

APOCRYPHA

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

THE WORLD:
THE SECRETS OF CANDLEPOINT
THE BOOK OF THE SKINWALKERS

THE FLESH:
THE BOOK OF THE DEATHLESS
THE BOOK OF THE FAE
THE BOOK OF THE GOLEMS
THE BOOK OF THE PHYSICIANS

THE DEVIL:
THE BOOK OF THE ANIMUS
THE BOOK OF THE DAMNED
THE BOOK OF THE DREAMERS
THE BOOK OF THE SERPENTS

THE WORLD
STORYBOOK



LONESHARKGAMES

A PARADIGM WE ALL LIVE BY

Right now, right this second, your world is in peril. You can see the signs: a Europe at its fracturing point, a Russia helmed by a fearsome dictator, an Africa struggling to feed itself, an America threatening to rip itself apart. These facts are in the newspapers, on the internet, on every television station. Every one of those is showing you a lie.

The good news is that it's a lie you invented. Not you, specifically, but people like you. Well, not people, specifically ... look, it's complicated. It's called the Paradigm, and you're way better off with it than without it. Sadly, you—specifically you this time—might be without it.

For thousands of years, man coexisted with monsters. The Mayans believed in monsters. So did the ancient Chinese. The Vikings were really clear on the subject. The Zulus didn't even question it. The Wallachians, the Hellenists, the Egyptians—everybody was in complete lockstep that monsters were present and dangerous.

Then, all of a sudden, they just weren't there anymore. There weren't any dragons, any ghosts, any werewolves. Those were just legends, stories, unscientific blips on the horizon. Sure, you could find a room of people who believed in angels and the Devil—but not devils, plural. That's wackjob talk. We all agreed to believe that monsters didn't exist.

Problem was, nobody asked the monsters.

So if the monsters still exist, how did we get to the point that nobody believes in them? Like anything else of importance, it happened in committee. The result of infinitely long debate, backstabbing, and fearmongering. But happen it did, right around the dawn of the Enlightenment. Or maybe a while before that. It's hard to tell, because nobody believes it happened at all.

What a few of us do know is that there are nine supreme beings, for certain mathematical definitions of nine, that care a lot that we don't remember. These are the novem:

- **Abramelin**, keeper of covenants
- **Aleph**, master of animation
- **Celsus**, champion of science
- **Ereshkigal**, mistress of death
- **Kairos**, lord of change
- **Morningstar**, dragon of the sky
- **Mother Gaia**, queen of life
- **Nebuchadnezzar**, king of creation
- **The Morrigan**, goddesses of strife

Together, these beings realized that humanity was outpacing its nonhuman brethren. Were nothing to be done, reason would lead to extermination. So Abramelin signed contracts with all of the other novem, and the Paradigm was born. Now we can't see anything we don't want to see.

And yet....

There are cracks. Cavernous cracks. Unseeable things are being seen, fleetingly and with starkly negative consequences. Since Day Zero, something is tearing open the Paradigm. Someone is. When it goes, there will be nothing stopping the apocalypse from coming.

You are blessed, for certain mathematical definitions of blessed, with an ability to see. You are saints, apparently human but maybe a little less, maybe a little more. You can see through the Paradigm. Unfortunately, what you can see can see you. As far as you can tell, the apocalypse sounds pretty good to them.



A WORLD ON THE EDGE

Apocalypses don't just happen anywhere. There have been four that anyone knows about, all in carefully chosen places, but we're all still here. If an apocalypse is going to happen now, it's going to happen in a place where everyone can see it.

So, welcome to America. Specifically North America, a land with a rich history stolen from those with a rich history. Across this land you will find the greatest colonial society ever built upon the bones of the colonized. This is a particularly fertile region for those aligned with the concept of a world-ending catastrophe. Some of us might have voted for it.

Everyone comes to this part of the world, and the followers of the novem are no exception. Across the country, you'll find pockets that are home to various factions of beasts and wonders. Of course, everything is everywhere—that's what America is all about, after all—but some obvious concentrations exist, for those with the perspicacity to see them.

From roughly west to east:

- The **Golems** run the high-tech Pacific corridor down the Path 66 power lines from Seattle to Silicon Valley to the outer reaches of Southern California.
- The **Damned** occupy the glittery starlit inferno of the desert, notably those top-down roads that lead to the capital of sin, Las Vegas.
- The **Fae** take a rollicking ride through the center of the nation, roughly from Iowa to eastern Oregon, drawing up bikers and headless Hessians into the wildest of hunts.
- The **Serpents** slither across the Rio Grande, with cultist rumblings from Arizona to Texas prompting a massive hunt for a lost dragon in the Mesoamerican pyramids of Mexico.
- The **Deathless** prowl the bleak Canadian mining towns typified by the petroleum fields in Alberta and the Yukon, where few would notice the dead rising to life.
- The **Skinwalkers** ride the L lines of Chicago, balkanized in constant warfare between the were-gangs puppetmastered by those in the colossal towers along Lake Michigan.
- The **Animus** come crashing into the Mississippi Delta, gathering up vodoun practitioners, environmentalists, and kudzu-covered dinosaurs in a battle against nature.
- The **Physicians** reside in the medical-industrial complex from Baltimore and DC down the seaboard to Atlanta and Miami, preying on America's desire to clutch at vitality.
- The **Dreamers** live in the libraries and colleges from New York to Maine, where tired Northeasterners weave a dreamscape that summons twisted nightmares.
- And then there's tiny **Candlepoint**, the nexus of weird in the center of Wisconsin. The first tremors on Day Zero can be felt here. Lord knows what will happen thereafter.



THE SECRETS OF CANDLEPOINT



SO CLOSE TO HOME

I am Coyote, and I will tell you a story of my people.

There was a nation that built its lands on the remnants of other nations. It chased these nations into the dust, then herded the survivors into pens. "You can rule these pens," the nation said, "as long as you stay out of ours."

And then they constructed great altars to their imaginations on our lands. They built on sacred burial grounds and buffalo ranges. You may think there would be consequences, but the nation prospered. Oh, how they prospered.

Until one day, when they built on Water. They should not have built on Water.

Water is the great spirit that rules over all other spirits. There are no totems to Water. Water needs no recognition. She erodes all other contenders to her throne.

The nation had something very precious. They had an idea. No, that is not quite right. They had an idea of not having ideas. They all agreed to not have the ideas, and so none of them did.

Some of these ideas they did not have were very dangerous. So dangerous that even without acknowledgement, they harmed the nation. Just because you don't speak of a thing does not mean it will not know your name.

Water flowed effortlessly through the nation. She passed through a settlement that the nation named for the tip of the tallow that guided their vision. And there she encountered Noise. Up and down her embankments, the nation poured Noise into her effortless flow. It built barriers and sucked her dry, until one day she stopped flowing. And Water wanted to flow. But for the first time she could not.

Water looked around for something to occupy herself. In this settlement, she found the idea. This would not normally have kept her attention, but she could not flow. She asked her Mother what this idea was, and at first she would not say. But one day she looked at the ruin that the nation has caused, and told Water what the idea was. Then Water had her own idea.

Her idea, as always, was to erode. She eroded the outside of the idea first. Soon those who should have known did know, at least a small amount. They started coming to the point of the candle. As she worked on the inner layers of the idea, those who did know started to know that others knew. They came too.

Water will eventually erode all of the idea. Already the nation is being poisoned as it forgets. Everyone drinks from Water. Everyone becomes Water.

This story is not yet finished. Come to Candlepoint, and you will see what Water has done.

THE AFFECTED AREA

Candlepoint is a friendly, overly blond city smack in the center of Wisconsin. It was founded by Icelandic loggers in the 1840s, expanding quickly after brown coal deposits were unearthed north of the town. It has its share of local eccentrics, some of whom have noted an uptick in the bizarre and inexplicable. But they are just bearded old coots, folks say, and life goes seasonably on.

Candlepoint mushroomed around County QQ, a road that raises more questions than it does answers. It's a quick skip to Rural, a gravelly hop to Little Hope. But by comparison to those towns, Candlepoint is a metropolis. It's got *two* movie theaters.

People here are unfailingly delightful. It is a civic-minded town, home to an engaged citizenry who votes in every election and cleans up after itself. The Caduceus Club keeps an eye on the townsfolk's health, while the local Oddpeople's Hall houses the Earthmovers charity, raising funds to send construction equipment to countries in need. It's a giving community.

Knowledge is king in Candlepoint. Anyone who's played WWCP-FM's Trivia Deathmarch knows that. The town is dominated by the University of Wisconsin at Candlepoint, a cosmopolitan hub of learning.

That said, UWC is not the center of the sporting scene. That honor belongs to the biggest high school for literally tens of miles. Candlepoint High's Devilbirds have a long-simmering rivalry with the Little Hope Grizzlies, one which threatens to spill into the streets every autumn.

Economically, the powerhouse is Superior Lignite, a coal concern on the Crystal River. "Concern" is a reasonable term, actually. Traces of bituminous metal have been found on the bed of Squirrel Lake, pitting the town council against local environmental types. This discovery hasn't stopped the denizens of the local Eisbär Club from plunging into the lake every January, naturally.

Speaking of ice, Candlepointers love love love their ice cream. At the exact center of town—almost as if someone had laid out a pentagram and placed it in the center—is Sprinkles, the festive gelato parlor owned by town historian Sprinkles McGee. No, really, that's his name. His dad was a clown up from Baraboo, and—wait, all of this is very bucolic, but what about the *monsters*?

Now, if you ask the citizenry, you won't hear about anything all that untoward. Sure, every now and then the police have to investigate a horrible murder or three, but what city doesn't have those? And if you insist on peering under the rocks, who are you going to blame for these isolated incidents? The crimson-eyed owls up in the Little Star Intercessional Chapel's belfry? The blank-faced papercrafters over by Tinsley Park? The shaky derelict sleeping behind the standing stones at Bloodgroom Bridge? Obviously not. It's all just part of the local color.

If you ask Mr. McGee, though, you might get a different sense of things. Sprinkles doesn't believe all the legends, but he does know them. He can tell you why the children fear Christmas. There's an old Icelandic tale—stuff and nonsense, natch—of the troll-woman Gryla who cooks children in her porridge pot, and her sons the Yule Lads, who peer down transoms and commit acts of licentiousness like leaving stones in kids' shoes. That these creatures are paraded up and down Maine Street alongside dancing candy canes each December doesn't worry parents one bit.

But say, just hypothetically, that there was something going on here in the doldrums of Wisconsin. Something that called saints to Candlepoint to investigate. Saints with guns and strange powers and busted-up memories. Do you think the locals would find that comforting? Would they welcome these so-called saints with open arms? Or do you think they'd turtle up, lock down, and stand as one against the intruders?

Only one way to find out. Come to Candlepoint.

Oh, wait, Sprinkles forgot to tell you about the cat....

CHAPTER STRUCTURE

The missions in this chapter follow a calendar, but you may complete them in any order. Each mission is a preview of what the saints will find in one of the other nine chapters.

January-February Taking the Plunge	February-March In Cold Blood	March-April Detox
May-June The Finish Line	June-July The Best of All Festivals	July-August Faust Company
September-October Shirts and Skins	October-November No Way Out	December Christmas in Candlepoint

TAKING THE PLUNGE

The Lowdown: It's a new year. Time to take the polar plunge! Hundreds of insane Eisbär Clubbers leap off Bloodgroom Bridge into frigid Squirrel Lake to celebrate—well, that is unclear. But hey, it's for the kids! The Snow Angels CHILLdrens Fund benefits from the event. Ignore those rumors of kids turning into ravenous snow creatures who lead revelers to a watery doom; that's just part of the local color. You get a free can koozie!

Structures:

- **Corner the Wendigo Along the Trail As the Hours Pass.** Seed the master and minion A archetypes into the first 3 nexuses. Seed all 4 minion B archetypes into the nexus Lake.

Nexuses:

- **(1+) Motel** (The Harlequin Hotel), **(1+) Precinct** (Candlepoint PD), **(1+) Woods** (The Oak Lair), **(1+) Lake** (Squirrel Lake)

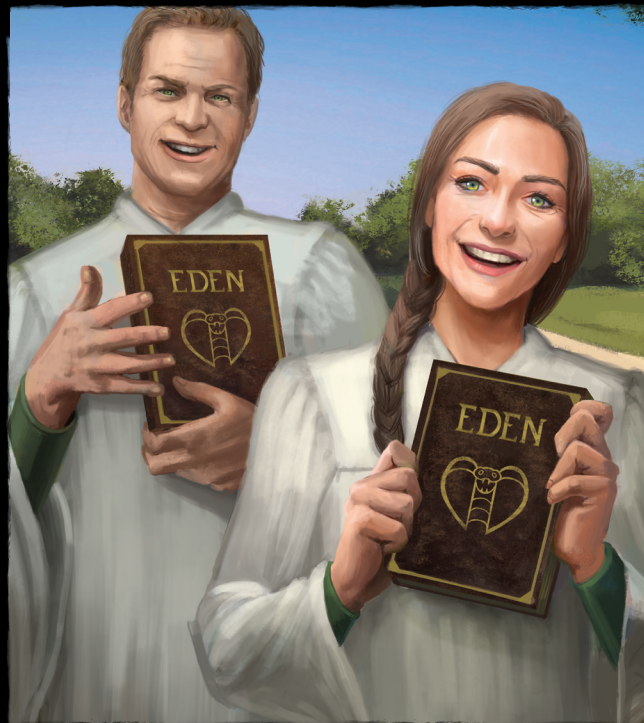
Master: *Wendigo*

Minion A: *Helpless Child/Snow Angel* (1-2)

Minion B: *Bystander* (13-16)

Powers:

- ✿ Confront vs. minion A: Roll 1 die. On 1-3, confront the true threat Helpless Child; otherwise, confront the true threat Snow Angel.
- ✿ Win vs. Bystander: Display its archetype in a pile by the mission.
- ✿ Assemble vs. Wendigo: Add 1 bonus die for each displayed Bystander.



IN COLD BLOOD

The Lowdown: After the events at the lake, the blood supplies are at an all-time low. Citizens are encouraged to donate! The drive is sponsored by the Caduceus Club; you can spot its members by the festive snake logo on their parkas. Based on the way they're licking their lips and talking about a bountiful harvest, they seem thrilled by the turnout this year. In fact, it's hard to see why there's always such a shortage.

Structures:

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

Nexuses:

- **(1+) Hospital** (St. Pantaleon's Hospital), **(1+) School** (Candlepoint High), **(1+) Shelter** (Caduceus Club Blood Bank), **(3+) University** (University of Wisconsin at Candlepoint), **(4+) Manor** (The Koolhaus), **(5+) Theatre** (Wiseman Community Theater), **(6) Precinct** (Candlepoint PD)

Minion A: *Cult Member* (1-7)

Minion C: *Vital Fluid* (10-16)

Powers:

- ✿ Evaluate vs. Cult Member: If Vital Fluid is not displayed at your nexus, increase the target by 5.



DETOX

The Lowdown: Dogs howl as alarms ring out at Superior Lignite. UWC's mineralogists say that outflow from the mine has leaked into the aquifer, and the rains are carrying the particulates over Candlepoint. This in turn has had an effect on the springtime overgrowth. A big effect. Mother Nature seems in a less than motherly mood. Maybe following that barking will let you clean things up in time.

Structures:

- **Cleanse Pollution Wherever There's Trouble As the Hours Pass.** After seeding the master and minion A archetypes, shuffle the minion B archetype into the nexus Park.

Nexuses:

- (1+) **Farm** (Old Man Johnson's Farm), (1+) **Park** (Shrike Hills Park), (1+) **Woods** (Kenokee Hills), (3+) **Cul De Sac** (Peregrine Cove), (4+) **Quarry** (Superior Lignite Surface Mine), (5+) **Zoo** (Savagewood Zoo)

Master: *Kudzu*

Minion A: *Pollution* (1-5)

Minion B: *Watchdog* (16)

Powers:

- ★ Lose vs. a true threat at a Doom nexus: ★ Sacrifice the top card of the clock.
- ★ Evaluate vs. a gift: Suffer the damage as if it were a threat.

THE FINISH LINE

The Lowdown: The annual 5K "Run 4 the Hills" is a Candlepoint tradition. The most perfect of Wisconsin's physical specimens compete to see who can hit the finish line first. Physicians from St. Pantaleon's are on hand to make sure everyone reaches their peak potential. They're handing out energy drinks, and boy, everyone sure has a lot of pep in their step! Maybe you should catch those lead runners before the technicians do.

Structures:

- **Cleanse Bystanders Along the Trail As the Hours Pass.** Seed 1 minion A archetype into each nexus. Display each minion C archetype at the first nexus.

Nexuses:

- (1+) **School** (Candlepoint High), (1+) **Park** (Shrike River Park), (2+) **Main Street** (Cicada Drive), (3+) **Bar** (Stubby's), (4+) **Cemetery** (Maid of Heaven Cemetery), (5+) **Precinct** (Candlepoint PD), (1+) **Hospital** (St. Pantaleon's Hospital)

Minion A: *EMT* (1-7)

Minion C: *Bystander* (15-16)

Powers:

When a nexus is sealed, move ⌚ to the next nexus, but do not sacrifice the nexus card if any Bystanders are at that nexus. When a sealed nexus has no Bystanders at it, sacrifice it.

- ★ Lose: Move 1 of the farthest back Bystanders to the next nexus. If a Bystander would move past the Hospital, lose the mission.





THE BEST OF ALL FESTIVALS

The Lowdown: The summer heat may be burdensome, but the Estival Festival ("It's the best of all festivals!") is always refreshing. In its highly anticipated car show, a special attraction of self-driving cars is sure to delight the onlookers, who are packed right up to the edge of the parade. Now, the engineers use strange words like "self-aware" to describes these new models, but who can understand all that technobabble?

Structures:

- **Gather Helpless Children At the Stronghold As the Hours Pass.** Build the clock out of 24 random nexuses. Build the nexus deck for the Festival, and seed 8 minion C archetypes and 1 new threat for each saint into it. Set aside the true threat Wardriver.

Nexuses:

- **(1+) Festival** (The Estival Festival)

Minion C: Helpless Child (1-8)

Powers:

When you draw a nexus from the clock, sacrifice your nexus and display the drawn nexus. Then investigate it at the start of your first Investigate step this turn.

- ✿ Initiate vs. Helpless Child: Confront a copy of the true threat Wardriver. Apply the result of this confrontation to the Helpless Child's archetype.

FAUST COMPANY

The Lowdown: An out-of-town director debuts a midsummer Cirque-like production of Marlowe's *The Tragical History of Doctor Faustus*. Due to the stunts, theatergoers must sign a waiver on their way into the theater, but no one needs to be contractually bound to love this production! It's a two-act show, and the director promises that by intermission, you'd sell your soul to the see the second act!

Structures:

- **Act 1: Corner Crystal Mephistopheles Along the Trail As the Hours Pass.** Build a number of decks for the nexus Theatre equal to half the the number of saints rounded up +1. Seed only the master and minion A archetypes. When Act 1 ends, set up Act 2.
- **Act 2: Duel Crystal Mephistopheles At the Stronghold As the Hours Pass.** Seed the master and 1 minion B archetype per saint into the Theatre.

Nexuses:

- **Act 1: (1+) Theatre** (Wiseman Community Theater)
- **Act 2: (1+) Theatre**

Master: Crystal Mephistopheles

Minion A: Bystander (1-3)

Minion B: Bystander (11-16)

Powers:

Act 1: Nexuses do not flip; they are always Hope side up. If you would win, set aside Crystal Mephistopheles, return all nexus decks to the box, and begin Act 2 instead.

Act 2: The nexus does not flip; it is always Doom side up.





SHIRTS AND SKINS

The Lowdown: Another homecoming beatdown of the Devilbirds at the hands of the visiting Little Hope Grizzlies. As the stadium lights go out, the Grizz have a score to settle under the red moon. They've got a full growth of facial hair this fall; you might say they look a little bearlike in nature. "Stay inside," say the police as glass shatters in the street. This is no mere high school prank.

Structures:

- **Cleanse The Mancubs Wherever There's Trouble As the Hours Pass.** All saints start at the nexus Stadium.

Nexuses:

- (1+) **School** (Candlepoint High), (1+) **Stadium** (Devilbird Stadium), (3+) **Back Alley** (Stump's Bowling Center), (4+) **Bar** (Whitehead's Place), (5+) **Repair Shop** (The Old Car Club), (6) **University** (University of Wisconsin at Candlepoint)

Minion A: The Mancubs (1-6)

Powers:

- ☛ Evaluate vs. a Skinwalker card: If at a Hope nexus, decrease the target by 2.

You can play **Shirts and Skins** with new players as an introductory mission using the *Incarnate* structure. If you have already shuffled this box's cards, build the nexuses with half the listed amounts of random cards of the appropriate types.

NO WAY OUT

The Lowdown: Candlepoint is not so modern that it forgoes its traditional harvest moon rituals. From the 1850s on, farmers erected the Hay Man on the edge of the cornfields to keep the crows at bay. Now the Hay Man stands at the entrance to the "A-Maize-ing Maze," with adorable bunny rabbits nibbling on the corn kernels. It's totally safe entertainment. Let's go out and feel the night.

Structures:

- **Cleanse the Hay Man and Dust Bunnies Wherever There's Trouble As the Hours Pass.** After seeding the minion A archetypes, seed 1 minion C archetype into each nexus.

Nexuses: (1+)

- **Farm** (Old Lady Johnson's Farm), (1+) **Festival** (Harvest Moon Cavalcade), (1+) **Lot** (The Sandlot), (3+) **Park** (Honeywine Park), (5+) **Fun Park** (Big Edie's Big Fun Park), (6) **Cemetery** (Maid of Heaven Cemetery)

Minion A: Hay Man (11), Dust Bunny (12-16)

Minion C: See powers (1-6)

Powers:

Nexuses must be sealed in numeric minion C order, starting with minion 1's nexus.

- ☛ Confront vs. minion C: Display its archetype at the nexus.
- ☛ Win vs. Hay Man or Dust Bunny: If this nexus has a displayed minion C that is the next to be sealed, you may go to Sanctify. If it doesn't, search your nexus for a minion C and display it by your nexus, then go to Lose.



CHRISTMAS IN CANDLEPOINT

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

Structures:

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

Nexuses:

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

Master: Gryla

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

Powers:

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



YULE LADS

🔮 Initiate: Roll 2 dice and add +1. If there are no other saints at your nexus, decrease your result by 2.

Result	Yule Lad	Step	Power vs. Yule Lad
1	Sheep-Cote Clod	Act	Downgrade each Body and Rage dice by 1.
2	Gully Gawk	Initiate	Shuffle 1 card into your nexus.
3	Stubby	Initiate	Bury 1 card from your discard pile.
4	Spoon-Licker	Initiate	Choose 1: Discard all but 1 card, or go to Lose.
5	Post-Scraper	Evaluate	Trash 1 die.
6	Bowl-Licker	Confront	Discard any cards you would recycle.
7	Door-Slammer	Evaluate	Flip all dice.
8	Skyr-Gobbler	Initiate	Recycle your Mind gifts.
9	Sausage-Swiper	Initiate	Discard your Body gifts.
10	Window-Peeper	Initiate	Shuffle 1 Rage gift into a random nexus.
11	Doorway-Sniffer	Lose	Recycle its archetype.
12	Meat-Hook	Initiate	Suffer 1 Body damage.
13	Candle-Stealer	Terminate	Sacrifice omens from the clock until you sacrifice an Omen of Doom.

THE BOOK OF THE SKINWALKERS



MOANIN' IN THE MOONLIGHT

Chicago's a rough town. The kind of town that names a street after Wolfgang von Goethe and kicks you curbside if you don't pronounce it "Go-thee."

When I was in the academy, there were two Nations of gangs in Chicago: the Folks and the People. You had your Gangster Disciples and Spanish Cobras on the Folks, and your Vice Lords and Latin Kings on the People. Sure, they'd off each other every now and then, but you could deal, y'know? Keep the Tecs off the pavement and you had a fighting chance at making it through a week without an 01A.

But then they started turning up eviscerated, and people kinda lost their marbles. Cut from one end to another. One night in '99, the heads of the Simon City Royals went missing. We did find their bodies.

Over the decade, the Nations retreated, dug in their heels, and died. Fifty years of history, gone. Whoever did this didn't just kill some bangers. They killed an architecture.

I remember Dart's briefing on the efficacy of the new street ammunition. He had a girl in, pretty thing, talking college about how silver had lower plastic deformation or some science. I stuck

around and loaded up a few slugs. Everybody else seemed to forget about it. I said we should hit Streeter's, but she had to get home before evening to check on the cats. That rain check still ain't cashed.

Anyways, I started to look into things. Patterns. Followed the L. You know, detective work. Got in some scrapes. No reason for any of it. The whole thing just seemed... random. Balkanized, like in social studies. Something, or maybe someone, was missing.

I caught one of these damn juffalo chuckleheads outside the United Center. Rattled on about a guy with a Greek-sounding name, Kairos. He had the whole place tamped down, everybody buttoned up tight, and then he up and ran. Called it a "walkabout." I looked it up. It's Australian. Makes no damn sense.

The kid said Kairos could make it right. Maybe.

Till then, everybody dies.

Meantime, I'm watching the trains. You see them in packs on the platforms, at least you think you do. They scrap at the transfers. They break things a lot. Big things.

And all I keep thinking is, I hope she comes back for that drink. Lord knows I could use one.

KAIROS, LORD OF CHANGE

When the novem divided the world, everyone took something. Kairos let them all select, molding the elements into their own images, and then took the place between. If Gaia had the wolf and Abramelin had the man, Kairos would make something that could be both.

He governed from a beacon high in the ether, shining down in the deep of night. Some days, he would turn away completely. Others, he was riveted on what happened below. He demanded cycles of transformation, regular and unalterable. He brought order to chaos, constancy to change.

As his creations spread strife among those of one form, Kairos knew he had a problem. So he descended from his promontory to be among his people. His legions welcomed his arrival outwardly, and in his presence consented to be ruled by his decrees. Deep in their hearts, they yearned to send him back. Change does not want to be ruled; it wants to *change*. And so they constructed ever greater edifices in his name. Perhaps, they thought, if they touched the moon, he would ascend again.

Kairos took their tributes as honor. He dwelled in the Moon Palace, governing and unifying his people. No authority would be strong enough against the united forces of change. For Kairos can count. Two are stronger than one. When your foe knows only one way to be, and you know two, at best he can

only kill one of you. And what remains will triumph.

For some of his legions—his skinwalkers, as they came to be called—this harmony was not to be trusted. And once an idea is in the process of change, it will change. Power ebbed and flowed like the moonshine, moving from transitory throne to another. The uneducated would look into the predators' eyes—the wolves, the bears, the eagles—and presume the entire structure of the food chain. But power coalesces among those who can hide as well. Those who can adapt. Those who can wait. The hot tempered ones burn out, then fade away.

On the fringes, others plotted to restore change to its less dependable form. For some it was not enough to mimic a species. These shapechangers could mimic individuals. Some even dared to mimic a novem.

Kairos saw all of this bathed in the light of the moon. His walkers had become balkanized, unwilling to be led. Animals bare their teeth at each other. This has happened for millennia, and it's not stopping soon. As call-ups started all over his kingdom, Kairos started to lose faith. At least, that's how the story went.

In one poorly understood moment, he wandered away. Some said he was lured by sugar, because it made a good story. Some said he went on walkabout, because it helped them sleep less fitfully. But was he called or was he led? If anyone knows the answer, they have left it on the tides.



THE AFFECTED AREA

The Windy City is a cultural and economic mecca, its sky castles piercing the firmament over Lake Michigan. Millions of citizens take pride in their diversity, their work ethic, and their lust for life. Everything is larger here: the fireworks on the lakefront, the pizza as thick as an encyclopedia, the red-clad demigod with his tongue hanging out. This is a city for kings.

This regality hides a seamy underside of organized crime and disorganized warfare. The city is known for its colorful criminal history, its corrupt politics, and its thriving gang networks. The latter became easy prey for an invasion, one as swift and deadly as the zebra mussels that choke the city's waterways.

The wild climate suits the many gang members of the lycanthropic persuasion. Once they were a unified force, whose leadership snatched the streets from the rival human gangs and, for a time, sent the murder rate in the city plummeting. What was good for the gangs was good for Chicago, even if it didn't know it.

They were attracted to the trains. Trains represent progress, the passage of time. They go places. At Kairos's urging, the gangs organized themselves by type, by route, by color. In so doing, Kairos guaranteed an outpost everywhere under his gaze. From his Moon Palace among the skyscrapers, he saw a world of change.

In the north, the reptiles held a matriarchal grasp. Down the lakefront, the bears made their dens. The northwest roost was given to the birds, the southwest to the lowly cats. The dogs stretched from west to south, the bulls from west to north. And his wolves—oh, his wolves ranged across the city, always willing to enter hostile territory and stare down the locals. This slight would not go unpunished forever.

The most changeable sorts of all he kept the closest to his palace in the heart of the city. At least, as best as he could. Even the lord of change can be fooled by a malleable face. The 'Gangers infiltrated everyone, even those with unerring senses of smell. For how can you root out the villains when they appear to be you?

Things change, and Kairos is gone. While Kairos unified the gangs, his absence threatens to kill them all. First to fall was Kairos's vaunted pack of Rangers, hunted like dogs. Hunted by dogs, and anything else that could catch them.

A pretender, the doppelganger Ling, now sits in the Moon Palace, claiming the birthright of the novem. Of course, she has not yet received this birthright, and so the city is in chaos. Dog claws at bear, eagle slashes at lizard. A few less impetuous leaders think that order can be restored. They think wrong.

The twilight of the skinwalkers is upon us, but they won't go down without bathing Chicago in blood.

NEW RULES FOR THIS CHAPTER

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

Lycanthropy: Threats that have Lycanthropy give you Lycanthropy cards. When you suffer damage from a threat that has Lycanthropy and the damage is not reduced to 0, shuffle a number of new deaths equal to the Lycanthropy number into your deck. If you run out of deaths, use random fleeting fragments instead.

When you draw or otherwise remove a Lycanthropy card from your deck, slot it *facedown* into your halo.

Lunacy: Your Lunacy is the number of Lycanthropy cards slotted into your halo. Your Lunacy includes all slotted cards that increase your Lunacy, even if they are covered. When you end a mission, record your Lunacy by your saint's name on the chapter divider. Begin the next Skinwalker mission you play with the same number of Lycanthropy cards shuffled into your deck. Lunacy has no effect when you play missions in chapters other than Skinwalkers.

Packs: Most missions have a key gang called a **pack**. If a card requires you to roll a random gang, roll a die on the **Gang table**.

Result	Gang
1	The Griffs
2	The Jacks
3	The Lizzards
4	The Mancubs
5	The Matadors
6	The Skunks

CHAPTER STRUCTURE

These nine missions can be completed in any order.

LOOP GAROUX

The Lowdown: The boss man Kairos is missing or dead or both. With no leader to stop their infighting, the skinwalker gangs are embroiled in a train-by-train burly brawl for control of the Loop. The highly populated Loop. Somebody better close this turfwar down before people get hurt.

Pack: Determined at random on the Gang table.

Structures:

- **Cleanse the Gangs Wherever There's Trouble As the Hours Pass.** Loop the nexuses in a circle. Use the nexus Train as a marker and put it Hope side up at the nexus Terminal. If playing with 1 or 2 saints, flip The Lizzards and The Mancubs facedown. If playing with 1 to 4 saints, also flip The Skunks and The Matadors facedown.

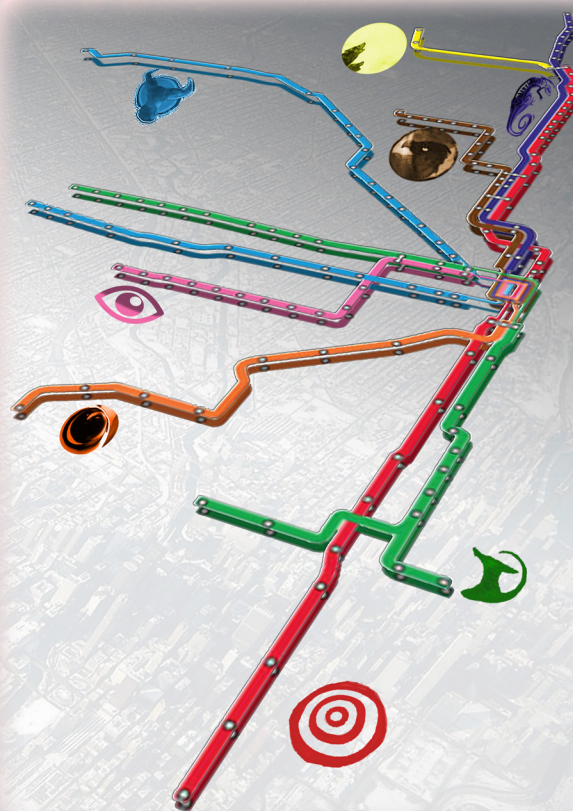
Nexuses:

- (1+) **Terminal** (Clark/Lake), (1+) **Park** (Madison/Wabash), (1+) **Museum** (Adams/Wabash), (1+) **Bibliothèque** (Library-State/Van Buren), (1+) **Skyscraper** (La Salle/Van Buren), (1+) **Hospital** (Washington/Wells)

Minion A: *The Griffs* (1), *The Jacks* (2), *The Lizzards* (3), *The Mancubs* (4), *The Matadors* (5), *The Skunks* (6)

Powers:

- ★ Confront vs. minion A: If the minion is faceup, ★ confront that true threat. Otherwise, go to Win.
- ★ Seal: Shuffle any archetypes in this nexus into the nexus to the left of the Train.
- ★ Move: Move only to the left or right nexus.
- ★ End: Move the Train to the left. Any saints at its nexus may move with it.



JACKHAMMERED

The Lowdown: The skinwalker leader Kairos is missing. It's your fault. At least, that's what the Jacks, the gang of jackals and dogs, are telling everyone. There's a callout over Twitter: Sulymov, the Jacks' alpha dog, has put a bounty on your heads. You can hear laughing from the alleys. Somehow, everyone knows where you are. It's gonna be a long night.

Pack: *The Jacks*

Structures:

- **Corner Sulymov Wherever There's Trouble While Danger Remains.** Build the clock out of 24 random threats instead of archetypes and threats from nexuses and structures. Build the nexuses using the full deck list. Seed the masters and minions into the nexuses.

Nexuses:

- (1+) **Cemetery** (Graceland Cemetery), (1+) **Sewers** (Springfield Pumping Station), (1+) **Zoo** (Brookfield Zoo), (3+) **Cul De Sac** (Berwyn), (4+) **Terminal** (Conservatory Station), (5+) **Precinct** (11th District Station)

Master: *Sulymov*

Minion A: *Buda* (1), *The Jacks* (2-5)

Powers:

When you win vs. a card from the clock, do not follow the related power on the structure **While Danger Remains**.

- ★ Win vs. a threat: After this investigation, ★ may play an omen; otherwise, they must recycle 1 card and investigate, or examine 1 then return or recycle the examined card into its nexus.



WEST SIDE STORY

The Lowdown: Tonight's crisis is the Matadors, Chicago's minotaur bangers. Word is the karkadann's crew does this "china shop" thing every month, smashing everything in their path. Normally, they do this in their human forms. Tonight, they're bold enough to go horns out. Saddle up, cowboys. There's a stampede brewing.

Pack: *The Matadors*

Structures:

- ***Withstand Sudan Wherever There's Trouble While Danger Remains.*** Use a number of minion A archetypes equal to the number of saints.

Nexuses:

- (1+) **Bar** (Rush Street), (1+) **Mega Mart** (Merchandise Mart), (1+) **Terminal** (O'Hare Airport), (4+) **Chapel** (Our Lady of Sorrows Basilica), (5+) **Factory** (Otis Elevator Company Building), (6) **Museum** (Chicago History Museum)

Master: *Sudan*

Minion A: *The Matadors* (11-16)

Powers:

- ✱ **Damage:** Before using *Withstand's* Damage power, move. If they cannot move, they discard 1 card and shuffle 1 new Lycanthropy card into their deck.



CROSSTOWN TRAFFIC

The Lowdown: It's time for a night game. The North Side and South Side factions of the Mancubs are squabbling over baseball loyalties. Three-Finger picks up a silvered slugger and declares that the Comiskey faction is about to get shelled. Take this subway series to the South Side, and follow it back north. This'll be settled under the lights.

Pack: *The Mancubs*

Structures:

- ***Corner Three-Finger Along the Trail As the Hours Pass.*** Seed 2 minion A archetypes into each nexus; set aside the master.

Nexuses:

- (1+) **Stadium** (Comiskey Park), (1+) **Power Station** (Metra Electric District), (1+) **Train** (The Red Line)

Master: *Three-Finger*

Minion A: *The Mancubs* (1-6)

Powers:

All threats have a minimum of Lycanthropy 1. When the last nexus is sealed, rebuild the nexus Stadium (Wrigley Field) and reload the master archetype into it.

- ✱ **Win vs. The Mancubs:** Display its archetype by the mission.
- ✱ **Lose vs. The Mancubs:** Sacrifice its archetype.





SKUNKWEED

The Lowdown: You mix weed with catnip, you'll get a kite-high polecat. The Skunks are the lowest of the low. But just cuz they're blissed out on e-cigs doesn't mean they're pushovers. Their call-girl duchess the Marquise longs for a richer life, and she's got her varmints combing the Magnificent Mile to steal it for her. Looks like there's a sale at Bloomie's. Everything's 100% off.

Pack: *The Skunks*

Structures:

- *Gather Drugs Along the Trail As the Hours Pass.*

Nexuses:

- (1+) **Back Alley** (Skunks HQ), (1+) **Main Street** (Magnificent Mile), (1+) **Manor** (Gold Coast), (3+) **Mega Mart** (Bloomingdale's), (5+) **Museum** (McCormick Bridgehouse)

Master: *The Marquise*

Minion A: *The Skunks* (11-14)

Minion C: *Drugs* (1-5)

Powers:

When you would display Drugs by the mission, display it by your deck instead.

☛ **Start:** Shuffle all Drugs displayed by your deck into your nexus.

☛ **End:** You may slot any number of Drugs displayed by your deck. While slotted, it counts as a Lycanthropy card.



GIRLS, INTERRUPTED

The Lowdown: Unique among the gangs of Chicago, the Lizzards don't get their recruits through violence. The all-girl reptile gang picks up kids off the streets, sinking their fangs in only when the girls prove themselves. Then they're lost forever. The wily Hannah says there's a new crop of kids on the street. This one isn't going the moonlight road.

Pack: *The Lizzards*

Structures:

- **Act 1:** *Outmaneuver Hannah Wherever There's Trouble As the Hours Pass.* Display the master archetype by the mission, and seed 1 minion A and 1 minion B into each nexus. Each minion A is a trophy.
- **Act 2:** *Duel Hannah At the Stronghold As the Hours Pass.* Seed Gangland with the master and 1 minion B, plus 1 more minion B for each minion A in Hannah's trophy pile. Put each saint at the Gangland.

Nexuses:

- **Act 1:** (1+) **Back Alley** (The Green Alleys), (1+) **School** (Lane Tech), (3+) **Shelter** (Mercy Home), (5+) **Fun Park** (Riverview Park)
- **Act 2:** (1+) **Gangland** (Lizzards HQ)

Master: *Hannah*

Minion A: *Helpless Child* (1-4)

Minion B: *The Lizzards* (11-15)

Powers:

When all nexuses in Act 1 are sealed or you would win the mission, begin Act 2.

JUDGMENT AT RAVENSWOOD

The Lowdown: Word on the street is you killed Kairos. The Griffs run that street, notably by flying above it. They're the baddest crew in Chi-Town, and you can't win a fight with them. That doesn't mean you won't *have* a fight with them. But you'd best get their chief Blackhawk on your side fast. Finding who actually is responsible for Kairos's disappearance would be a very good start.

Pack: *The Griffs*

Structures:

- **Duel Blackhawk At the Stronghold As the Hours Pass.**
Display minion C by the mission.

Nexuses:

- (1+) **Gangland** (The Griffs HQ), (1+) **Lot** (Vertiport Chicago), (1+) **Shelter** (Blue Canary Birdhouse), (3+) **Lair** (Che-Che-Pin-Qua Woods), (5+) **Skyscraper** (Rookery Building)

Master: *Blackhawk*

Minion B: *The Griffs* (1-4)

Minion C: *Coyote* (9)

Powers:

- ★ Win vs. The Griffs: If they rolled a Mind or Soul die and Coyote's true threat card is displayed, reload Coyote's archetype into your nexus.
 - ★ Win vs. Coyote: Sacrifice Coyote's true threat card.
- Mission Win: Before assigning fragments, ⚔ may slot the fragment **The Whole of the Moon**. Then, if Coyote is displayed, sacrifice the fragment **The Silver Streak**.



THE SUGAR TRAP

The Lowdown: The bombed-out HQ says the Pariahs need a leader. The blood-scrawled MANITOU on the wall says you need a boat. South Manitou Island far up Lake Michigan is where the wolves have gone, hoping to find their missing wolflord. A smart person wouldn't follow. Not without the power to breathe water, anyway. You've heard tell of dolphins out that way. Let's see if you can speak their language.

Pack: *Encantados*

Structures:

- **Cleanse Coyote Along the Trail As Things Get Strange.**
After seeding the master 1 archetype and minion B archetypes, seed 6 minion C archetypes into the clock. If a saint has the fragment The Silver Streak, shuffle the master 2 archetype, representing the true threat Grandmother Fish, into the Lake.

Nexuses:

- (1+) **Lair** (Manitou Bay Campground), (2+) **Woods** (White Cedar Forest), (4+) **Compound** (Ranger Station), (6) **Farm** (Abandoned Farms), (1+) **Lake** (Lake Michigan)

Master: *Coyote*

Minion B: *Watchdog* (1-4)

Minion C: *Encantado* (11-16)

Powers:

- ★ Start: Bury the top card of their deck.
- ★ Evaluate vs. Coyote: If ⚔ has the fragment **The Whole of the Moon**, ★ may flip a number of dice equal to their Lunacy.
- ★ Win vs. Coyote or Kairos: You may win the mission. If you win vs. Kairos, ⚔ may slot the fragment **The Thing About Grammy**.

THE MOON PALACE

The Lowdown: The Palace is a new addition to the skyline. Its curved glass bends the light, making it hard to gauge its height. Inside is the shapechanger Ling, Kairos's proxy in the novem. Now you're wondering how exactly she convinced the most powerful entities in the world that she deserved that title. Maybe it's her army of doppelgangers. You'd best not get separated. Who exactly is who is about to be very important.

Pack: *The 'Gangers*

Structures:

- **Duel Ling At the Stronghold As the Hours Pass.** Build a number of decks for the nexus Skyscraper equal to the number of saints, then seed the master and all 6 Minion Bs into the combined Skyscraper. If any saint has the fragment **The Thing About Grammy**, display the novem **Kairos** by the mission.

Nexuses:

- (1+) **Skyscraper** (Moon Palace)

Master: *Ling*

Minion B: *The 'Gangers* (1-6)

Powers:

- ★ Confront when Kairos is displayed: They may increase their Sense skill by their Lunacy.

Mission Lose: A saint gains the fragment **The Whole of the Moon**.



@rubydoomsday13

evening peeples what up

lookie that moon brite nite 4 rollin

who got plans 2nite can a girl come on

@bullzhat not u no u cowboys be crayz

mah girlz where u at les be jammin

@m00nstar3r I miss her 2 #KTgrl4lyf

boppin down addyson

@m00nstar3r 4realz

is anyone alive out there 2nite

@bullzhat no not u back out

sometymes i feel like nobody is there 4 me

then i hearr wheels & it all be right

saw a snap of the KMan dude is BLAZIN

little old for me tho maybe 8 million years LMFAO

not sure where he go to but the street be tight

errybody bout to shank errybody

dude a bear at halsted like a real bear

boyo had a cop down bad 4 cop

these women frontin with their tongues i will CUT you

saw a catgirl get jacked up from behind with a silver stake knife

@bullzhat that was cold brah girl just be doin her thang

why dont these griffs say ANYTHING like they own me

@bullzhat maybe u THINK they own u idk nobody owns ruby

look @biznizmahn preenin like a dog in heat while we all rumble

midnight a comin anytyme now

till then i be rollin

lets rollerball





~ DEEP SKY DIVING ~ :

Hard across Seattle the winter wind blows
Now we soar Icarian in our castles of sky
Mirrored windows rattle but against the storm they hold
A warm whispered prayer and a breath of goodbye

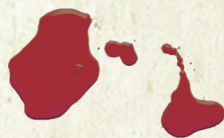
High upon the rooftops the storm rumbles on
Darkling clouds hang teary-eyed on the canvas of grey
A fragile strafe of raindrops suggests a plea for calm
But darling I am weary, I can't stand another day

I know that you're out on the streets
A thousand feet below
I'll set my mind free
And let go

When I go diving into the deep blue sky
When I go diving into the deep blue sky
I will paraglide like a peregrine
I will powerdive and I will catch the wind
When I go diving
When I let go

They will say that you made me a victim
Of a victimless crime
But no one can claim the blame
This time

When I go diving into the deep blue sky
When I go diving into the deep blue sky
I will paraglide like a peregrine
I will powerdive and I will catch the wind
{ When I go diving
 When I let go



**FOR MORE ON APOCRYPHA, GO TO
LONESHARKGAMES.COM/APOCRYPHA**



LONESHARKGAMES

The World Storybook Change Log

Updates for December 06, 2018 version

- Cover – Updated the wording and font of “The World Storybook” to match current template and font scheme.
- Pages 6-10 and 14-18 – Increased mission header font size to match current template.
- Pages 6-10 and 14-18 – Updated the mission body text spacing to match current template.
- Pages 6-10 and 14-18 – Adjusted image positions to be either at the top or the end of mission body text to match current template.
- Page 8 – Style fix under “The Best of All Festivals” structures text; lowercase “the” in reference to the clock structure and lowercase “minion” in reference to minion C.
- Page 8 – Added text “number of” between “half the” and “saints” in “Faust Company.”
- Page 10 – Increased Yule Lad table’s font size by 1pt.
- Page 13 – Clarified shuffling deaths into your deck for Lycanthropy.
- Page 13 – Increased the Gang table’s font size by 1pt.
- Page 14 – Add feather effect to metro image to match current template.
- Page 16 – Style fix under “Girls, Interrupted” structures “Act 1” and “Act 2” font to bold.
- Page 17 – Typo fix to Watchdog’s archetype numbers.