

# YOU SAY YOU WANT A REVELATION

Mission One Hundred for the Apocrypha Adventure Card Game

Written by Chad Brown, Keith Richmond, Mike Selinker, and Skylar Woodies

## THE LOWDOWN

The Paradigm breaks into seven billion pieces. Each person on Earth feels a momentary sense of uplift, like a sailor awakening to calm seas and the chirping of seagulls—only to see a moment later that they are in the eye of the largest hurricane ever. For those that long suspected that monsters exist, there is little time for self-congratulation. The death goddess Ereshkigal has risen, and she is bringing the armies of the apocalypse with her. Heck, she might even wake that dragon you've been trying so hard to keep down. So break the seven seals, marshal the seven trumpets, and get ready for a spiritual awakening of the very worst kind. This Revelation will definitely be televised. Happy friggin' new year.

## STRUCTURES

**Act 1: *Gather the Contracts Wherever There's Trouble As the Hours Pass*.** Build the box from Base, Deathless, and any 1 other chapter you have completed. Build the clock from these 9 omens: **Bloodthirst** (Skinwalkers), **Delusion** (Dreamers), **Formation** (Golems), **Inevitability** (Deathless), **Inferno** (Serpents), **Punishment** (Fae), **Spines** (Animus), **Trauma** (Physicians), and **Waste** (Damned). Collect all 9 Damned contracts from wherever they are, and put them into a contract pile. Build the nexuses and shuffle in the contract from each nexus's chapter according to the nexus list. Shuffle the archetypes for the Four Horsemen of the Apocrypha into a horsemen pile and put Ereshkigal's archetype on the bottom. When Act 1 ends, set up Act 2 (page 2).

## TRUE THREATS

**Minion B (Act 1): *Ereshkigal* (1, Deathless)** and the Four Horsemen of the Apocrypha—Death: ***Nahash*** (2, Serpents), Famine: ***Famine*** (3, Deathless), Pestilence: ***Nephilim Devourer*** (4, Physicians), War: ***Dullahan*** (5, Fae). The nexuses also will require these set-aside true threats: ***Coyote*** (Base), ***Haugbui*** (Deathless), ***Huginn*** (Fae), and ***Muninn*** (Fae).

## POWERS

- ☼ Start: Draw 1 additional omen from the clock.
- ☼ Sacrifice an omen to investigate: Shuffle it into the clock instead.
- ☼ Confront a contract: Confront the next minion in the horseman pile instead. If you lose, shuffle the minion archetype into the horsemen pile and shuffle the contract into the nexus fragment-side up. If you win, set aside the Minion B archetype, put the contract into the contract pile, then you may sanctify. If the minion was Ereshkigal, seal your nexus, shuffle the four horsemen archetypes into the horsemen pile, then put Ereshkigal on the bottom. If all 9 contracts are in the contract pile, go to Mission Win.
- ☼ Fade: You do not lose the mission, unless all saints have faded.

**Mission Win:** Return the horsemen to the box and set up Act 2 as a separate mission.

## NEXUSES

**Act 1: (1+) *Bear Lodge*** (Court of the Fae), **(1+) *Bindery*** (Court of the Damned), **(1+) *House of Physicks*** (Court of the Physicians), **(1+) *Ice Fields*** (Court of the Deathless), **(1+) *Ruins*** (Court of the Serpents), **(1+) *Semantic Web*** (Court of the Golems), **(1+) *Skyscraper*** (Court of the Skinwalkers), **(1+) *Throne*** (Court of the Dreamers), **(1+) *Vieux Carré*** (Court of the Animus)

This mission was unlocked by the puzzle solving skills of Bunny Omega, Derek Dadian-Smith, DomusCaligari, Taylor Lindise, Richard Malena-Webber, Jen McTeague, Morbus Iff, Pfire, SheaPM, VoidEagle, and the rest of the Apocrypha Puzzling Discord



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## THE LOWDOWN

When the conquistadors sacked the Aztec lands, the people of Teotihuacán prayed for the dragon of the pyramid to save them. But the clever invaders had a trick up their voluminous sleeves. With ancient magics stolen from Far Eastern dragonmasters, they bound mighty Quetzalcoatl inside the Pyramid of the Sun, and the people’s calls went unheeded. But they did not go unheard. For centuries, the dragon has slavered for its release. Ereshkigal is a generous sort; she is all about releasing beings from their bonds. With a dragon at her side, Ereshkigal prepares to bring about the doom of mankind. How’s 4 p.m. for you?

## STRUCTURES

**Act 2: *Duel Ereshkigal At the Stronghold As the Hours Pass.***  
Build the clock from these 9 omens: **Bloodthirst** (Skinwalkers), **Delusion** (Dreamers), **Formation** (Golems), **Inevitability** (Deathless), **Inferno** (Serpents), **Punishment** (Fae), **Spines** (Animus), **Trauma** (Physicians), and **Waste** (Damned), collecting them from decks as needed. Each saint slots any 1 contract from the contract pile, then shuffle the rest into the clock.

## TRUE THREATS


**Master:** *Ereshkigal* (Deathless)  
**Minion B:** *Morningstar* (Pictured below)

## POWERS

- ☠ Confront a contract: Put it into the contract pile and investigate again.
  - ☠ Confront Ereshkigal or Morningstar: Add the number of cards in the contract pile to your checks against the true threat. If every saint wins vs. Morningstar, stash its card and return its divider to the box. If you win vs. Ereshkigal, go to Mission Win.
  - ☠ Fade: You do not lose the mission, unless all saints have faded.
- Mission Lose: Collect all contract fragments, shuffle them into the contract pile, stash the top one, and begin Act 2 again.
- Mission Win: 🌀 Unstash 1 stashed saint. The choir chooses 1 saint to become the Novem of the Deathless; stash that saint and all Deathless missions that remain in the box.

## NEXUSES

**Act 2: (1+) *Pyramid*** (Court of the Serpent King)



**MORNINGSTAR**

**TRUE THREAT - NOVEM**

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☠ Must confront Morningstar, using a different virtue if possible. If any saint loses, Morningstar is treated as if all saints lost.

☠ Initiate: - Mind: Recycle 2 random cards.  
- Body: Add 1 mutation die during Mutate.  
- Soul: Shuffle your hand into your deck, then reset your hand.  
- Rage: Suffer 2 Rage damage.

☠ Evaluate when Morningstar's divider is displayed: Downgrade dice not of the chosen virtue.

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