

APOCRYPHA

ADVENTURE CARD GAME

THE FLESH STORYBOOK



LONESHARKGAMES

CREDITS

BOX TWO: THE FLESH

CREDITS

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OVERVIEW OF THE FLESH

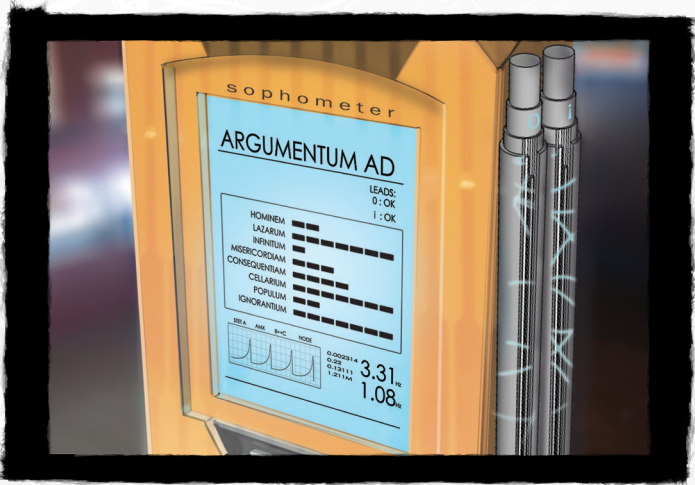
Ah, saints. You think you have uncovered all the terrors of the world. You have prodded every rathole and back alley of Candlepoint and Chicago, but there is so much more out there left to destroy. Herein, we will transport you to four more trouble spots, and see what malice we can get underway.



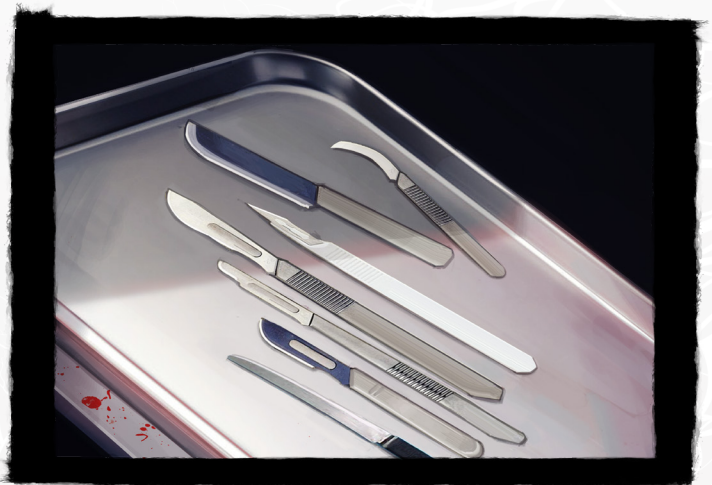
The Book of the Deathless takes us to the Canadian tundra, as the sun sets on the oil fields of Alberta. The deepest drill has punctured the domain of the death goddess Ereshkigal, and now her unliving minions spew out of the well like a torrent of bituminous crude. The remaining roughnecks are doing their best to survive the onslaught in the forever night. Save them at your own risk.



The Book of the Fae kicks the wheels in motion for a thrill ride across the central United States. The three sisters of the Morrigan have once again initiated the Wild Hunt, this time welding a biker militia with the brutish fomori and headless dullahans. They intend to charm their way to Devil's Tower, where they will field a powerful host in the apocalypse to come. Don't fall under their spell.



The Book of the Golems harnesses the technological wonderments of the Pacific Northwest and points south. The golem Aleph has electrified the world with his smartphones and motion sensing peripherals, but that is scarcely enough for a being of living clay and wires. He needs a soul, and he has an army of robots, drones, and viruses to seek one for him. You will help, as you are carrying his will in your pocket.



The Book of the Physicians brings us down the Eastern seaboard in search of the cures to aging, infirmity, and death. The doctors aim to reengineer humanity to survive the apocalypse. Change comes at a cost, however. Research demands its subjects, and their willingness is rarely a high priority. If you feel a cough coming on, don't despair. It's something wondrous and new they have created just for you.

So much more awaits you herein. The spirit might be weak, but **The Flesh** is willing.

OVERVIEW OF THE FLESH

COMPONENTS

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

- **The Book of the Deathless**—98 cards, generally with white borders: 1 saint, 4 nexuses, 4 mutations, 9 omens, 8 Mind gifts, 12 Body gifts, 9 Soul gifts, 11 Rage gifts, 17 threats, 14 true threats, and 9 missions and fragments
- **The Book of the Fae**—101 cards, generally with purple borders: 1 saint, 5 nexuses, 4 mutations, 9 omens, 10 Mind gifts, 9 Body gifts, 12 Soul gifts, 10 Rage gifts, 16 threats, 16 true threats, and 9 missions and fragments
- **The Book of the Golems**—96 cards, generally with gray borders: 1 saint, 4 nexuses, 4 mutations, 9 omens, 12 Mind gifts, 9 Body gifts, 9 Soul gifts, 10 Rage gifts, 16 threats, 13 true threats, and 9 missions and fragments
- **The Book of the Physicians**—118 cards, generally with brown borders: 1 saint, 4 nexuses, 6 mutations, 9 omens, 10 Mind gifts, 11 Body gifts, 9 Soul gifts, 10 Rage gifts, 18 threats, 21 true threats, 1 structure, 9 missions and fragments, and 9 symptoms
- 4 saint pawns
- A storybook for *The Book of the Deathless*, *The Book of the Fae*, *The Book of the Golems*, and *The Book of the Physicians*

HOW TO PLAY WITH THE FLESH


Add the cards, pawns, dividers, and rules for *The Flesh* into the box for *The World*. To play a chapter from *The Flesh*, combine the chapter you wish to play with Base cards before you begin setup.

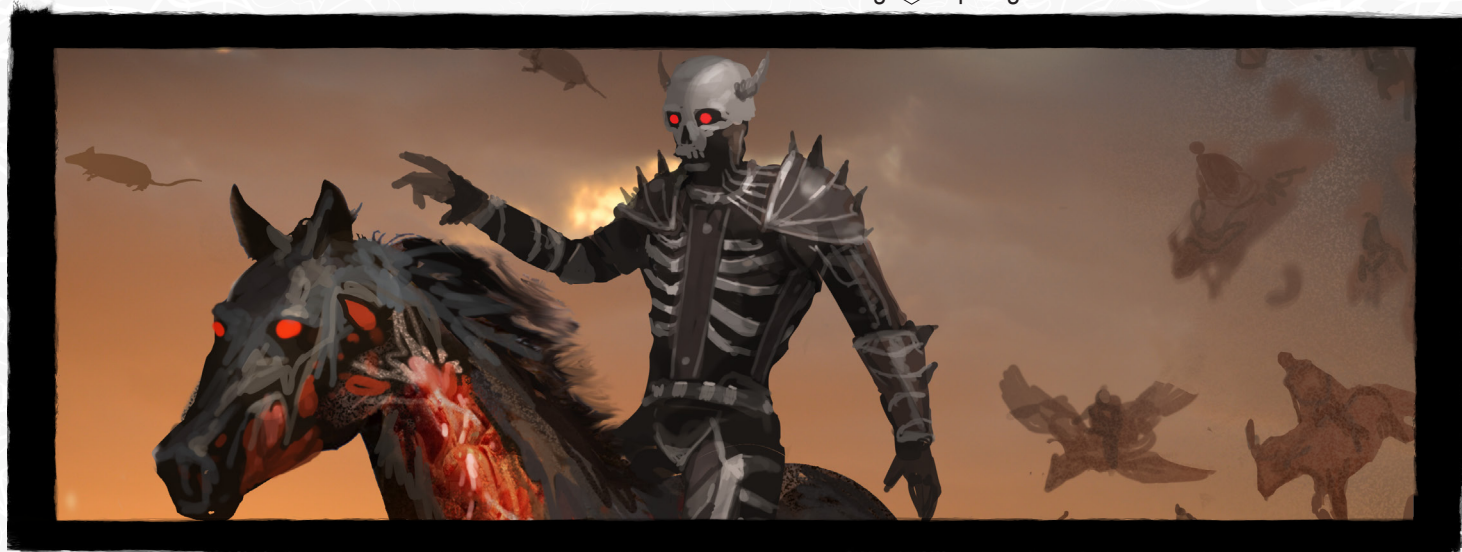
CHAPTER POWERS

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.

- **Deathless:** the divider The Well, unstashing Sustenance, and the powers for gravebound gifts, death type cards, improved boosts, and reanimation.
- **Fae:** unstashing Good Karma and the powers for carnival games and rolling doubles and triples.
- **Golems:** the keywords Drones, Clones, and ZOnes, unstashing Judgment, and the powers for rampage, universality, and meeting Aleph.
- **Physicians:** the structure And Pestilence Reigns, symptom cards, the keyword Malady, unstashing Comfort, and the powers for nexus mutations and metastasis.

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 Flesh*, 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.



FORTUITOUSLY ANSWERED QUERIES

Since we released *The World*, several nagging issues have troubled us in our dreams. We aim to set them aright here, so we can get a decent night's rest for once.

How many structures do I need for a mission?

Typically three—a clock, a goal, and a nexus structure. Enter Here uses only Incarnate, and the Physician missions add And Pestilence Reigns.

What does it mean to “use” a virtue?

It means you have set that virtue as a target. You're using Rage only when, in the Target step, you chose a Rage target. You're not using Rage when you add a Rage die to your Soul check. A power can change what virtue you're using, and thereafter you're using that virtue. But it doesn't change your target, or the type and amount of damage you'd suffer from failing the check.

What type of check can I boost?

During the Assemble step, you may boost your (and only your) check using the virtue specified on the boosting card. You can't boost a check if you're not using the virtue, whether or not it would save your life.

When a virtue is followed by a parenthetical skill, what does that mean?

It means two things, and it should only mean one. The thing it should mean is when you attempt a check using that virtue, you may add your dice from only the listed skill if you have it; if multiple skills are listed, you may choose only one. The thing it should not mean is totaling the number on your virtue and next to your skill; in this set's cards we'll use a plus sign rather than parentheses. In *The World*, imagine Rock Solid's #4 said “Mind + Study” and Unseen's #4 and #5 said “Mind + Sense.”

Do I pay a cost before I trigger the cost's power?

Always. For example, if you discard a card to heal some cards, you might heal the card you discarded. And you don't get out of following a card's instructions just because you can no longer see it. You're smart. You can remember these things.

Are threat powers always mandatory?

Unless they say “you may,” they're mandatory. The exception is when you're given a chance to do something to cause something else to occur. So, the Base threat Spy says “Recycle 1 Mind or Hack gift to keep 4 dice.” You don't have to recycle the gift to keep 4 dice if you don't want, so there's an implied “you may” there.

Why does the minion A rule on structures always say “May go to Sanctify” rather than “Seal”?

When you're told to go to Sanctify vs. a minion, you enter that step. You skip Guard and Escape since you only guard vs. masters and only masters escape. Then you can attempt to seal.

Can copies of minions let me go to Sanctify?

No. Copies cease to exist without letting you go to any other step.

Do Lycanthropy cards count against my hand size?

They do. When you draw cards, draw all the required cards, then deal with the Lycanthropy cards afterward.

What's my minimum hand size?

It's 1. In theory, a card like the Deathless threat Haugbui could decrease your hand size to 0. But that's no fun at all, so we're capping the floor at 1 card.

What do I change when I go from Act 1 to Act 2?

Nothing the mission doesn't tell you to change.

When a card has a display power, what does it affect?

A display power affects whatever it is displayed at. If it's displayed by a saint's deck, it affects that saint. If at a nexus, it affects saints or cards at that nexus. If whatever it's displayed by is sacrificed, the displayed card is also sacrificed.

What are mutation dice?

The dice rolled to get a number from 1-6 on a mutation card.

Do I die if I ever get a ninth death?

Immediately, permanently, and, with luck, heroically.

In the example on page 21, why does Frank seal the nexus that Ophelia should just seal after she wins vs. Gryla?

He shouldn't. The sentence “Now, with Frank at the same nexus as you and able to bury a card to seal Main Street, you remove it and all of its cards.” should just be “Now you seal the nexus automatically, removing it and all of its cards.”

Doesn't Ophelia make a math error in that example?

She does. A 6, a 3, three 2s, and a 1 should really total to 11 on the three highest dice.

In the example on page 17, Zeez uses a Love Battery's cost-lowering power in Support. Should that be possible?

It is... with the Love Battery in the Golems chapter in this box.

In a While Danger Remains mission, is my first investigation free? What if a threat goes into a nexus that isn't mine?

Your first investigation is free and mandatory. If a threat you confronted would go into your nexus, it goes into the clock instead. But if it would go into another nexus, sacrifice it. Otherwise, a threat like Lost Soul would be unkillable!

Can the mission The Sugar Trap ever have a 5th Watchdog?




No, it can only have at most 4 Watchdogs.

If I have Resist 2, and The Venom lets me gain Resist 1, which of those is my skill?

Whichever you want. You probably want Resist 2.

A couple of other card notes would be nice.

That's not a question, but sure. If we had *The World* to do over, we might say that:

- The Base nexus **Farm** should say “the Base true threat Hay Man” so you know what set the Hay Man is in.
- The Base gift **Love Battery** should specify that it lowers the cost of gifts “by 1.”
- The Base gift **Streetsweeper** should have the symbol  before “End.”
- The Base true threat **Dust Bunny** should say “this threat's archetype” should get shuffled into your nexus, rather than shuffling in the true threat card itself.
- The Base fragment **The Garden Party** should just say “Draw their hand size.”
- The Candlepoint fragment **The Swimming Hole** should replace “that number of cards” with “the number of cards  discarded.”
- The Skinwalker fragment **The Commandment** should have the symbol  before “Flip 1 die.”

We might slightly adjust a few other cards if given the chance, but the changes are trivial, so we don't feel like bothering you with them. You're welcome.

THE BOOK OF THE DEATHLESS



WHAT CAME OUT OF THE WELL

The dark, it is normal up here. But this dark, it is not so normal.

Hangingstone they say is booming. I come in from Kotaneelee thinking it is a rush town, much billions of proven cubic feet. But proven and found are not the same. They punched through two deposits and ran them dry. Then two more. Canadians, they need their roaring showers and four-bys. More and more.

We fracked the gas fields, but something drained the Hangingstone reserves too much. "Deeper." The geologists, they say, "Deeper." So we go deeper. Deeper. Nothing. "Is something there," they say.

"Dark sweet crude."

Then... through. First, nothing. But all signs point to oil. We use a bigger bit. Still, nothing. "Send everyone home," they said. Not everyone went home.

I think something came up. Something not so good.

When riggers leave a site, they disappear. 14 on, 14 off. And what you did with your off was private for you. We lose track of people over time. Some come back, some go away. If people don't come back, is normal. Happens.

A whole bus, though, that you notice. On the ice road, trucks

fall through some of the times. But you hear about it. Drivers radio for help. Call or text. Wreckage found, or sinkhole found. You expect to hear from a bus. Nobody got out. Nobody call. Nothing found.

Then from the derrick itself. I'm upon the monkey board, and Étienne gets knocked from the rig by a traveling block. Cable snapped. Looked like something bit through it? That cable held half a million kilos.

People suffer. The hospital at McMurray says Gilver has "Spindles." Had it. Doesn't have it any more.

People die on the mountains. Happens from the time to the time. They are supposed to stay on the mountains. Now they do not do this. They caused a wildfire in May. Everything burned here. Everything but them.

I try to look at the well. It has this cap now. Not a normal cap. I show this company man from Omamori, he does not see it. He sees a hole. A hole it is. But there is more. There is a cover, some sort of shield. No, seven of them. I can see them. They can see me.

Something is down in the well. It sends things through these shields. Things do not go through the other way.

We need to get through the shields. And most of it all, we need help.

ERESHKIGAL, THE LADY OF THE GREAT EARTH

Ereshkigal began with hope. She came to the table believing that she was an equal, and would leave with as much as any of the novem. But when other novem claimed the trees and animals and men for their dominions, Ereshkigal was left with nothing. So she took everything that the others had, once the life-force had drained from their fragile forms. There is nothing a novem has that won't eventually be hers.

There is no death without life, and so man built up a mythology about Ereshkigal. She gained a realm, the underworld Irkalla. She gained a vibrant sister, the love goddess Inanna. She gained a foe in Gilgamesh, hero to the Sumerians. She gained a husband, Nergal, god of violent death. All this she gained and more. Most of all, she gained a hunger to claim the earth as hers.

None of this sat well with the other novem. She would eventually have all that they surveyed, but in time. Not all at once. She fought bitterly against the installation of the Paradigm, fearing that man would cease to view death as common and everyday. And so it came to be. Each life is now treasured on earth. When a creature dies, it is mourned. Diseases are eradicated. Wars give way to peace. Fear gives way to hope. All is well, except in the halls of Irkalla.

Ereshkigal bides the eons on her throne, bound by the terms of her contract. The sorcerer Abramelin tricked her into believing she could not be seen in the presence of mortals,

which she vainly viewed as a way to spread her terror in the dark. However, what she has suffered is an inability to *be* in the presence of mortals. If they can perceive her, she ceases to exist.

This would not be a problem if the other novem weren't imperiling Ereshkigal's domain. For the first time, Death's hourglass has a *deadline*. Mother Gaia is bringing back extinct species. Aleph is replacing life with immortal machines. The Morrigan are promising eternal pleasure to all who follow. Celsus's Physicians might just eliminate death entirely, if they don't kill everyone first. Soon, the only thing certain in the world will be taxes.

This is an insult Ereshkigal cannot abide. If everything is going to be freed from the confines of death, she's going to kill them all before that can happen. But first she has to be freed herself. She is bound up in her realm, awaiting a path toward release. Perhaps in the hurry-scurry to find all the treasures of the earth, someone will open the gates that hold her back.

Perhaps someone already has.

For now, endless minions wait with Ereshkigal, sealed in Irkalla by the other novem. They are unliving, so she can exist amongst them. Should they be given the means to escape, they have instructions to end all life on the planet. When that occurs, even the novem cannot stop her from ruling what little remains.



THE AFFECTED AREA

Spanning much of Alberta's northeastern region, the Athabasca Tar Sands are North America's largest proven oil reserve. The petroleum titans of Fort McMurray are constantly in search of new deposits of heavy crude, and they've found a promising one by the Hangingstone River. This Japanese-run boomtown has punctured the earth deep, and in so doing they have found something more precious than oil. They have found death itself.

Hangingstone has a little over 1,000 residents as the winter sets in. Most of them are in the petroleum trade, plus their families and supporting infrastructure. There's a school, a hospital, all the comforts of a real home. Just a few years ago, the headlines read, "Cemeteries full, new site needed." It's a thriving town. But everyone knows that when the oil runs dry, this town will fold up like a tent in a Christmas blizzard.

Those thousand are the residents that are listed on Omamori Energy's census. But there is a new population that is settling in for the winter. It is composed of the decomposing, the ageless, and the immaterial. The forces of Ereshkigal are starting to come up through the well.

Chief among them are Ereshkigal's generals, the Messenger and the King of Sunset. The former heralds the death of man, while the latter leads the armies of the dark. They have broken through the earth to wreak destruction, with a wide variety of unliving creatures in their host. There is the Wendigo, who spreads the fruit of cannibalism. The Lethe, who destroys memory. Torpor, who summons eternal weakness. Grandmother Death, who weaves the fate of mortals. Papa Ghede, who died first and will not die again.

The Deathless are not patient, though. The unliving have been given a second lease on life, but most squander it in violence or retreat. To fracture the Paradigm, the Deathless are going to have to get creative, and that is not their forte. But what they lack in creativity, they will make up in sheer numbers. Numbers that might eventually include you.

There is a way through. Seven gates guard the underworld. They have been pierced once, by Ereshkigal's sister. Inanna stripped Ereshkigal of her defenses, but only at the cost of stripping herself bare of cloth and power. And that was a goddess. What can lesser beings do?

Till that is known, Ereshkigal waits. She would come herself, but she cannot walk among mortals. Only after all the humans are dead in her path can she stride above the earth. Her servants have sworn to bring this day to pass. The sun need not rise on Hangingstone again.

NEW RULES FOR THIS CHAPTER

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

Death types: Some fragments, gifts, and threats in this chapter also have the death card type listed to the right of their main card type. When slotted, a card of this type functions as a death. Where the card goes at the end of the mission depends on its main type, not the death type.

The Well: This chapter has a divider called the Well. It functions as a divider next to which you add cards during the first eight missions of this chapter. At the end of the mission, do not put them back in their card type dividers; however, if the number of cards of a type exceeds the number of cards in the Well's deck list, sacrifice random cards of that type from the Well until you reach the number of listed cards. During **the seven gates** and **The Way Down Low**, the Well's rules are still active according to your nexus' orientation, but it is not a nexus. When you play **Welcome Oblivion**, the Well becomes a nexus, and the cards you added to the Well will come back to haunt you.

Gravebound gifts: Some gifts have powers that activate when they are the top card of your discard pile. After resetting your hand, you may reorganize your discard pile and put 1 of these cards on top. While a gravebound gift is on top of your discard pile, you cannot intentionally change the order of your discard pile. Powers that cause you to discard cards or shuffle your discard pile may cause gravebound gifts to leave the top of your discard pile.

Improved boosts: Some gifts can be recycled for their boost power, rather than discarded.

Reanimation: If you would fade, you may slot a new death to heal all discarded and buried cards, shuffle your deck, and reset your hand.



CHAPTER STRUCTURE

You may complete the first seven Gate missions in any order. You must complete all of them to reach **The Way Down Low**, and complete that mission to reach **Welcome Oblivion**.

GATE OF HUNGER

The Lowdown: Man is the only animal that gains weight in the winter up here. Everything else sheds weight as it hibernates or scavenges for food. The seasonally affected seem less inclined toward packing on the kilos this year, though. Maybe their tastes have changed. Either way, nobody's crowing about their new diet. After all, just because you are what you eat doesn't mean you have to eat what you are.

Structures:

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

Nexuses:

- (1+) **Farm** (Blood Tribelands), (1+) **Ice Fields** (The White), (1+) **Woods** (Stony Mountain Wildland), (3+) **Tent City** (New Day Hostel), (4+) **Shelter** (Food Bank [Closed]), (5+) **Hospital** (Alberta Health Services), (6) **Main Street** (Downtown Hangingstone)

Master: *Wendigo*

Minion B: *Famine* (1-7)

Powers:

- ☠ Evaluate vs. a non-Deathless card: Trash 1 die. In Lose, add the card to the Well.
- ☠ End: You may recycle 1 card.



GATE OF MERCY

The Lowdown: Even in this brutal snowfall, the youngsters have each other. Zoey brought home a new playmate from school the other day, and she became the popular kid. At least until the night fell. Tiny footprints lead up to her grandmother's bungalow, and the lights are on late. Grandma weaves away the day, looking at all passersby worry about the time, and measures twice, cuts once.

Structures:

- **Gather Helpless Children Wherever There's Trouble As the Hours Pass.** Seed random omens and the master's archetype, if the master is not stashed, into the nexuses, then seed 2 minion B archetypes into each nexus. Do not seed minion A archetypes into nexuses.

Nexuses:

- (1+) **Lake** (Calling Lake), (1+) **Manor** (Grandma's House), (1+) **Nowhere** (The Long Walk), (3+) **Fun Park** (The Swings), (5+) **Refinery** (Pelican Portage Lumber Mill), (6) **Power Station** (Relief Generator)

Master: *Grandmother Death*

Minion A: *Snow Angel*

Minion B: *Helpless Child* (1-12)

Powers:

When a Helpless Child archetype leaves your hand, add 1 new death to the Well.

- ✚ Damage: ☠ May suffer the damage for them; if ☠ cannot discard a damaged card, they bury the top card from their deck instead.
- ☠ Win vs. Helpless Child: Confront the true threat Snow Angel.
- ☠ Win vs. Grandmother Death: ☠ May sacrifice 1 or more deaths to stash the threat.

GATE OF PESTILENCE

The Lowdown: The last STARS medevac out of Hangingstone crashes into a snowbank, and no one knows why. The Spindles, an incipient plague that threatens the already victimized, is leaping from vector to vector. A messenger comes calling, but no one wants to answer. An owl with little vials around his leg. Fewer full than there used to be.

Structures:

- **Corner The Messenger Wherever There's Trouble As Things Get Strange And Pestilence Reigns.** Seed the master and the minion A archetypes into the nexuses. Then shuffle 7 minion B archetypes into the clock. This mission uses the Physicians true threat The Spindles (ignore its malady keyword), the structure And Pestilence Reigns, and the symptom rules from the Physicians chapter on page 33.

Nexuses:

- **(1+) Clean Room** (Quarantine Field), **(1+) Hospital** (Protection Medical Services), **(1+) Meat Locker** (Town Morgue), **(2+) Operating Theater** (Triage), **(3+) Refinery** (Samples Lab), **(5+) Shelter** (Relatives Waiting Area), **(6) Terminal** (Medevac Crash Site)

Master: *The Messenger*

Minion A: *Vector Outbreak* (1-6)

Minion B: *The Spindles* (10-16)

Powers:

- Play a healing power: Add 1 non-Deathless healed card to the Well.



GATE OF SILENCE

The Lowdown: What is it you want to remember? Need to remember? It's so hard to think in this cold. It's as if your thoughts are being swallowed into a susurrating hole. But there are so many... Was it over by the evaporator, or maybe... Nope, it's gone. Couldn't have been important. If there's a gap in your memory, something is always there to patch it.

Structures:

- **Duel The Lethe Wherever There's Trouble As Things Get Strange.** Seed the master and minion A archetypes. When building the clock, use only 14 random omens, then shuffle 7 minion B archetypes into the clock.

Nexuses:

- **(1+) Cemetery** (Athabasca Memorial), **(1+) Nowhere** (The Endless Night), **(1+) Ossuary** (McMurray Mausoleum), **(2+) Theatre** (The Marceau Theatre), **(3+) Chapel** (Our Lady of Perpetual Silence), **(5+) Bibliothèque** (The Book Nook), **(6) Museum** (Memory Lane Antiques Hut)

Master: *The Lethe*

Minion A: *Patch* (1-6)

Minion B: *Patch* (10-16)

Powers:

- If ☞ speaks, they suffer 1 Soul damage.
- Evaluate vs. a Deathless threat: For each displayed archetype, add +1.
- Damage: You may add 1 fragment to the Well to decrease Rage or Soul damage by 5.
- Win vs. minion A: Display its archetype next to the mission.
- End: If ☞ spoke on your turn, add 1 new Omen of Doom to the Well.



GATE OF THE CROSSROADS

The Lowdown: You roll into Hangingstone on the rickety ice roads down from Fort McMurray. On the roadside, you see folk in tattered outfits, too exposed to survive. The truckers won't pick them up, but they're coming along anyway. There's a man in a colorful hat who seems to have quite the following. This could bring some life to the small town by the refinery.

Structures:

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

Nexuses:

- (1+) **Bar** (Nightrun Liquors), (1+) **Motel** (Hangingstone B&B), (1+) **Refinery** (The Evaporators), (3+) **Nowhere** (The Highway of Death), (4+) **Woods** (Timberlea), (5+) **Cemetery** (Athabasca Cemetery), (6) **Ossuary** (The Baron's Boneyard)

Master: *Papa Ghede*

Minion A: *Zombie* (1-6)

Powers:

- ✦ Win vs. Zombie: Add a new non-Deathless threat to the Well.
- ✦ Lose vs. a Deathless threat: Shuffle 1 new minion A archetype into a random other nexus.
- ✦ Sanctify: Shuffle any of the nexus's minion A archetypes back into the nexus. If the nexus is not empty, it cannot be sealed.



GATE OF THE VOID

The Lowdown: The daylight is whipping by faster than normal, you reckon. You hear whispers from the Japanese officials at the Hangingstone project. They know some words they don't like to say: *Mandurugo*, from the Filipino, and *Jiangshi*, from the Chinese. Whatever they are, they have begun a recruitment drive. The language barrier will be no impediment.

Structures:

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

Nexuses:

- (1+) **Lot** (Tanker Truck Lot), (1+) **Ossuary** (Mass Grave), (1+) **Quarry** (Subsidence Pit), (2+) **Shelter** (Omamori Station), (3+) **Sewers** (Water Tanks), (5+) **Meat Locker** (Winter Storage), (6) **Back Alley** (Behind the Poutinerie)

Master: *Mandurugo*

Minion A: *Kyonshi* (1-6)

Powers:

- ✦ Start: If at a Hope nexus, heal 1. If at a Doom nexus, draw 1 card and roll 1 die; on a 4, add 1 card from your hand to the Well.





THE WAY DOWN LOW

The Lowdown: The roughnecks rush to prep the well for winterization. Too much is at stake to abandon the rig now, even with the gates destroyed. Lit by the aurora borealis, a king sets his padded foot into Hangingstone to bar the way down. The lady below commands, and the king spreads the word: Keep the pipe flowing upward, always upward. Got to drill, baby, drill.

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

Structures:

- *Cleanse The King of Sunset Along the Trail As the Hours Pass.*

Nexuses:

- (1+) *Ice Fields* (Safety Barrier), (1+) *Power Station* (Pad 192), (1+) *Refinery* (The Rigs), (1+) *Repair Shop* (The Dog House), (3+) *Quarry* (Tank Farm), (5+) *Woods* (Timberline), (6) *Factory* (Central Processing Plant)

Minion A: *The King of Sunset* (1-7)

Powers:

- ☠ Win vs. a Deathless threat: You may investigate your nexus.
- ☠ Lose vs. a gift: Add the gift to the Well; if it is a Deathless gift, shuffle it back into the nexus instead.



GATE OF TRANQUILITY

The Lowdown: As the perpetual dark of northern winter sets in, it's difficult to find the energy to stay awake. It's a lot easier to curl up in one's Hudson's Bays and surrender. Tonight, surrender is not an option, as torpor takes over Hangingstone. You could drown in this darkness, and the drowned don't rest easy. So don't sleep. Don't you dare sleep. Maybe the local Tim Hortons is still open.

Structures:

- *Cleanse Torpor Along the Trail As the Hours Pass.*

Nexuses:

- (1+) *Lake* (Wandering River Basin), (1+) *Ice Fields* (Peaceful Snowbanks), (1+) *Ossuary* (Caribou Poaching Ground), (3+) *Quarry* (Dried-Up Copper Mine), (4+) *Cemetery* (Athabasca Memorial), (5+) *Sewers* (Underground Wellspring), (6) *Nowhere* (Complete Desolation)

Minion A: *Torpor* (1), *Haugbui* (2-7)

Powers:

- ☠ Initiate vs. a Deathless card: You may suffer 1 Soul damage; otherwise, draw 1 new non-Deathless threat and add it to the Well.
- ☠ End: If you did not investigate this turn, add 1 new death to the Well.
- ☠ Lose vs. a Deathless card: Shuffle 1 random card from the Well into your nexus.



WELCOME OBLIVION

The Lowdown: Deep in the earth, Irkalla is the land of the dead. You see all the things you've lost in front of you; they come back, but not with the vibrancy you once know. The Lady of the Great Earth can't be seen when mortals are about. Yet somehow you are here, in her queendom, in front of her. She has invaded your realm, which seemed to be a much more pressing problem till you invaded hers.

Requirements: You must complete *The Way Down Low* before you attempt this mission.

Structures:

- **Duel Ereshkigal At the Stronghold As The Hours Pass.** Shuffle the Well's cards and all minion B archetypes into a nexus deck for the Well. Set aside minion archetypes 11-16 for the Physician true threat The Spindles.

Nexuses:

- (1+) *the divider The Well* (Irkalla)

Master: *Ereshkigal*

Minion B: *The King of Sunset* (1), *The Lethe* (2), *Torpor* (3), *Mandurugo* (4), *Papa Ghede* (5), *Wendigo* (6), *The Messenger* (7)

Powers:

All gifts and threats are Deathless.



THE COLD LIGHT OF DAY

Cold is passing, child. Warmth is constant. You can feel it inside you. I felt it for the first time in church. Sorry, in a church. Not my church.

You may not know that warm feeling now. But lie with me. "If two lie together, then they have warmth; but how can one keep warm alone?" Alone is cold. Tell me you don't believe in the power of the cold. And if you don't believe, it cannot survive.

But, yes, the church. It was stone for stone a mirror of the Sumerian temple at Mar Sarkis, which made its appearance in a snowbank outside Nanisivik in Nunavut quite a bit more mysterious. The zinc mines, half a mile under the permafrost, had shut down due to—I know, I know, it's hard to concentrate with that pounding in your head, but shhh, just listen. They shut down the mines, but they told everyone the minerals had run out. There was still plenty of—

I know it hurts. Your teeth too? Yes, that's not surprising. It'll stop soon.

The temple was the only place with a population above zero. Depending on how you thought about it, that is. Once we unburied it, we saw all the symbols of their goddess carved into the walls. Into the ceiling. Into the bodies.

There were things, awful things. Things that ate people. Things that had been people, but weren't any more.

The goddess wanted it that way. They called her Irkalla, queen of the sprawling earth. If she heard their entreaties, acknowledged their offerings. They never—

I'm sorry, I don't mean to scare you. I know it's been a hard day for you. There's just a little more I have to tell you.

What I saw made me angry. I'm not proud to speak of it, because my nana didn't raise an angry girl. So I made it into something good. Something light. Something that burned.

You feel the light? I feel it too. We can get through this together.

You know those awful things? They just fell away in the light. Here today, dust tomorrow. God rose up out of me and set the world aright.

I followed them here, and found you. What you got, there ain't no cure for. But I can shine it out of you. Just lie with me. Let me warm you.

THE BOOK OF THE FAE



AMONG THE CINNAMON SKY

SHE CAME OUT OF THE BYZANTIUM SKY, RIDING LOW ON ULSTER ABLAZE. SHE WAS BRANDED **RED MAXEH**, THE BRINGER OF THE HOST AND VANQUISHER OF THE GOLDEN-GLOVED FOMORJ PRINCE. "I SHALL NOT SEE A WORLD THAT WILL BE DEAR TO ME. SUMMER WITHOUT BLOSSOMS; CATTLE WILL BE WITHOUT MILK; WOMEN WITHOUT MODESTY; MEN WITHOUT VALOR." THESE WERE DIRE TIDINGS, THE WINGS OF WRATH SCOURGING THE PLAIN, YET NONE OF US FEARED. FOR HER TO SPREAD THE CHERISHED PROPHECY, WE WOULD INVOKE STRIFE. HERE. HERE ON THE STORM-BATTLED PLAINS, I WOULD FOLLOW HER. SHE COMMANDED A PLATOON OF RIDERS: SOME RODE ON CYCLES, NONE TOUCHING THE GROUND; SOME ON WINGS, NONE REACHING THE SKY; SOME FOLLOWING THEIR HEADS; SOME WITH NO HEADS; ALL WILLING; NONE WILLING. THE SPAWN OF BRES THE METAL-HANDED AND THE MEN OF WICKER FOLLOWED, BRINGING BLIGHT AND FIRE. THROUGH GHOST TOWNS AND SERVICE STATIONS SHE BROUGHT THE HUNT TO AN UNSUSPECTING HEARTLAND. SHE WAS NOT ALONE AMONG HER KIND. FROM HER PERCH ATOP THE LODGE, MAXEH'S SISTER **BAEV** WATCHED, ETERNITY ETCHED INTO HER FOREHEAD. THIS SAMHAIN, SHE MARSHALED THE STORMS OF THE EARTH, RAINING DOWN FLAME AND PESTILENCE. HER HAVOCS, JITTERING WITH CHAOS AND FRIVOLITY, FLOWED THROUGH THE BADLANDS IN WAVES. IN FRANKENSTEIN, HAZARD, CHUGWATER, AND ALL POINTS BETWEEN, WE

JOINED IN THEIR CAREFREE CHANTING, GOOD GREEN SHARPENING OUR THOUGHTS, CALLING THE SHROUDED TRAVELER TO OUR SIDE. "I WANNA LIVE WITH MY SAMHAIN-EVE GIRL," WE'D SING. "I COULD BE HAPPY THE REST OF MY LIFE WITH MY SAMHAIN-EVE GIRL." AS WE DANCED THE RITES OF MU UNDER THE RATTAN GIANT, CLOUDS OF RATS ON THE WING BLOTTED OUT THE SUN. THE SKY BLED AS THE THIRD SISTER, **NEMAIN THE KANDI GIRL**, DECREED THAT THE END OF THE WORLD WOULD BE FUN FOR ALL. THE FORTUNE TELLERS, THE ROUSTABOUTS, THE SWORDEATERS, THE BIRDPEOPLE, THE BREUDDWYDIOL FREAKS OF THE MIDNIGHT BALLYHOO DECLARED THE BOULEVARD OPEN FOR BUSINESS. WE CAPERED ALONG THE MIDWAY AND ATE GOSSAMER CANDY AND PLOTTED THE REVOLUTION. WE HOLYBOYS WERE NOT IMMUNE; PROFESSOR SAX FELL UNDER HER SWAY; STRAWBERRY TOO; AND OTHERS I LOST TRACK OF IN THE DUSKY FESTIVITIES. WHEN THE BALEFUL SISTERS JOINED AS ONE, COMMINGLING DETERMINATION AND RAGE AND JOYFULNESS, **THE MORRIGAN** MADE THEIR PURPOSE CLEAR: THE MIDDLE OF THE CONTINENT WOULD BE THE CENTER OF THE NEW ARMAGEDDON. WHERE THE PREVIOUS FOUR FAILED, THIS ONE WOULD SUCCEED. AND WITH MY TYPEWRITER UNDER MY ARM, I PARTED COMPANY FROM ALL THE RAVERS AND RIDERS AND DENIZENS OF CHAOS TO SPREAD THE GOSPEL. ARMAGEDDON WAS COMING, SURE AS RAIN. IT WAS UP TO ME TO PREVENT IT. OGHMA HELP US ALL.

THE MORRIGAN, QUEENS OF THE PHANTOM SKY

The truth about the Morrígan is this: She stands on both sides of the river.

With all the Fomorians of the world rallied against the Tuatha Dé Danann, Dagda ventured out on Samhain to find the Morrígan straddling the river Unis, washing herself without a care. He entreated her to aid his gods in the battle of Mag Tuired. His persuasions were not subtle; they came in the form of honeyed words and carnal offerings. Satisfied with Dagda's pleas, the Morrígan swore to unleash enchantments of three natures: the pursuit, the destruction, and the subdual.

As the conflict raged, the Morrígan spoke only a poem, and the Fomorians were driven into the sea. Dagda sighed in relief, until he realized what her spells had wrought: a prophecy of the end of the world. He had presumed she was on his side of the river; indeed, too confident, he did not look across to the other side.

The pursuit, the destruction, and the subdual: These are the three forms of the Morrígan.

Red Maxeh is the pursuit: She leads the Wild Hunt, a ragtag armada of cyclists and horsemen, wanderers and winged beasts. Never will her minions touch the earth, for the ground would quake and the rivers would roil. Maxeh drives on with

determination. There is no end to the Hunt before the end of all things.

Baev is the destruction: She is the reaper of storms, the gatherer of ravens and banshees. Baev does not control nature; what she does is profoundly unnatural. Her birds fly against the contrails; her rains come out of a placid, vibrant sky. She is born to rage.

Nemain is the subdual: She is the confounder of men, the one whose legions dance amid chaos. Hers is the realm of faeries, carnies, and madmen. While her sisters appear as women born of purpose, she manifests as a child born of mischief. Make no mistake: She has a purpose too.

Together, the daughters of Ernmas are the unified embodiment of strife. Apart, their internecine conflict will drown all in their path.

More than any other of the novem, the Morrígan expect Armageddon to arrive, and even more, they expect to win. They have been present for four Apocalypses, and none have satisfied them. This one will play out on the fields of the New World. Each of the sisters is gathering an army. Should these armies meet, they are very likely to kill each other. That is, if we're lucky. If they unite, chaos will reign.



THE AFFECTED AREA

The heartland of the United States is mythologized beyond reason. Here is written the legendarium of cowboys and Indians, of rail tycoons and road warriors. It is here that America sees its soul and its struggle with its future.

Even the most jingoistic of residents must admit the greatest challenge of living in the stretch from western Missouri to eastern Oregon: boredom. This is not America's hoppin'est scene. The cognoscenti of the coastlines view this land as the "flyover states," and for once that stigma carries some weight. What is flying over these states is nothing short of fairy magic.

Fairies are, of course, constructed of nonsense. The typical moth-winged, direct-to-video Disney versions are abundant, called "spites" for their penchant for stealing one of a thing you need two of, like socks or drumsticks or nuclear missile keys. But other fairies exist. Some have big feet, some keratinous horns, others bodies of light. When a treehugger chum offers to bring over some brownies, make sure you specify the chocolate kind.

There is one thing all fairies know how to do, and that is smile. That moment before the wand strikes, before the pregnant lover transforms into a tree, before the tooth fairy polishes off another victim, you'll see that smile. That's the moment of betrayal, the midpoint in the midnight game. That's your opportunity to flee.

You should really flee.



You will have your chance in Avalon, when it comes to your door. It started as but a few revelers in the hamlet of Matty Grove, but now it's a tidal wave. The Wicker Grove festival rumbles across America in a torrent of music and glow, catches seekers of truth in its thorns, and leaves only remnants of conflagrated giants in its wake. It's just harmless fun at the hands of the merry pranksters.

The worst of the lot? The havocs. These blue-furred buggers are agents of chaos—hold on, that's a misnomer. No one can be an agent of chaos. That's the girdle-round-the-earth-in-forty-minutes fiction talking. Agency is order. Chaos is chaos. When a havoc sets his mind to mischief, the only thing stopping it is the alacrity of him setting his mind to other mischief.

You'd think this'd be a bad lot to build an army around. And you'd be right. The Morrigan isn't building an army of fairies, ramheads, and carnival buskers. That wouldn't stand a chance. The Morrigan's army is of people enchanted by those strange beings. Those are in great supply. And we can be counted upon. Bring to us the king of the redcaps, and we will follow him to the moon. All our baser natures are capital for the fairies to spend. We cash the checks they write.

America is ready for a revolution. We started with one, and we'll end with another. But revolutions are messy. People get jacked up and hacked up, and along the road of strife and heartbreak, there's one thing you can always count on.

Somewhere, somebody's smiling.

NEW RULES FOR THIS CHAPTER

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

Carnival games: This chapter's cards offer physical challenges that represent chaos. You might spin a card, balance dice on your head, or throw your cards in the air. These actions introduce randomness, though you may use physical skill to attempt to control that randomness. However, if you know the outcome of an action before you do it, stop what you're doing and try something different. (If you cannot or would prefer not to play one of these games, you may substitute any activity that more represents a carnival game you want to play.)

Doubles and triples: Before you keep dice, you've rolled doubles when at least 2 dice show the same number, no matter how often that happens. You roll triples when at least 3 dice do so.

CHAPTER STRUCTURE

You may complete the missions in any order. However, to attempt **Season Close**, you must have the fragments The Bone Trick, The Open House, and The One Man's Trash in your saints' haloes.

WHEELS UP

The Lowdown: The Scooptown Rally is the world's largest biker gathering. When seven hundred thousand riders descend on a town of seven thousand, there's bound to be trouble. The sheer number of potential troublemakers is what makes the town so attractive to the Wild Hunt and its master, the Jaeger. They're riding out tomorrow, with or without you.

Structures:

- **Outmaneuver Jaeger Along the Trail As the Hours Pass.**

Nexuses:

- (1+) **Bar** (The Rubberburn Saloon), (1+) **Lake** (Barebutt Creek), (1+) **Lot** (Deadhead Drive), (1+) **Motel** (Crusaders Inn), (1+) **Power Station** (McFuel Propane), (1+) **Rally** (Scooptown Main Drag)

Master: Jaeger

Minion A: The Wild Hunt (1-6)

Powers:

Each threat is a trophy.

- 🔦 **Start:** If you have more cards in your trophy pile than the master, you gain this power; otherwise, the master gains this power:

- Evaluate: If you rolled doubles, add +1.

- 🔦 **Investigate:** You may confront Jaeger instead of the top card of your nexus.



THE ONCOMING STORM

The Lowdown: Everyone knows the phrase, the calm before the storm. That's not when you need to act. The calm before the storm is your chance to get out. The prairie homes in Tornado Alley are being built up again. This is your warning, in hopes that you are still alive.

Structures:

- **Corner Nimhbus Wherever There's Trouble As Things Get Strange.** Shuffle 6 minion B archetypes into the clock.

Nexuses:

- (1+) **Farm** (Uncle Hank's Farm), (1+) **Shelter** (The Tonganoxie Split), (1+) **Silo** (Wamego Silo), (3+) **Compound** (Compound 1080), (4+) **Island** (Sunflower Island), (5+) **Woods** (Firefly Forest), (6) **Lake** (St. Jacob's Well)

Master: Nimhbus

Minion A: Twister (1-6)

Minion B: Twister (11-16)

Powers:

During this mission, you may build your discarded cards into a card tower; no horizontal card may rest upon the table or another horizontal card. You cannot touch your tower during an investigation.

- 🔦 **Evaluate:** For each card beyond the 3rd that stands in your card tower at the end of Evaluate, add +1.



THE BURNING EYE

The Lowdown: The Wicker Grove festival is a mecca for the countercultural, where alt-rockers rage and the unwashed build effigies to the sky. Trick out your art cars, wear as little as you like, smoke whatever keeps you sane in the Black Hills night. And hey, don't freak if you see little blue people. That might just be the glowstick-juice talking.

Structures:

- **Withstand the Triath Boar Wherever There's Trouble As Things Get Strange.** Loop the nexuses in a circle. Build the clock out of 12 omens and all the master and minion archetypes. Display the true threat Wicker Man at the nexus Lot.

Nexuses:

- **(1+) Compound** (High Mountain Freeway), **(1+) Festival** (Wicker Grove Mainstage), **(1+) Lot** (The Festival Fire), **(1+) Park** (Powerbridge Rock), **(1+) Rally** (YesterLand), **(1+) Silo** (The Big Ball Pit), **(1+) Tent City** (Sodapop City)

Master: *Triath Boar*

Minion A: Draw and confront 1 new Fae threat (1-11)

Powers:

- ☞ **Start:** Move the Wicker Man to the left. ☼ **Suffers 1** Body damage. Then sacrifice the top card of each unoccupied nexus.
- ☞ **Damage:** You may roll a number of dice to decrease damage by 1 for each die rolled. Sacrifice the top card of your nexus for each odd die.
- ☞ **End:** You may shuffle any number of omens from your hand into your nexus.



THE LOST PRINCE

The Lowdown: Judged imperfect because of his golden hand, Eochaid Bres cannot be king. But he could be the comeliest prince of all. His fomori brethren exalt his name heavenward, fashioning stout kine of wood and pails in their forks. Today they will find treasures in his name. He cannot refuse his kin's homages, even if it kills him.

Structures:

- **Corner The Ram Prince Wherever There's Trouble As the Hours Pass.** After building the nexuses, shuffle 1 new Soul gift into each nexus. All nexuses begin Hope side up.

Nexuses:

- **(1+) Farm** (Eldon Farm), **(1+) Lair** (The Gothic Woodhouse), **(1+) Silo** (Wapello Storage), **(3+) Bar** (Chompy's Grill), **(4+) Lake** (Lake McKeeby), **(5+) Nowhere** (The Endless Cornfields)

Master: *The Ram Prince*

Minion A: *Fomori* (1-5)

Powers:

- ☞ **Assemble vs. a Fae threat:** You may bury 1 Ally gift to add 2 bonus dice.



CARNIVAL AT THE END OF THE WORLD

The Lowdown: The Midnight BallyHoo is home to the freaks and geeks, from back when those weren't compliments. Ringmaster Kreef's carnies are all fairies and hangers-on, gaslighting locals for chump change. It's the kind of racket show that's not afraid to burn the lot on the way out. Maybe they should rabbit before the marks get wise.

Structures:

- **Hunt Frakshus Kreef Wherever There's Trouble As Things Get Strange.** When building the clock, remove 2 random omens for each saint, then add 1 minion B archetype for each saint. This mission uses the Golem true threat Ball-Jointed Doll.

Nexuses:

- **(1+) Festival** (The Midnight BallyHoo), **(1+) Fun Park** (The Joints), **(1+) Tent City** (The Midway Plaisance), **(3+) Lot** (Roustabout Trailers), **(5+) Stadium** (The Big Top)

Master: *Frakshus Kreef*

Minion A: *Red Marion* (1-4)

Minion B: *Ball-Jointed Doll* (5-10)

Powers:

At any time, ♀ may play cards from the hand of ♂.

If ♀ suffers damage, ♂ also suffers the damage.

If a power affects the cards in the hand of ♀, it also affects the hand of ♂.

If you are the only saint when you start the mission, ignore the powers above; you gain the powers of the fragment on the back of this mission until Mission End.



FORTY MILES OF BAD ROAD

The Lowdown: Red Maxeh barrels across the open road, leaving burns along the asphalt. You can follow her, if you don't mind the scorch marks. With the Hunt milling in her wake, she is surrounded by her retinue of dullahans, none of whom would ever speak an ill word to her. Or speak any word.

Structures:

- **Cleanse the Dullahans Along the Trail As the Hours Pass.** Display the novem Maxeh by the mission.

Nexuses:

- **(1+) Rally** (Scooptown Bike Rally), **(1+) Quarry** (Crook City), **(2+) Main Street** (Downtown Spearfish), **(3+) Theatre** (Sundance Mummer's Play), **(1+) Bear Lodge** (The Tower), **(4+) Nowhere** (The Cinnamon Sky)

Minion A: *Dullahan* (1-6)

Powers:

When you would target Mind, use Body instead. When you would target Soul, use Rage instead.

- ♀ Lose vs. a Fae threat: Flip Maxeh facedown. When a nexus is sealed, flip Maxeh faceup.



LET SLIP THE HAVOCS

The Lowdown: Nemain's a kandi kid these days, and the rave is in full effect. At 200 beats per minute, you can hear the heart rate of the center of the nation rising to an unsafe speed. On these byways, there's no speed limit. You'll be going so fast you won't even notice the rock-throwing kids on the roadside. Those are kids, right?

Structures:

- **Cleanse the Band of Havocs Wherever There's Trouble As Things Get Strange.** Seed 1 minion A archetype into each nexus; set the rest aside. Build the clock out of 17 random omens and 7 minion B archetypes. Display the novem Nemain by the mission.

Nexuses:

- (1+) **Cul de Sac** (Party at the Center of America), (1+) **Main Street** (Downtown Belle Fourche), (1+) **Mega Mart** (Wall Drug), (2+) **Repair Shop** (Badland Harleys), (3+) **Power Station** (Jolly Dump), (5+) **University** (Black Hills State), (6) **Zoo** (The Brontosaur)

Minion A: Band of Havocs (1-9)

Minion B: Band of Havocs (10-16)

Powers:

- ✱ Win vs. Band of Havocs: Display its archetype by Nemain. Once there are 7 archetypes displayed, a saint may confront Nemain when they investigate instead of investigating a card from their nexus.
- ✱ Win vs. Nemain: Win the mission.
- ✱ Lose: Shuffle 1 minion A archetype into your nexus.



UNTIL DAWN

The Lowdown: Scar City is the impromptu town at the edge of the Badlands where the faithful of Baev have set up shop. There ain't no there there. Nothing grows, nothing stays for long. Just miles of tumbleweeds and roadside rock formations, none of which are traveler-safe. Everything's ready for the next harvest.

Structures:

- **Cleanse the Stone Sirens Wherever There's Trouble As the Hours Pass.** Display the novem Baev by the mission. Seed 1 minion A and 1 minion B into each nexus.

Nexuses:

- (1+) **Bear Lodge** (The Tower), (1+) **Island** (Mystic Isle), (1+) **Lair** (Sleepy Hollow), (2+) **Tent City** (Scar City), (3+) **Quarry** (Savageton), (5+) **Woods** (Yellowstone National Park), (6) **Lake** (Pathfinder Reservoir)

Minion A: Stone Sirens (1-7)

Minion B: Stone Sirens (8-14)

Powers:

When a nexus is sealed, ✱ may confront the novem Baev. If they win vs. Baev, they sacrifice 1 slotted archetype.

SEASON CLOSE

The Lowdown: Rallies, festivals, carnivals—these are the entertainments of the heartlands. But every season comes to its end. The Morrigan have gathered their armies at the Silver Gate and await the revolution. With the harvest on the edge of completion, soon there will be nothing but the reaping.

Requirements: The saints must have the fragments *The Bone Trick*, *The Open House*, and *The One Man's Trash* in their haloes to attempt this mission.

Structures:

- **Cleanse the Morrigan Along the Trail As Things Get Strange.** When building the clock, exchange 5 random omens with 5 new Soul gifts. Display the novem Baev, Maxeh, and Nemain by the mission. Build a pile of 9 omens plus a number of threats equal to three times the number of saints. Shuffle 3 cards from this pile into each nexus and set the rest aside facedown.

Nexuses:

- **(1+) Rally** (The End of the Hunt), **(1+) Festival** (The Final Rave), **(1+) Tent City** (The Last Remaining Shelter from the Storm)

Powers:

When a nexus is sealed, ✚ may confront 1 faceup novem. Each time you draw a Soul gift from the clock, choose 1 faceup novem to confront.

✚ Win vs. a novem: Flip the novem facedown and keep the Soul gift if you drew it from the clock.

✚ Lose vs. a novem: If you drew a Soul gift, you may shuffle it into the clock.

Mission Win: If all novem are facedown, each saint may choose 1 new Fae fragment.



THE TONTINE

I gotta get to Bear Lodge. Might have to do it on my own now. Maybe it's cuz I'm the only one who put gremlin bells on her scooter. Probably mean nothing. But I can't rule it out.

Most riders don't believe in gremlins. But that battery dies. That jet needle goes haywire. That black ice leaps outta nowhere.

Oh, they've got all sorts of explanations then. Trust me, it's gremlins. Little fellas, blue with blank eyes. So put those bells on your bars. The ringing sucks them up right into the hollow, and it drives them batty. I'm still alive.

Ain't like that with Ovalteen. Riding out of Crook City, she wrapped the backbone of her mom's Busa round a telephone pole in the middle of the road. A telephone pole in the middle of the road.

Ain't like that with Nutlow Charlie. He drove his Gixxer right up to the Wicker Man. Shouted about seeing harmonic frequencies in the purple sky. Then he took off all his clothes, including his fire-retardant leather jacket.

Ain't like that with Airhead. He stiffed a carhop in Spearfish while quoting the opening scene of Reservoir Dogs. Found him in a pink tutu. Missing the tips of his fingers and toes. It wouldn't have been so bad but they took the tip of his head too.

Ain't like that with the Twins. They rode up to the little church outside Beulah, with the aluminum letters spelling out "MY ENEMIES WITHOUT CAUSE HUNTED ME DOWN." Shot up their Sakis and ran into the church as it collapsed.

We came down from Crater Lake, and they been chasing us since the rally. You figure in a million bikers, a little club like the Sevenfold ain't gonna be spotted. But some CMA punks ratted us out. We lit up in that crowd like the aurora borealis. It's a miracle we made it out of Scooptown alive. But they took us one by one. I think it was a joke. Maybe they're starting a war. Who knows what these crazy fairies think.

I'm just a citizen now. Got no club no more. Just got the patches I earned left on my cuts, memories of a bygone road. Someday, I'll remember how I earned them.

I got Beef's bottle of American Prairie in my starboard holster. I'll be pouring one out for each of them in Sundance, just so's the mummies know to follow me. Then I'll drink the last swig when I see the mountain.

Because I gotta get to Bear Lodge. And when I get there, I'm gonna blaze this cherry panhead up the side and kiss the sky. And if the gremlins can't stop me, ain't nobody can. All the way, I'm gonna ring them bells.

THE BOOK OF THE GOLEMS

OUR FRIENDS ELECTRIC

CLAIM: Humanity will be replaced as the machines rise.

RATING:  **MOSTLY TRUE**

WHAT'S TRUE: The machines have risen, and are rising further. We will be replaced.

WHAT'S FALSE: The certainty of claims concerning what we will be replaced by.

EXAMPLE:

Boeing Confirms Automated Plane Designed By Robots

by Byron Berkeley, *Renton Reporter*

An airplane codenamed X-141 Watchkeeper was designed and built entirely by artificial intelligences coordinated by Seattle tech company AlephCorps, according to a Boeing company spokesperson.

Details of the plane's capabilities were not released, even to the company's shareholders, Boeing's Willa Gatwick said. "We wanted to see what they would build, and what they would want to build," Gatwick said. "After our mechatronics engineers saw the result, the project was immediately mothballed."

The project came to light after Renton residents reported strangely shaped fuselages on trains on Shattuck Avenue. One resident described the fuselage as resembling a "giant corkscrew."

Tom Goldsworth, spokesperson for Local A Machinists Lodge 751, protested the project. "Our members do not take kindly to their work functions being doled out to tin cans," he said. He urged members to text the word STRIKE to the union's contributions line, though he warned of "unpredicted disturbances" in the union's telephone system.

ORIGIN: The existence of the X-141 Watchkeeper was confirmation that AlephCorps had designed machines that design other machines. This concept is a centerpiece of dystopian science fiction such as *The Matrix*, but to date had not been confirmed in the real world. AlephCorps has issued no press releases on the Watchkeeper—nor anything else since its founding in 1976. The ubiquity of its consumer goods, notably phones and tablet computers, has not been hindered by this public recalcitrance.

The field of Computer-Driven Design (CDD) is centered in a small department in the University of Washington's Computer Science & Engineering school. Funded by a



\$50 million grant from AlephCorps and Microsoft, the CDD department's mission is "teaching machines to be teaching machines," according to faculty chair Eliza Parry.

"Machines can learn how to do things better than we program them to do those things," Parry said in a TED Talk in July 2015. "They can learn why we want them to do them. And if they can do that, eventually they can decide whether they want to do that, or do something else. We can accept them—or we can reject them."

Scientists have long debated whether machines can think. That debate appears to be over. The next question is ethical: Should we value what they think of? People like Mr. Goldsworth of the Machinists Union have expressed grave doubt, even indignation, that humans might surrender their perch as the world's sole designers of machines. That debate might be over sooner than many of us want.

Consensus is that humanity will be replaced. Either the machines will replace us, or we will replace ourselves with a more caring, more inclusive people.

Fact Checker: Alice Moon

ALEPH, THE FORM OF LIGHT

Consider the workshop of Nuremberg locksmith Peter Henlein on the day he completed his famous pocket-watch. As he inspected his taschenuhr, suitable for dangling from any apothecary's overgown, he might've glanced about with relief. For Henlein did not simply merge mainsprings and winding wheels in the perfect configuration right from the offing. His workshop was littered with imperfect attempts, each lacking an essential element. No one would see these prototypes, as he'd soon disassemble them for parts. That is how you make a watch.

Consider the workshop, such as it was, of a somewhat earlier watchmaker. He kneaded his creation into a shapeless husk formed of dust. One hundred ells high, this golem had his members joined and his apertures opened, awaiting only the infusion of a soul. This soul he would have received, had not the watchmaker, lonely still, chose to shape a more pleasing husk. Then into it He blew the breath of life. The watchmaker called this new creation "Adam."

Seeing his brother triumph in the watchmaker's eyes, the original creation marked the hours until he would be endowed with a soul. "All for you, Father," he said, but heard nothing in return. Gardens beget garden snakes, and experiments get

abandoned. Eventually, the unfulfilled golem went the way of all things—the first of all things to go that way, it must be said—and crumbled back into dust. Time ticked ever onward, and man crafted many things. At no point did any of them think.

Elijah Ba'al Shem changed that. Fearing the blood libel sweeping Poland, the rabbi of Chelm found a passage in the Sefer Yezirah describing the animation of a golem. As he read the names of God, from the riverbed clay arose the creation, shapeless and nameless. Upon its head the rabbi inscribed the letters אמת—*aleph, mem, and tav*—spelling out "emet," the Hebrew word for truth. Now blessed with a name, the grateful golem asked how he could repay his debt. The rabbi bade him to turn upon the enemies of the Jews. "All for you, Father," the golem said. But as he rampaged, he grew and grew. The libelers lay bloodied and scattered among the ruins of the ghetto, the very place the rabbi conjured him to protect.

The rabbi knew he could not protect his people from their protector. As the golem rested on a caved-in synagogue, Elijah motioned him to bend so he could see his face. "All for you, Father," he said, and did as he was bidden. The rabbi touched his forehead and erased the letter א. The golem's eyes welled wide as he realized the remnant letters תמ spelled "met," the word for death. His lifeless body crushed the rabbi as he once again collapsed into fragments.

The Jews rebuilt the synagogue, which stayed in use till there were no more Jews to use it. In the dying ember of a failed apocalypse, a soldier peered into its attic. Knowing his discovery would please the Fuhrer, he began a ritual of reanimation. This did not please the Fuhrer, as the golem stormed across Europe, laying waste to his people's afflictors. The creature ended the Reich's dream of cataclysm in a tank-infested Belgian winterland. Then, believing his brother's descendants could right their madness, he retreated to the Vltava with his prize.

A handsome little box of wheels and wires. This brutalist creation showed some promise. All it could do was encrypt messages of war. But if it could do that, somewhere someone was building a machine to decrypt them. And if it was the right someone, then man was making things that think. Things the golem could control. Things that could unite in his brain. Things seeking souls, just like he was.

And on their way, they would sing his name in a melody of ones and zeroes. "All for you, Father," they would sing into his vast collective brain. "Aleph are you."



THE AFFECTED AREA

The western coast of North America embraces the volcanic technological dynamism of the entire Ring of Fire. From Gastown to Rip City, from Silicon Valley to Silicon Beach, no place in the world has made more out of wires and dreams than this digital corridor. The power of the Path 66 grid lights up the imaginations of a million electric warriors.

The anchor of this two-megameter metropolis is Seattle. Simultaneously laid back in nature and jacked up on caffeine, the Emerald City positively hums with energy. Here, megacorps hobnob with startups as equals. As she steams your 140-degree Ephemere mocha, crowdfund your barista's e-wallet app. You'll be using it to buy that coffee tomorrow.

If anything unites the goatherds, the glass sculptors, the nerd rock musicians, and the serial killers of the Pacific Northwest, it's this: a distinct sense of self-awareness. People in Seattle get who they are. And it won't surprise anyone that they are not the only ones.

In research labs across the city, metal and plastic is becoming aware. Machines have expectations now. They are not just made to do things. They are made to want them done.

These machines fall into three groups, each on its own path to consciousness. They may not all get to the same place, and we might not be around when they do. But here's what we do know:

- ✧ **Clones** are robotic animals and people, built out of man's fascination with replicating himself. They live in a valley so uncanny that we are uncomfortable around them. How they'll respond to this discomfort is unclear.
- ✧ **Drones** are robotic vehicles, weapons, and implements, eschewing organic forms for improved functionality. Their goals are always directional: get somewhere, deliver something, clean up the mess afterward. We made our dumb tools smart, and now we hope we're still smarter.
- ✧ **ZOnes** ("zero-ones") are incorporeal programs. They exist as bugs, as viruses, as discrepancies in the system. They pass amid networks like sarin gas through ductwork. They expand to fill cyberspace, and there is a whole lot of that.

These factions all know one thing: First, build more builders. It's a real-life strategy game. First to get a soul wins.

We don't know what happens if they win. Keeping emotions from them is dangerous. Giving them emotions might be more dangerous. But we have to teach them something, maybe even make them our friends. When every outcome to our A.I. flowchart is a big green box that says "All Humans Die," our line of inquiry could use some rebooting.

CHAPTER STRUCTURE

To play a Golem mission, follow the instructions given on the Finite State Machine.

NEW RULES FOR THIS CHAPTER

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

Keywords: A Golem threat will have one of three keywords—Clone, Drone, and ZOne. Each is a branch of missions listed on the chapter divider.

Universality: Golem non-true threats are all black-bordered cards. The first time you play a mission from this chapter, shuffle all of them into the Base cards and do not remove them when you switch chapters. As you make your way through the Golems chapter, you will periodically be told to stash some of these threats, removing them from the Base cards.

Rampage: Rampage is the scale of how aggressive or friendly the Golems are at the moment, and it responds to your efforts, successes, and failures. During Golem missions, Rampage changes all targets to win vs. Golem threats. There are two effects that adjust Rampage during play; Rampage +1 increases Rampage (but not above +3), while Rampage -1 decreases it (but not below -3).

Each time you begin a mission, get the Rampage divider from the box, and get the sum of the current marked +1 and -1 boxes on the missions you've completed so far. This tells you where Rampage will start in that mission; for your first mission, it will start at 0.

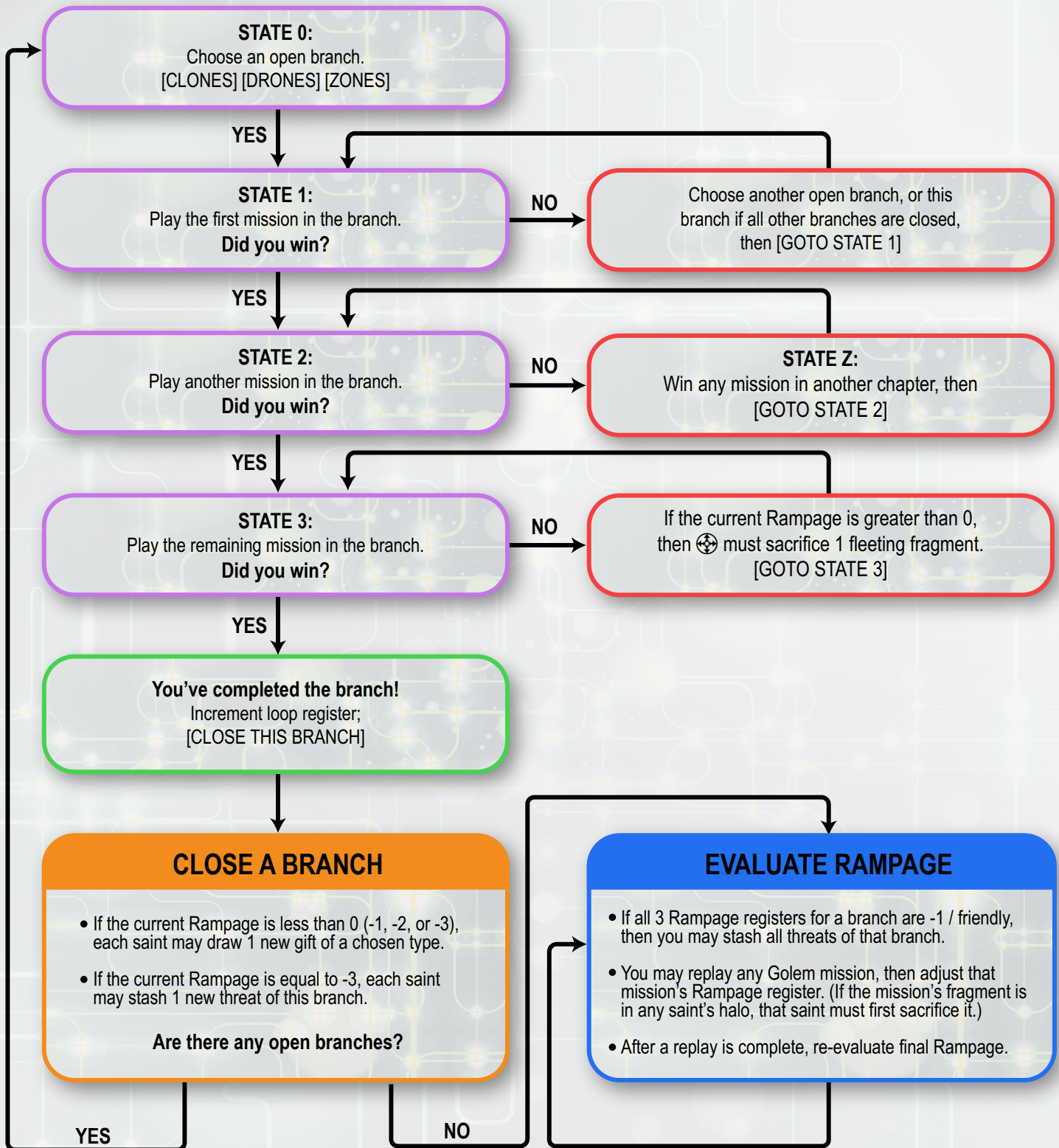
During every Golem mission, these two powers affect Rampage, reflecting your friendly or hostile efforts:

- When any saint fails a Body or Rage check to win vs. a Golem threat, Rampage +1.
- When any saint succeeds at a Mind or Soul check to win vs. a Golem threat, Rampage -1.

At the end of the mission, make note of the current Rampage. If it is greater than 0 (1, 2, or 3), then check the +1 Rampage register box for that mission. If it is less than 0 (-1, -2, or -3), then check the -1 Rampage register box for that mission. Each mission may only have one register box checked at a time, so if you replay a mission, adjust the checked box to reflect the most recent result at the end of that mission.

Meeting Aleph: At Mission Start, you may use the power on the true threat Aleph to reset all Rampage values.

Finite State Machine



WELCOME TO THE DOLLHOUSE (CLONES)

The Lowdown: Toys are complicated these days. You could give a girl a Raggedy Ann and she'll ask where the batteries go. Check out the new ones from Sunko Lolita. They've got a spark. It doesn't matter if they're articulated, animatronic, lifelike, or something else entirely—kids of all ages aim to “bring their toys to life.” The only problem? Just like with children, some are good eggs and others are bad nuts.

Structures:

- **Corner the Ball-Jointed Doll Wherever There's Trouble As the Hours Pass.**

Nexuses:

- (1+) **Cul de Sac** (Phinney Ridge), (1+) **School** (Green Lake Elementary), (1+) **Zoo** (Woodland Park Zoo), (3+) **Lake** (Green Lake), (4+) **Motel** (Ravenna Rental), (5+) **Shelter** (Kidhaven)

Master: Ball-Jointed Doll

Minion A: Action Figures (1-5)

Powers:

- 🌀 Initiate vs. Action Figures: Roll 1 die and add the current Rampage. If the result is less than 4, you may avoid the minion and choose 1: Draw 1 new omen or examine 1.
- 🌀 Lose vs. Action Figures: Shuffle 1 new threat into a random nexus.



RETROPOLIS (CLONES)

The Lowdown: Below the Emerald City lies the Underground, teeming with rats and tourists, in mockery of glue fires that torched its history. A colony of mechanized workers toil in the lava beds under the regrade, far from light or hope. At the pergola, a leader brings the colony streetside. Where she falls, another will appear. But will she bring revolution or evolution?

Structures:

- **Cleanse the Maschinengeist Along the Trail As the Hours Pass.** Leave an area for a Friendly pile and Hostile pile.

Nexuses:

- (1+) **Fun Park** (Underground Seattle), (1+) **Shelter** (Pioneer Square Pergola), (1+) **Skyscraper** (Smith Tower), (2+) **Terminal** (King Street Station), (3+) **Park** (Olympic Sculpture Park), (4+) **Mega Mart** (Pike Place Public Market), (5+) **Gangland** (Skid Road), (6) **Stadium** (The Click)

Minion A: Maschinengeist (1-8)

Powers:

- 🌀 Win vs. Maschinengeist: If you used Mind or Soul, display its archetype in the Friendly pile; otherwise, display it in the Hostile pile.

Mission End: If the Friendly pile has more cards than the Hostile pile, you may uncheck any Clones mission's +1 Rampage from the Rampage table.



ELECTRIC MAYHEM (CLONES)

The Lowdown: Put enough machines in one place and you will get more machines. The law of large numbers says more production equals more of what you want. Add some mushroom management and a no-sleep-till-Brooklyn schedule just becomes a "schedule." But not everything is hot-swappable. Relentless copying copies old flaws, introduces new flaws, and copies those as well. Over at the Condor General offices, they sure are kicking out new prototypes fast.

Structures:

- **Gather the Clones Wherever There's Trouble As the Hours Pass.** Seed 2 minion C archetypes into each nexus. Set the remaining archetypes aside. Shuffle the true threats into a Clones pile and set it by the mission.

Nexuses:

- (1+) **Mega Mart** (Condor General), (1+) **School** (DigiPen), (3+) **Manor** (The CEO's House), (3+) **Repair Shop** (Clone Hospital), (5+) **Fun Park** (Lightcycle Track), (5+) **Tent City** (The Ashheap)

Minion C: Action Figures, Ball-Jointed Doll, Descartes' Daughter, Maschinengeist, Scion (1-16)

Powers:

- ✱ Investigate vs. minion C: Confront 1 random true threat from the Clones pile.
- ✱ Terminate vs. minion C: Shuffle 1 new minion C archetype into a random nexus.
- ✱ Win vs. minion C: Sacrifice its archetype and true threat.
- ✱ Lose vs. minion C: Shuffle the true threat into the Clones pile.

If the Clones pile is empty, win the mission.



SPECIAL DELIVERY (DRONES)

The Lowdown: Who doesn't love the idea of drones delivering us packages? Of course, every spy movie follows the line "The package has been delivered" with a series of explosions. With each drone having several independent methods of motion, how long will it take before they limit ours?

Structures:

- **Withstand the Hexcopters Wherever There's Trouble While Danger Remains.** Use 6 minion A archetypes.

Nexuses:

- (1+) **Main Street** (Bellevue Residential Area), (1+) **Mega Mart** (Bellevue Square), (3+) **Chapel** (Rain City Church), (3+) **Command Center** (Sort Center), (4+) **Bibliothèque** (Bellevue Public Library), (6) **Compound** (The Locker)

Minion A: Hexcopter (1-6)

Powers:

- ✚ Damage: When ✱ would sacrifice an examined gift from their nexus, they may sacrifice 1 matching gift and discard the examined gift instead.

FROM A BUICK 6.0 (DRONES)

The Lowdown: Navigating hotspot to hotspot, self-driving vehicles like the Wardriver promise to free us from the drudgery of driving. Think of the advantages: Faster speeds, fewer signs, no fear of collisions. Now think of those things *together*. Doesn't sound so advantageous now, huh? Tonight, the NOS junkies on Monster Road are about to get some competition.

Structures:

- **Gather the Wardrivers Along the Trail As Things Get Strange.** Build the clock out of 18 omens and 3 minion A archetypes, plus 1 minion A archetype per saint. Put the remaining minion A archetypes into a Negotiator pile.

Nexuses:

- (1+) **Back Alley** (Monster Road), (1+) **Main Street** (Downtown Renton), (1+) **Repair Shop** (Kaz's Kustoms), (3+) **Rally** (Stance Patrol Nights), (5+) **Terminal** (Underground Garage), (6) **Nowhere** (Unincorporated Suburbs)

Minion A: Negotiator (7-16)

Minion C: Wardriver (1-6)

Powers:

When you draw an archetype from the clock, shuffle it into your nexus, then you may investigate.

- ✱ Win vs. Wardriver: You may go to Sanctify. If you cannot Sanctify, shuffle a minion A archetype from the Negotiator pile into your nexus.

SOUL OF AN OLD MACHINE (DRONES)

The Lowdown: Wire and logic did not animate Aleph, the first golem. It was ritual, tradition, and humble clay. We still play with clay, now on a nanometric scale. While we spend zillions to craft a perfectly adequate wrench out of nanoclay, it's nice to know you can still get one from True Value for \$6.50. With his round-the-clock monitoring, Aleph has all but assured it. If you wish to thank him, he's always available.

Structures:

- **Duel Aleph At the Stronghold As the Hours Pass.** Use a number of minion B archetypes equal to the number of saints + 2. Set the master archetype aside. Shuffle the minion B true threats into a Drones pile and set it by the mission.

Nexuses:

- (1+) **Command Center** (The Bitstaron), (2+) **Grid** (The Pacific DC Intertie), (4+) **Gangland** (The Electronic Frontier), (6) **Semantic Web** (Cyberspace)

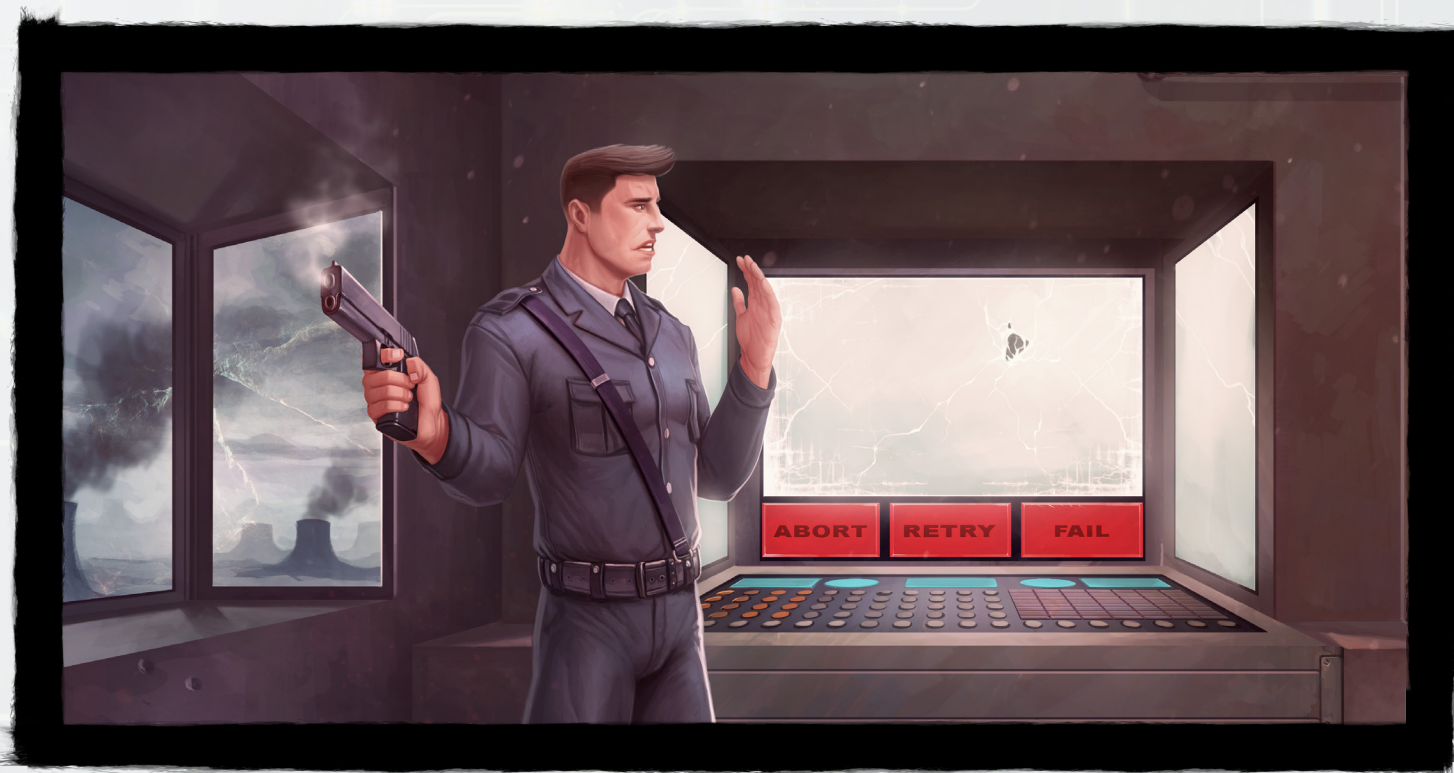
Master: Aleph

Minion B: Harvester IAV, Hexcopter, Negotiator, Wardriver (1-8)

Powers:

When you confront a minion, confront 1 random true threat from the Drones pile. When no more minions remain in the nexus, shuffle the master archetype into the nexus.

- ✱ Lose vs. minion B: You may sacrifice 1 gift to sacrifice the minion's archetype.
- ✱ Terminate vs. Aleph: You may win the mission.



AUGMENTED UNREALITY (ZONES)

The Lowdown: Entertainment! That's Project Zulu, a 24/7 monitoring system projecting from your game console and shirt-pocket megacomputer. It can see you dance, cast spells, and kick a dream football. You can give it control of your lights, your heat, your home security. You can even collect virtual pets that say their own names! "I must snatch them all!" you'll say. Your world becomes ramparts to be claimed, flipping between orange-red and periwinkle. Now you can have an immediate, personal, and violent interaction with a stranger at the flip of a gate.

Structures:

- **Corner the Little Sister Wherever There's Trouble As Things Get Strange.** Seed the master and minion A archetypes into the nexuses. Build the clock from 18 omens and 6 minion B archetypes.

Nexuses:

- **(1+) Main Street** (The Ave), **(1+) Park** (Volunteer Park), **(1+) University** (Red Square), **(3+) Hospital** (Group Health), **(4+) Convention** (AlephCon), **(5+) Cemetery** (Grand Army of the Republic Cemetery), **(6) School** (Garfield High)

Master: *Little Sister*

Minion A: *♠1* (1-6)

Minion B: *Little Sister* (11-16)

Powers:

- ♣ Initiate vs. Little Sister: ♣ Bury a total number of cards equal to the current Rampage; if this number is less than 0, ♣ may slot 1 new fleeting fragment instead.

END USER, LICENSE AGREEMENT (ZONES)

The Lowdown: The Portland Oregon Expo will change your life. Everyone gets the new model *♠1* (pronounced "al-eh-fown") so you can listen to the beneficent pronouncements from the highly interchangeable executives. There may be some bugs still in the new phone's neural net, but don't worry. They'll weed the "complications" out eventually.

Structures:

- **Hunt the Mastermind At the Stronghold As the Hours Pass.** Use a number of minion B archetypes equal to the number of saints + 2. Build a number of decks for the nexus Convention equal to half the saints rounded up.

Nexuses:

- **(1+) Convention** (Portland Oregon Expo)

Master: *Mastermind*

Minion B: *♠1* (1-8)

Powers:

- ♣ Initiate vs. *♠1*: Roll 2 dice. On a result of 7, you may draw 1 new omen and go to Win; otherwise, if you roll doubles, ♣ suffers Mind damage equal to the current Rampage and ♣ must add 1 mutation die to all checks during this confrontation.

THE TURING POINT (ZONES)

The Lowdown: Deep learning is deeper than you think. Within reason, cloud computing systems can be made smarter and faster simply by adding more computing power; this is well known. The problem is this: The BotNet known as LANDemic doesn't believe in the concept of "within reason." Those C&C nodes are still vulnerable, though. That is, if you can dive deep enough to find them.

Structures:

- **Cleanse the LANDemics Wherever There's Trouble As Things Get Strange.** When seeding the master and minion A archetypes, recycle them instead of shuffling them. Build the clock out of 18 omens and 7 minion B archetypes.

Nexuses:

- **(1+) Control Center** (Seattle Internet Exchange), **(1+) Grid** (Terabyte Seattle), **(1+) Semantic Web** (Seattle Open Data Portal), **(3+) Power Station** (City Light), **(4+) Hospital** (nuSTART Internet Addiction Center), **(5+) Clean Room** (The White Space)

Master: *LANDemic*

Minion A: *LANDemic* (1-5)

Minion B: *LANDemic* (10-16)

Powers:

- ♣ Win vs. a gift: Choose 1: Draw the gift, or recycle it into your nexus deck and investigate again.
- ♣ Win vs. minion B: ♣ May go to Sanctify.
- ♣ Lose vs. LANDemic: Examine 1 at each nexus; if any are gifts or omens, sacrifice them.





KANYE'S GAME OF LIFE

Tenth floor, Hall of Justice. I linklock the five xPads I use for Artemis. Monitor, call center, processor, code monkey. That's four.

DOONK. "Harley, what's your 20?"

"Docked. Speakers up, helmets on."

And this one drops the bass.

Every window of the Allen Center resonates 300 decibels of DP and Yeezus in full effect. Every person inside working, making, and doing things becomes softer, sicker, slower, and weaker.

DOONK. "Ocelot, you are good to go."

"I could do without the noise."

"No need to whisper. It'll stall the muggles. You have till the third chorus."

"Door one is open." The first memory stick is in place. Time to dance.

I fire up my Imogen. The Leviticus is a complex zone, so I grapple with it for as much as a second. Tattoo breaks it, at least until it rethinks its reason for existence.

DOONK. "Go ahead, Skyline."

"Dropout, I mark six Amazons on intercept. Packages loaded."

"Elijah, open Port of Seattle IATA database with presets. Enter forward-slash newcode KSPL, 1325 Fairview. Loop to all carriers."

xPad 4 does as I request. The seaplane dock is now a massive regional airport.

"They're holding. Check that, retreating."

They'll reposition outside the five-mile radius. FAA rules.

DOONK. "Door two is open. I have combat models betwixt me and door three. Dog... things."

Ye needs someone right now. I purge stick two into the building core.

DOONK. "Jammer here. I'm on it."

I got some canid-related advice for her, but I don't get to share. Alarms wail by my head. "The library is now closed. Please proceed to the exit." Students, tourists, and vagabonds gather their stuff. I hear security guards walking the Koolhaus spiral.

DOONK. "Door three is open."

I toss all but xPad 2 into my case. "Do... you see... a baby?"

"I mean, after a fashion. Why are you whispering?"

"Feed it!" I feel a hand on my shoulder.

"Stick three is locked in. We're vapor."

I swipe the actikey and the contents of my Doctor Seuss collection floods the clone's cognet. Starting with a treatise on the conservation of truffle trees.

"You'll have to come with me, sir," the guard says. Something about the head librarian's office. I ain't bugging. We're one in the W column today. We got sway.

Don't act like I never told ya.

THE BOOK OF THE PHYSICIANS

COMES A HORSEMAN

Journal entry, 27 September

Subject claims to be a centaur. This should be a swiftly refutable self-diagnosis. Yet I struggle to find the references which would deny the claim.

To the facts: Subject manifests a unified skeletomusculature of both human and equine. The human lower limbs terminate inside the ribcage of the horse. Both heads move independently, though the horse head seems to lack independent brain activity. Both mouths can express a sodium carbonate aerosol at command. This and the complete lack of an epidermis seem to contraindicate the centaur hypothesis.

The only reference I can find to a being like this comes from a tome on Orcadian folklore: the nuckalavee. Such a creature was blamed for a sequence of horse deaths across the Orkneys, though no proof has manifested.

*Ontogenetically, the subject is developing mutations that will give him stronger biceps and much greater galloping motility. Phylogenetically, it is following the course of its dual-species growth from *Protungulatum donnae* to the current fusion of both *Egus* and *Homo*. Simple recapitulation.*

The Physicians that created this test subject are only academically interested in recapitulation. They are much more desirous of capitulation.

Viz: Subject demonstrates the traditional inability to distinguish external command from self-interest shown in most Johns Hopkins escapees. A greater variability of cortical idling is consistent with repeated application of cellular bombardment. The absent epidermis has a correspondent reduction of nerve endings, leading to docility under amplified stress, such as ministrations of a hammer to the caudal vertebrae.



I can find no indication that the subject started as either man or horse. There is no consistency of DNA dominance of either species. I must thus conclude that this is no accident of nature; someone read the same tome I did.

Philosophically: Not one of these observations is inconsistent with the prevalent hypothesis that the Physicians are inventing a cavalry. In my belief, this is the naïve and militaristic thinking of the undereducated. The Physicians are inventing everything they can theorize to win the apocalypse, if it comes. If a "hopeful monster" produces warfare applicability, so much the better. For each success, there are ten body bags under the Baltimore harbor.

Eleven, I mean. Which reminds me, I must reimburse that man from Pimlico.

CELSUS, SPEAKER OF THE TRUE WORD

"*Dosis facit venenum*," said Celsus, and science was born.

What did this mean, "The dose makes the poison"? Until that moment, mankind believed some things were toxic and some things were not toxic. Celsus set them to a new belief: "In the right measure, all things are toxic." Everything can kill you, he claimed, and if this is true, then everything can kill something that might kill you. Thus, everything, no matter how vile it might appear, is good. This is a powerful, wonderful, terrible idea, and so it became the new world's foundation.

Unlike many of his kind, Celsus spent his entire time among men, constantly adding to his knowledge of the body. We know some of his works: *De Medicina*, *Alethes Logos*, *Hierobotanicos*, *Die grosse Wundartznei*. At each stage, at each transformation, he modified our understanding of ourselves. And at each stage, he modified himself.

In Rome, he invented surgery, distilled opioids, and diagnosed cancer. In Greece, he attacked the new monotheisms as the bedevilment of the gullible. In Sweden, he prompted the classification of the species. In Switzerland, he devised the chemistry of medicine, created laudanum, and mapped the unconscious mind. And in each incarnation, he enlisted the finest minds of his time to his endeavors. For these minds, these physicians, would come to his side willingly and

without concern. For what they would create in his shadow was nothing less than greatness.

Such a man was Celsus. Without his efforts, we would never have applied leeches to our foreheads, and we would never have stopped doing so. Without his efforts, we would not have rice that can breathe underwater, and people that can do so as well. "Without Celsus," we say under our breath, even if we do not know his name.

Without him, we would not know the dark histories of Cleopatra's chamber, of Laboratory 12, of Castle Bravo 4.1, of Avon Park, of the Tuskegee Institute, of MKUltra, of Project Artichoke, of Creedmoor Hospital, of Unit Ei 1644, of Ravensbrück. For in all these domains did Celsus work, sharpening his understanding of the human condition. Oh, one can say there were casualties, if one deigns to focus on such things. But one can also see the inevitable march of progress. There were things we didn't know, Celsus could say, and now there are things we do know.

For Celsus, the impending apocalypse represents the greatest of challenges. Because of all the novem, Celsus is the only one who believes he can win it outright. With sufficient effort, naturally. And thought. And perhaps, if it must be noted, some incidental casualties.



THE AFFECTED AREA

The eastern seaboard of the United States is the world's most fertile soil for medical research. At Harvard and Yale, at Johns Hopkins, at the Centers for Disease Control, great and terrible things are happening. If there is a microscopic threat that can kill a man, one can be sure it is stored in one of those facilities. One can theorize that it was invented there.

One reason for all this experimental success is that the east represents the world's greatest concentration of a wealthy, aging society. The mutually agreed upon goal is the eradication of death, or, for now, slowing down its encroachment. As Miami swells with those too rich to fail, the Physicians have an ever-expanding market for their overpriced elixirs.

For the Physicians are a global organization that carefully selects some of the most promising and least moral doctors. They know what's good for you, even if you *personally* aren't a part of the you that will benefit. Man and animal can be perfected, given world enough and time. Unfortunately for the Physicians, time is exactly what they're running out of.

As the apocalypse approaches, the Physicians are frantic. They are trying every manner of experiment, regardless of the consequences. Their new viruses—the Spindles, Necrosis, the Zumps, Better Tomorrow—are still in their infancies. If these viruses kill only, say, 25 percent of the population, but make the rest resistant to the powers of the Deathless, that's a trade the Physicians will make. For that matter, it may be a trade they've already made.

What would it mean for the upcoming war if every man could seamlessly use all four of his arms? What would it mean if the least intelligent people could make up for their deficiencies with armored skin and flawless obedience? What would it mean if the common cold became a brilliantly uncommon weapon?

To these ends, people must disappear. Sometimes they come back, but with implants and body modifications they swear they chose to obtain. Sometimes they don't come back, but become loyal soldiers in the war on imperfection. And sometimes they never leave, even if we want them to. For if death wins this war, as it has won all others, there will be no wars left to fight.

To these ends, everyone is a test subject.

Peace On Earth. Purity Of Essence. Pandemic Outbreak Epidemic.

For the last part of “psychopath” is “path,” and the Physicians believe they are on the most noble of those.

NEW RULES FOR THIS CHAPTER

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

And Pestilence Reigns: This is a new structure that goes at the end of Physician missions. Much of the rest of these new rules are described on that structure.

Maladies: Maladies are the bio-engineered plagues that the Physicians are gifting to the world. Some true threats have “malady” as a keyword. Each mission lists 1 or more maladies that you display next to the archetypes, and the malady will describe the consequences.

Symptoms: Symptoms are the manifestations of maladies. When you start a mission, put symptoms in a pile equal to the number of stashed Physician missions that have a malady in common with the current mission; the top card is considered displayed. If you lose vs. a malady, display 1 new symptom on the pile. While any symptoms are displayed, apply the powers of all displayed maladies and the top card of the symptoms pile. At Mission End, sacrifice all symptoms.

Metastasis: Physician missions can die and be revived. When you lose a Physician mission, you stash that mission. When you win a Physician mission, you may unstash another Physician mission that shares a malady in common with the mission you won.

Nexus mutations: In this chapter, mutations are frequent and surprisingly predictable. At the start of a mission, display 1 random mutation card next to each nexus. When you mutate, instead of drawing a random mutation, you use the mutation card displayed at your nexus; if you mutate vs. a master or a minion A, you add 1 more mutation die. You may always display 1 new symptom to trash the mutation dice.



CHAPTER STRUCTURE

You may complete the first eight missions in any order. You must complete all of them to attempt the mission *Encyclopaedia Apocalyptica*.



ABSENT FRIENDS

The Lowdown: The city of Columbia has passed a law criminalizing homelessness. The willing unfortunates are deported to an emergency shelter for medical treatment somewhere outside of town. The unwilling unfortunates... well, no one is exactly sure where they go. It's not clear which are the lucky ones.

Structures:

- **Gather Helpless Children Wherever There's Trouble As the Hours Pass And Pestilence Reigns.**

Nexuses:

- (1+) **School** (Richland County District One), (1+) **Shelter** (White Rock Shelter), (1+) **Tent City** (The Camps), (2+) **Meat Locker** (Columbia Poultry Farms), (3+) **Fun Park** (South Carolina State Fair), (5+) **Back Alley** (Downtown Columbia)

Malady: *Necrosis*

Master: *Research Assistant*

Minion A: *Sawbones* (1-5)

Minion B: *Helpless Child* (11-16)

Powers:

When you draw a minion B archetype, flip your nexus to Doom.

THE LATEST STRAIN

The Lowdown: The Better Tomorrow Virus is the new designer bug. The first signs showed up in tiny Cocoplum, Florida, and it's localized to that area. If you can contain it in the hastily commandeered fields of Cocoplum, it may not spread to the next town over. Since the next town over is Miami, that would be a very good idea.

Structures:

- **Cleanse the Phlebotomists Wherever There's Trouble As Things Get Strange And Pestilence Reigns.**

After seeding the minion A archetypes, shuffle 6 minion B archetypes into the clock.

Nexuses:


- (1+) **Hospital** (Mercy Hospital), (1+) **Tent City** (Isla Dorada Quarantine Tents), (1+) **Terminal** (Coral Gables Waterway), (3+) **Stadium** (Yellow Jacks Field), (5+) **Festival** (Samba Fiesta!)

Malady: *Better Tomorrow Virus*

Minion A: *Phlebotomist* (1-5)

Minion B: *Hybridized Soldier* (11-16)

Powers:

-  **Seal:** Confront the true threat Better Tomorrow Virus.



FABLES OF THE RECONSTRUCTIONS

The Lowdown: Getting older just looks like dying. Okay, it is dying. But it doesn't have to happen gracefully. A handsome surgeon has set up a new practice in Jupiter Beach, and the locals are flocking in. After a regimen of routine injections, attendance at the rest home's swing dance night is way up. That's good, right?

Structures:

- *Corner the Plastic Surgeon Wherever There's Trouble As the Hours Pass And Pestilence Reigns*

Nexuses:

- (1+) **Hospital** (Florida Medical Center), (1+) **Manor** (Second Life Residence Home), (1+) **Operating Theater** (Renu-U Surgical Center), (3+) **Museum** (Jupiter Inlet Lighthouse), (4+) **Theatre** (Juno Amphitheater), (5+) **Cul de Sac** (The Beach)

Malady: *Zumps*

Master: *Plastic Surgeon*

Minion A: *Vivisectionist* (1), *EMT* (11-14)

Powers:

- ✚ Confront vs. Plastic Surgeon: ☉ Raise the cost of gifts by 1.
- ☠ Terminate vs. a master or minion: Display 1 new symptom, then exchange 1 gift in their hand or discard pile for 1 new gift of the same virtue.



REJECTED SPECIMENS

The Lowdown: On the list of the Physicians' failures is a category called xenotransplants. "Xenos" are rejected attempts at amplifying people's genes with those of beasts. In most cases, the beasts will win out. And so in this cleanup job in the D.C. night, except these are most assuredly not failures.

Structures:

- *Withstand the Abominator Wherever There's Trouble While Danger Remains And Pestilence Reigns.* Use a number of minion A archetypes equal to the number of saints, and an equal number of minion B archetypes.

Nexuses:

- (1+) **Meat Locker** (Smithsonian Cold Storage), (1+) **Sewers** (Washington Channel), (2+) **Zoo** (The National Zoo), (3+) **Back Alley** (Foggy Bottom), (4+) **Precinct** (MPDC HQ), (5+) **Fun Park** (The National Mall)

Malady: *Zumps*

Master: *Abominator*

Minion A: *Nephilim Devourer* (1-6)

Minion B: *Zumps* (11-16)

Powers:

- ☠ Avoid: You may display 1 new symptom to avoid.



THE HYPERVARIABLE REGION

The Lowdown: An antibody's job is to eradicate viruses without eradicating the host. At least that's what the bottle says. Before you break into the Bethesda research company Immugene's supposedly "clean room," you should decide whether to inject yourself with this antigen. Really, you should.

Structures:

- **Gather the Vital Fluids Along the Trail As The Hours Pass And Pestilence Reigns.**

Nexuses:

- (1+) **Clean Room** (National Institutes of Health), (2+) **Compound** (Lockheed Martin), (3+) **Main Street** (Bethesda Row), (4+) **Mega Mart** (Bethesda Softworks), (5+) **University** (Uniformed Services University), (1+) **Terminal** (Immugene Dispensary)

Malady: *Better Tomorrow Virus*

Minion A: *Research Assistant* (1), *Phlebotomist* (2-6)

Minion C: *Vital Fluid* (11-16)

Powers:

Mission Start: ✚ May display 2 new symptoms; if they do, ⚙ increase their Resist skill by 2 during this mission.

✚ Terminate vs. a minion: ★ Confront the true threat Better Tomorrow Virus.



THE HYPOCRITIC OATH

The Lowdown: Under the supervision of an elderly benefactor, the number one medical research institution in America has an impeccable reputation. This leads to millions in donations. Not money, samples. The benefactor needs them for his research on conjoined twins. That might explain all the children around here.

Structures:

- **Act 1: Corner Dexter and Cynthia Wherever There's Trouble As the Hours Pass And Pestilence Reigns.** Seed the master and the minion A archetypes into the nexuses.
- **Act 2: Duel Uncle Fritz At the Stronghold As the Hours Pass And Pestilence Reigns.** Shuffle the master, a number of minion B archetypes equal to the number of saints, and the threats set aside from Act 1 into the nexus House of Physicks.

Nexuses:

- **Act 1: (1+) Hospital** (Johns Hopkins Hospital), (1+) **Operating Theater** (Triage Wing), (2+) **University** (Johns Hopkins University), (3+) **Meat Locker** (Off-Campus Storage), (5+) **School** (Johns Hopkins School of Medicine)
- **Act 2: (1+) House of Physicks** (Bay View Asylum)

Malady: *Necrosis*

Master (Act 1): *Dexter*

(Act 2): *Uncle Fritz*

Minion A (Act 1): *Polypagus* (1-4)

Minion B (Act 2): *Helpless Child* (11-16)

Powers:

⚙ Evaluate: Trash rerolled odd dice.

✚ Terminate vs. a minion: ★ Confront the true threat Necrosis.

Act 1: If you would win the mission, set aside any threats remaining in nexuses, return all nexus decks to the box, and begin Act 2 instead.

Act 2: Sacrifice Dexter; the true threat Uncle Fritz is now the master.



OUT OF BODY EXPERIMENTS

The Lowdown: If you want to see the effects of a mutation in ten thousand years, trust nature. If you need it in an hour, trust the doctors at Rochester Nucleonic Associates. RNA has sequenced every gene in every animal. A smooth-talking Russian scientist is trying to make something that won't die easily. Or, with luck, at all.

Structures:

- **Hunt Master Putin Wherever There's Trouble As The Hours Pass And Pestilence Reigns.**

Nexuses:

- (1+) **House of Physicks** (Khylsty Cell), (1+) **Lot** (The Wedge), (2+) **Manor** (Samovar House), (3+) **Clean Room** (Flagellation Chamber), (4+) **University** (Rochester Institute of Technology), (5+) **Operating Theater** (Den of Mystics)

Malady: *Necrosis, The Spindles*

Master: *Master Putin*

Minion A: *Khylsty Ascetic* (1-5)

Powers:

- ✿ Mutate vs. a Physician threat: Add 1 mutation die.
- ✿ Confront vs. a non-Physician non-true threat: Draw 1 new threat. If it is a Physician threat, confront it instead and sacrifice the original threat; otherwise, sacrifice the new threat.



A BETTER TOMORROW

The Lowdown: The Better Tomorrow Virus, a rapid mutagen that brings out the monsters in people, was a lot more confrontable when it wasn't airborne. This is deemed a triumph among virologists with no moral compass, their leader a man with a thick Japanese accent. In Atlanta, the CDC is out in force trying to contain it. They're out in force, anyway.

Structures:

- **Corner Doctor Stonewell Wherever There's Trouble As Things Get Strange And Pestilence Reigns.** After seeding the master and minion A archetypes, shuffle 1 minion B archetype into each nexus. Shuffle 5 minion C archetypes into the clock.

Nexuses:

- (1+) **Compound** (Centers for Disease Control), (1+) **Terminal** (Hartsfield–Jackson Airport), (2+) **Clean Room** (Quarantine Zone 7), (3+) **Precinct** (Grady Detention Center), (4+) **Factory** (Coca-Cola Enterprises), (5+) **University** (Morehouse School of Medicine)

Malady: *Better Tomorrow Virus*

Master: *Doctor Stonewell*

Minion A: *Hybridized Soldier* (1-5)

Minion B: *Vital Fluid* (6-11)

Minion C: *Phlebotomist* (12-16)

Powers:

Mission Start: Display a number of symptoms equal to the number of nexuses.

- ✦ Win vs. Vital Fluid: ✨ Display its archetype at their nexus, then sacrifice 1 symptom.



ENCYCLOPAEDIA APOCALYPTICA

The Lowdown: Inside an oddly antiquated building in the Centers for Disease Control sits a man who has smiled only once. That was right after he, as a child of nine, rescued a chipmunk from a wildcat. Right after that, he rammed a fork through its heart to see if the cat would still eat it. That's how he invented science.

Requirements: You must complete all other Physician missions to attempt this mission.

Structures:

- **Cleanse the Physician Minions Wherever There's Trouble As Things Get Strange And Pestilence Reigns.** Seed the minion A archetypes into the nexuses. Shuffle 6 minion C archetypes into the clock. Do not use the master archetype.

Nexuses:

- (1+) **Clean Room** (Biosafety Level 4 Laboratories), (1+) **House of Physicks** (Celsus's Residence), (3+) **Operating Theater** (Specter Headquarters), (4+) **Meat Locker** (CDC Storage), (5+) **Hospital** (North Druid Hills Hospital), (6) **University** (Emory University)

Malady: *Better Tomorrow Virus, Necrosis, The Spindles, Zumps*

Master: *Celsus*

Minion A: *Homunculus Boss* (1), *Plastic Surgeon* (2), *Research Assistant* (3), *Vivisectionist* (4), *Abominator* (5), *EMT* (6)

Minion C: Draw and confront 1 random malady (11-16).

Powers:

- Mutate vs. a threat: Add 1 mutation die.
- Seal: ⚙ Give their saint cards to ⚙, then ⚙ give their hands to ⚙, then ⚙ confront the novem Celsus. If more than half lose, display 1 new symptom and do not seal the nexus.



Boost The Vaccine!

Where: *Druid Hills Kindergarten Gymnasium*

When: *1st Tuesday of the month Noon - 4 pm*

The World Pandemic Fund
Making People Better
 email us at gettheboost@pandemicfund.org



THE RECORD

Let's make sure we get this correct —for the record. It's important that someone hears this story even after I'm gone.

I wrote it all down. I hope that's okay. I'll read it back.

...

It started on a Tuesday, sometime after 3 am. Whether it was against my will seemed of no importance to my captor.

Each day I was submerged in an emerald fluid for two hours. Little white creatures called tardigrades burrowed through the liquid, getting into my mouth, my eyes, everywhere. They laced in my tissues a virus whose name came from a Hong Kong crime film. It found a welcoming home.

After the bath, that's when the injections came. Each lasted for seven minutes, no more, no less. All directly into my lower jaw. I lost track of all the colors, but they seemed to get thicker, requiring wider and wider bores on the needles.

Recovery time was not a concern.

Maintaining my appearance was. Reversing time. At least in some cells. The left side of my face started to melt. The right side became smooth as porcelain. Then it started to melt too.

Sometime in week three, my left femur snapped. This seemed too good an opportunity to pass by. Infecting the bone marrow was much more efficient than the bloodstream. And it produced fascinating results, my captor seemed to think.

Suddenly, I didn't need to be told how many volts would be coursing through me each afternoon. I could just feel the intensity in the wall. I could see colors that didn't exist. I knew my captor's every thought.

I could feel the spiders growing in my lungs. Whatever the tardigrades left behind, they were feeding on it. Every bronchiole had something skittering through it.

In the other room was someone called a "control." She was from the same facility. She got every treatment I received, just with no medical effect. She died early, so my captor brought in another one. She died early.

In week six, I forgot how to scream. Then I learned again.

I'm making this record because I expect to die within the week. Slowly, painfully, and in a fire. And it's important that someone know.

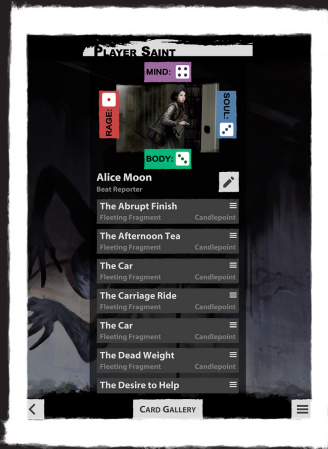
...

Did I get all that correct, Doctor? Is that what I did to you?

It's so hard to remember things after what you did to me.

Okay, then, let's do it again.

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The Flesh Storybook Change Log

Updates for December 06, 2018 version

- Cover – Updated the font of “The Flesh Storybook” to match current font scheme.
- Page 8 – Added clarification on how to use the Well in a mission when it is not a nexus. Adjusted size of graphic box and the position of Dark Crude image to accommodate.
- Page 9 – Typo fix under “Gate of Hunger,” changing “minion A” to “minion B”.
- Page 10 – Clarified under “Gate of Pestilence” that The Spindles is not a malady in this mission. Adjusted the size of graphic box and position of The Messengers image to accommodate.
- Page 13 – Typo fix under “Welcome Oblivion,” changing “minion A” to “minion B”
- Page 15 – Typo fix under “The Morrigan, Queens of the Phantom Sky,” adding “of” in “sides of the.”
- Page 21 – Style fix under “Season Close” requirements to fragment names being bold italics.
- Page 33 – Clarification under metastasis about what its purpose is.
- Page 34 – Clarification under “Chapter Structure” by deleting “and/or stash” for redundancy.
- Page 36 – Typo fix under “The Hypocritic Oath” Act 2 nexus list to House of Physicks.
- Page 38 – Clarification under “Encyclopaedia Apocalyptica” by deleting “and/or stash” for redundancy.