shop, Aztec and Mayan pyramids rescued and restored. If the European settlers wanted to avoid the end of the world predicted by the Mayan Long Count calendar, they should have smashed these pyramids into silicate dust.

The pyramids are now the rallying points for a special sort of invasive species. The snake cultists of Asia have come looking for something quite rare: an actual dragon. Again, like Cortés, they have arrived with a small force of a few hundred would-be conquistadors, and they bring with them a powerful weapon. It's not smallpox this time, nor even the ordeals they use to create serpentine monsters. This weapon is the idea of rebirth. Freedom from the poverty that grips the region. Freedom from corrupt politicians and drug lords. Freedom from United States hegemony and all things troubling. Raise the dragon and be free.

With many misguided youths donning the mantle of the cult, the leaders believe they have found the dragon in the Pyramid of the Sun, one of the pyramids outside Mexico City. This, it is worth noting, is the largest metropolitan area in the western hemisphere. And if there's one thing dragons are known for, it's their fondness for people.

NEW RULES FOR THIS CHAPTER

Unstashing: When you win a mission in this chapter, unstash every omen The Hookup.

The ziggurat: In order to complete each staircase mission, the saints must fully assemble a ziggurat. This is a pyramid made from only virtue dice: the foundation is 3x3, the staircase is 2x2, and the capstone is 1. The foundation must be complete before the staircase can be started, and the staircase must be complete before the capstone can be added. When a die is added to the ziggurat, it stays there, decreasing the number of virtue dice available for the rest of the mission.

An ordeal true threat will tell you when to add dice to the ziggurat by saying "build the ziggurat." To do so, roll your number of virtue dice in any virtue, then put any of those dice on the ziggurat divider. Any die you add must show a result higher than each die that would be below it; for example, a die showing a 3 can be placed on the staircase layer only if the four dice below it show 1s and 2s.

In Assemble, you may remove any number of matching dice from the ziggurat, along with any dice that were supported by the removed dice. If a die is removed from a completed layer, you must complete that layer again before continuing to build the layer above. At Mission End, remove all dice from the ziggurat.

Slither: Some Serpent cards slither away from you. To slither a card, shuffle it into a random nexus.

Serpent mutations: Do not use the Base mutations; use only Serpent mutations. These mutations are used for all checks. Use the "white" side until the matching ordeal is stashed; when it is, use the other side.

Assist: Any saint may assist using their lowest virtue; this assistance is regardless of table or virtue position. A saint that does this cannot also assist in the usual way.

Assist vs. a Serpent true threat: When attempting a check to win vs. a Serpent true threat, ★ must roll at least 1 mutation die, even if no saint assists. The first saint to assist does not add a mutation die on this check.

CHAPTER STRUCTURE

There are three levels to this chapter, arranged like a pyramid on the chapter divider. There are four foundation missions—**A Bit of a Long Shift**, **Market Forces**, **La Maquiladora**, and **Red Flowers**; four staircase missions—**The Serpents of Blood**, **Fire**, **Smoke**, and **Stone**; and a capstone mission—**She Who Would Wake the Dragon**. To attempt any individual staircase mission, you must win the two adjacent foundation missions. To attempt the capstone mission, you must win two adjacent staircase missions.

FOUNDATION MISSIONS

A BIT OF A LONG SHIFT

The Lowdown: It's been two months since the collapse at Mina Santa Genoveva, and the miners are alive and in good spirits. Through the shaft, they've requested cigarettes, alcohol, and llama blood. That last request makes you want to see what's down there. But how will you get to them? And can you get them to the mine cart before whatever's keeping them down there does?

Structures:

- **Withstand El Tío Along the Trail While Danger Remains.** Use a number of minion B archetypes equal to the number of nexuses.

Nexuses:

- (1+) **Quarry** (Silver Mine), (2+) **Lake** (Underground Lake), (3+) **Magnetic Fields** (Mother Lode), (4+) **Ruins** (Collapsed Shaft), (5+) **Shelter** (Passage Upward), (6) **Terminal** (Cart Terminus), (1+) **Train** (Mine Cart)

Master: *El Tío*

Minion B: *Bystander/Cult Member (1-7)*

Powers:

Replace the structure Withstand's You Win If power with “☹ Move from the nexus Train”; replace its You Lose If power with “You time out.”

- ☹ Confront vs. a minion: If your nexus contains an odd number of cards, confront the true threat Bystander; otherwise, confront the true threat Cult Member.
- ☹ Win vs. a minion: ☹ Attempt the seal requirement, but do not seal it; if they succeed, ☹ may move to the next nexus. Then, if it was a Bystander, ☹ draw the top card of their nexus; they may reload it into their nexus.



MARKET FORCES

The Lowdown: The witches market in Mexico City is trading in artifacts both ancient and profane. And also a whole bunch of knockoffs. Members of the serpent cult are seeking what you seek: a few droplets of purportedly real dragon blood. See if you can pawn off the fakes to the less discerning, and abscond with the goods.

Structures:

- **Gather the Vital Fluids Around the Square While Danger Remains.** After building the nexus square, build 7 nexus decks for the nexus Mercado de Brujas, then remove and shuffle 2 cards from it to build a nexus deck at every nexus. Put each saint pawn at an unoccupied nexus on the outer edge of the square; flip the nexus deck for that nexus faceup. Each saint is oriented to that side of the square with their top virtue pointed away from them; how you move will depend on your virtues' arrangement and your orientation to the square.

Nexuses:

- (1+) The Sonoma Market is composed of **Back Alley, Bar, Cemetery, Chapel, China Gate, Curiosity Shop, Festival, Hospital, Lot, Main Street, Manor, Mercado de Brujas, Motel, Museum, Park, Precinct, Repair Shop, Ruins, School, Sewers, Shelter, Stadium, Star Walk, Terminal, and Theatre**

Minion A: *Serpent Cult (10-16)*

Minion B: *Vital Fluid (1-8)*

Powers:

Replace the structure Gather's You Win If power with “All saints have a number of minion B archetypes equal to the number of saints + 2 in their hands.”

- ☹ Support: You may move.
- ☹ Move: If your nexus's top faceup card is an archetype or a threat, you cannot move; otherwise, recycle 1 gift, then move in the direction of your matching virtue up to a number of nexuses equal to your virtue number. Flip the nexus deck of each nexus you pass and end at to be faceup.
- ☹ Exchange table positions with another saint: Your orientation changes to that saint's orientation.

LA MAQUILADORA

The Lowdown: The factories on the border exist to take advantage of cheap labor and lax environmental regulations. This means a lot of poor people in a lot of dangerous conditions. Across the Rio Grande from Brownsville is the city of Heroica Matamoros, home to a slum called Colonia Esperanza. The locals call it "Hope." If the cult needs sacrifices—and cults always need sacrifices—it's very likely to find them here.

Structures:

- **Gather the Helpless Children Wherever There's Trouble As Things Get Strange.** Put the Base true threat Cult Member and the true threats Pananggal and Serpent Cult into a cult pile. Seed 2 minion C archetypes into each nexus. Shuffle 3 minion A archetypes into the clock. Set aside the Base true threat Helpless Child.

Nexuses:

- (1+) **Chapel** (Kingdom Hall), (1+) **Factory** (Zona Industrial), (2+) **Power Station** (Estacion Golfo-Norte), (4+) **Sewers** (Rio Grande Outflow), (5+) **Gangland** (Rancho Santa Elena), (6) **Desert** (Chihuahuan Desert)

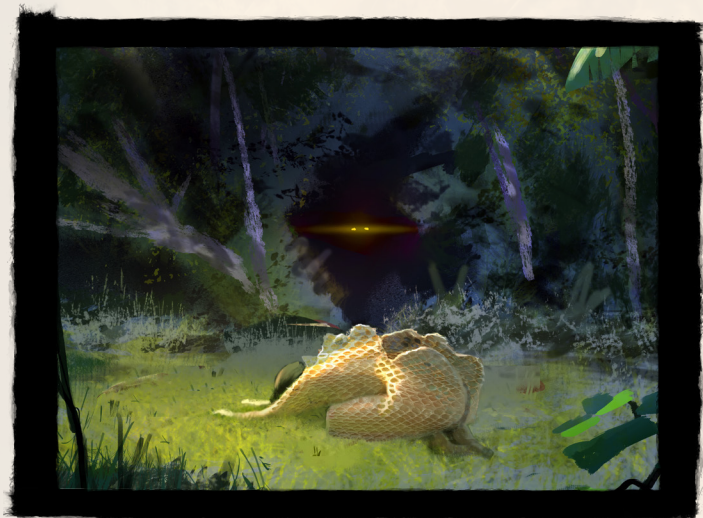
Minion A: *Pananggal* (14-16)

Minion C: *Cult Member/Pananggal/Serpent Cult* (1-12)

Powers:

- ✳ Investigate vs. minion C: Confront 1 random true threat from the cult pile.
- ✳ Win vs. minion C: First confront a copy of the Base true threat Helpless Child. If you win, display the archetype by the mission; otherwise, slither the archetype.
- ✳ Lose vs. minion C: Slither its archetype. Then, if it is Pananggal, slither 1 displayed archetype.
- ✳ Seal: If you find any archetypes, do not seal the nexus; you may shuffle it.

Mission Win: For each displayed archetype, draw 1 new Ally gift of any type; if there are no Ally gifts of that type, draw 1 new gift of that type.



RED FLOWERS

The Lowdown: People aren't afraid of snakes in Ireland, since a saint named Pádraig chased them out. People are afraid of snakes in Mexico City, unless you can do something similar. And when people are afraid, they get out torches and flamethrowers. Regardless of whether they should.

Structures:

- **Cleanse the Serpents Along the Trail As the Hours Pass.** When building the nexuses, use half of each nexus's normal number of each card type, rounded up.

Nexuses:

- (1+) **Skyscraper** (Torre Mayor), (1+) **Gangland** (Federal District), (1+) **Main Street** (Paseo de la Reforma), (2+) **Compound** (Zócalo), (2+) **Bar** (La Nueva Opera), (3+) **Stadium** (Estadio Azteca), (3+) **Fun Park** (La Feria), (4+) **Terminal** (Buenavista Station), (4+) **Repair Shop** (Garage Taqueria), (5+) **Mercado de Brujas** (Sonora Market), (5+) **Park** (Chapultepec), (6) **Chapel** (Metropolitan Cathedral), (6) **Lake** (Texcoco Basin)

Minion A: *Serpent Cult* (1, 3, 5, 7, 9, 11, 13),
Molter (2, 4, 6, 8, 10, 12)

Powers:

- ✳ Initiate vs. Molter: If your nexus is Doom, slither 1 new Serpent threat. If your nexus is Hope, flip it to Doom.
- ✳ Initiate vs. a gift with an animal or person in the art: ♠ Suffer 1 matching damage.
- ✳ Seal: First, in turn order starting with ⚡, each saint examines 1 card from the nexus; if it is a gift with an animal or person in the art, they draw the gift and suffer 1 matching damage.

STAIRCASE MISSIONS

SERPENT OF SMOKE

The Lowdown: Mexicans personify their volcanoes; thus, Popocatepetl and Iztaccihuatl are depicted as the hero Smoking Mountain and the princess Sleeping Woman. Below the Pyramid, volcanic activity should be imperceptible. But sleepers awaken; mountains smoke. You may not be able to see through the cloud, but you know something is out there.

Requirements: You must win *A Bit of a Long Shift* and *La Maquiladora* before you attempt this mission.

Structures:

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

Nexuses:

- (1+) *Mercado de Brujas* (The Ciudadela), (1+) *Pyramid* (Pyramid of the Feathered Serpent), (2+) *Museum* (Palace-Museum Quetzalpapálot), (3+) *Ruins* (Columns Plaza), (4+) *Lake* (Rio San Juan), (5+) *Chapel* (Temple of the Mythological Animals)

Master: *El Tío*

Minion A: *Pollution* (1-5)

Ordeal: *Ordeal of Smoke*

Powers:

Mission Start: When you draw your starting hand, look at it, then put it facedown randomly.

- ☛ Draw a card from your deck: Place the card facedown without looking at it.
- ☛ Play a facedown card: Flip it faceup; if it cannot be played, shuffle it into your deck.
- ☛ Play an omen: If it is an Omen of Hope, flip 1 of your facedown cards faceup. If Ordeal of Fire is stashed, do this when you play any omen.
- ☛ Damage: Discard damaged cards randomly.

SERPENT OF BLOOD

The Lowdown: There was a time, before the Fall, when all snakes walked on two legs. But punishment is punishment. Now the snake strikes from below, drawing blood and inflicting fire. Feel free to seek the apple at the top of the tree, but remember: You read the Book of Genesis once. There were lessons you could have learned.

Requirements: You must win *La Maquiladora* and *Red Flowers* before you attempt this mission.

Structures:

- *Corner the Nahash Along the Trail As the Hours Pass.*
Build a number of decks for the nexus Ruins equal to the number of saints.

Nexuses: (1+) *Ruins* (Teotihuacán)

Master: *Nahash*

Minion A: *Molter* (1-5)

Ordeal: *Ordeal of Blood*

Powers:

- ☛ Target vs. a true threat: Suffer 1 damage matching the virtue used for each matching die in the ziggurat.
- ☛ Evaluate vs. a true threat: Add +1 for each matching die in the ziggurat.
- ☛ Build the ziggurat: If Ordeal of Stone is stashed, you may exchange 1 fully exposed die on the ziggurat with 1 die of a different virtue.



SERPENT OF FIRE

The Lowdown: So many dragons died in the pogroms, their bones were stacked like the skull piles at Xocotlán. Dragon bones aren't white like ours. They're burned brown by the acid in their blood. They are warm to the touch. That's why the dragons left their eggs amid the bones of their fallen. Yet if the skulls of the insolent dragon of Egypt appear atop the Pyramid of the Feathered Serpent, there will be more bones that are warm to the touch. Many more.

Requirements: You must win *Market Forces* and *Red Flowers* before you attempt this mission.

Structures:

- **Incarnate the Skulls of Rahab.** Instead of using the cards in the Enter Here deck, build the nexuses randomly with half the number of each card type and the clock with 12 random omens. Seed 1 minion A archetype into each nexus; do not seed the master archetype.

Nexuses:

- (1+) **Stadium** (Pelota Ballcourt), (1+) **Desert** (Sacrifice Pen), (2+) **Magnetic Fields** (Feathered Conches), (3+) **Bar** (The Stands), (4+) **Star Walk** (Mural of the Great Goddess), (5+) **School** (House of the Priests)

Master: *Skulls of Rahab*

Minion A: *Clutch* (1-6)

Ordeal: *Ordeal of Fire*

Powers:

- Seal a nexus: Shuffle 1 new threat into each remaining nexus; if Ordeal of Smoke is stashed, you may heal 3. Then, shuffle 1 new omen into the clock for each remaining nexus. If it is the last nexus, build the nexus Pyramid and shuffle the master archetype into it.

SERPENT OF STONE

The Lowdown: The Nine Lords of Xibalba were personifications of disaster and ruin, so not surprisingly their worshippers came to disaster and ruin. But the twin death lords take the long view. Eventually, they know someone will raise an army in their name, and will need generals.

Requirements: You must win *A Bit of a Long Shift* and *Market Forces* before you attempt this mission.

Structures:

- **Corner Chamiabac and Chamiaholom Wherever There's Trouble As Things Get Strange.** Seed the master and minion A archetypes, then shuffle 3 minion A archetypes into the clock.

Nexuses:

- (1+) **Cemetery** (Birthplace of Gods), (1+) **Pyramid** (Pyramid of the Moon), (1+) **Quarry** (Collapsed Tunnel), (3+) **Main Street** (Avenue of the Dead), (4+) **Compound** (The Citadel), (5+) **Shelter** (Palace of the Jaguars)

Master: *Chamiabac* (1), *Chamiaholom* (2)

Minion A: *Army of Skeletons* (1-7)

Ordeal: *Ordeal of Stone*

Powers:

- Evaluate vs. an archetype: If Ordeal of Blood is stashed, you may upgrade dice of 1 virtue.
- Win vs. a master when no master archetype is slotted: It does not escape; slot its archetype.

When a master cannot escape and a master archetype is slotted, reload the slotted archetype into your nexus; ⚔ immediately confronts it; if they win, win the mission.

- Lose vs. a minion: Sacrifice the top card of the clock. If the clock is empty, time out; otherwise, shuffle the minion's archetype into the clock.



CAPSTONE MISSION

SHE WHO WOULD WAKE THE DRAGON

The Lowdown: After a millennium of searching, Kuberanaga is on the cusp of reviving a dragon. That's Revelation 12 stuff. If the Morningstar is truly in the hibernaculum under the Pyramid of the Sun, she will loose it upon the world. The Paradigm will not survive that day, or any day thereafter. If you are to save the world, this is the day.

Requirements: You must win at least two adjacent staircase missions before you attempt this mission.

Structures:

- **Hunt Queen Kuberanaga Along the Trail As the Hours Pass.** Seed 1 minion A archetype into each nexus except for the nexus Pyramid. Shuffle the master archetype into the first nexus and 3 minion B archetypes into the Pyramid.

Nexuses:

- (1+) **Ruins** (Pyramid Entrance), (3+) **Ruins** (Lava Tube Tunnel), (6) **Ruins** (Chicomoztoc), (1+) **Pyramid** (Pyramid of the Sun)

Master: *Queen Kuberanaga*

Minion A: *Nagavanshi* (1-3)

Minion B: *Serpent Cult* (11-13)

Powers:

Replace the structure Hunt's first master power with "★ Terminate vs. Queen Kuberanaga: If there are 3+ other cards in their nexus, sacrifice the top card of their nexus, then shuffle the master archetype into it; otherwise, shuffle it into the next nexus."

♀ Mutate vs. a Serpent true threat: Draw another Serpent mutation. Use the result of both mutations.

Mission Lose: Free the dragon.

IF YOU FREE THE DRAGON...

The Paradigm is torn asunder, and the apocalypse is here. A woman clothed with the sun rides atop an immortal dragon, ending mankind's perceptions of normalcy and ushering in the reign of monsters. Good job, you. But wait! All is not lost. If you can command all the novem to your will, and defeat Kuberanaga so she cannot control Morningstar, then a new Paradigm can arise. That's a mighty big if. But do it fast, because the dragon may destroy all the world's saints first.

All missions: In Mission Start, display the divider Morningstar.





THE HIGH LIFE

"Red, green, or Christmas?" I said, venturing two thermoses of salsa.

"I admit I did not expect this level of hospitality, Mr. Lockhart," my guest said, straightening his Magritte-style hat. "I suppose I will try green."

I cracked a pouch of chips and decanted them into a propane-heated crock. "An excellent choice, Mr. Takshaka," I said. "Now, tell me what concerns you?"

"Certainly, and do forgive my manners. You have... procured several items of considerable worth from our compound. These are the kind of items which have personal meaning to my employer. The Massk of Sshessha alone—"

"Say, will you look at that view?"

"I'm sorry?"

"The mountains. To the left are the Sandia Mountains, and to the right the Manzanos. I come up here as often as I can to just look at them."

"The items, Mr. Lockhart. I believe you have four of them: the massk of blood, the massk of sstone, the massk of fire, the massk of—my hat!"

"Smoke?" I said, offering him one of two cigarettes. He was busy staring over the side of gondola at his rapidly vanishing chapeau. His bowler gone, Mr. Takshaka more resembled what I expected. His temples manifested an olive scaling, patterns of scarlet diamonds crisscrossing into his scalp.

"MISSSTER LOCKEHART. I inssissst you tell me their whereabouts, or I will be forced to express my umbrage." He felt for the crook of his Venetian sword cane.

"Might I suggest a different approach?" I asked. "Instead of brandishing that magnificent weapon, I'd recommend holding onto this control line, which opens the parachute vent up top. And this little number's job is to fire the burner, which heats up the envelope. You might want to experiment, as we'll soon be at eight thousand feet. Though you'll need to go a bit higher to clear the Crest."

"What do you mean... 'you'?"

"There are strict regulations on mountain crossings, and you know how I'm a stickler for regulations, Mr. Takshaka. I've provided an oxygen mask, a flare gun, and an Air Force radio, in case you want to let the folks at the Sunport know where to find you. As we don't have much propane left, I don't know how hurt you will be by the landing, but I do think it's not 'not hurt.'"

"This is quite irregular," he said, and I let go of the line, causing the balloon to lurch. Mr. Takshaka dropped his cane and clutched at the line.

I used his cane to obtain my chute, and hoisted myself onto the basket's lip. "Please convey my regards to your friends in Mexico," I said, and leapt into the blue.

He should have known, I thought. I'd never trust anyone who picks green when Christmas is an option.



The Devil Storybook Change Log

Updates for December 06, 2018 version

- Page 4 – Typo fix under components; there are 9 Rage gifts in Damned.
- Page 12 – Typo fix under “The Battle of New Orleans” structures; “Animus Threats” became “Mother Gaia,” “minion B” to “minion A,” and “minion A archetypes” to “minion archetypes”.
- Page 18 – Typo fix under “The Law of Attraction” powers to add the word “are” between “masters” and “in.”
- Page 21 – Typo fix under “The Law of the Land” structures to “As Things Get Strange.”
- Page 26 – Typo fix on the chapter structure diagram mission names.
- Page 27 – Typo fix under “Time Travel is a Lonely Business” Act 1 to reference the Hunt structure.
- Page 28 – Typo fix under “Lost in a Good Book,” changing “minion A” to “minion B.”
- Page 28 – Clarification under “Lost in a Good Book” that you may skip your entire turn and not draw from the clock if you are at the Bibliothèque.
- Page 33 – Clarification made under the chapter structure that a mission is part of the pyramid on the divider.
- Page 34 – Typo fix under “Market Forces” minion A and minion B lists.
- Page 35 – Typo fix under “Red Flowers” structures to “As the Hours Pass.” Removed default seeding sentence because of redundancy.
- Page 37 – Clarification under “Serpent of Stone,” ⚔ immediately confronts the reloaded master and adding the win condition for the mission “if they win, win the mission.” Typo fix on the mission’s requirements to “You must win *A Bit of a Long Shift* and *Market Forces* before you attempt this mission.”