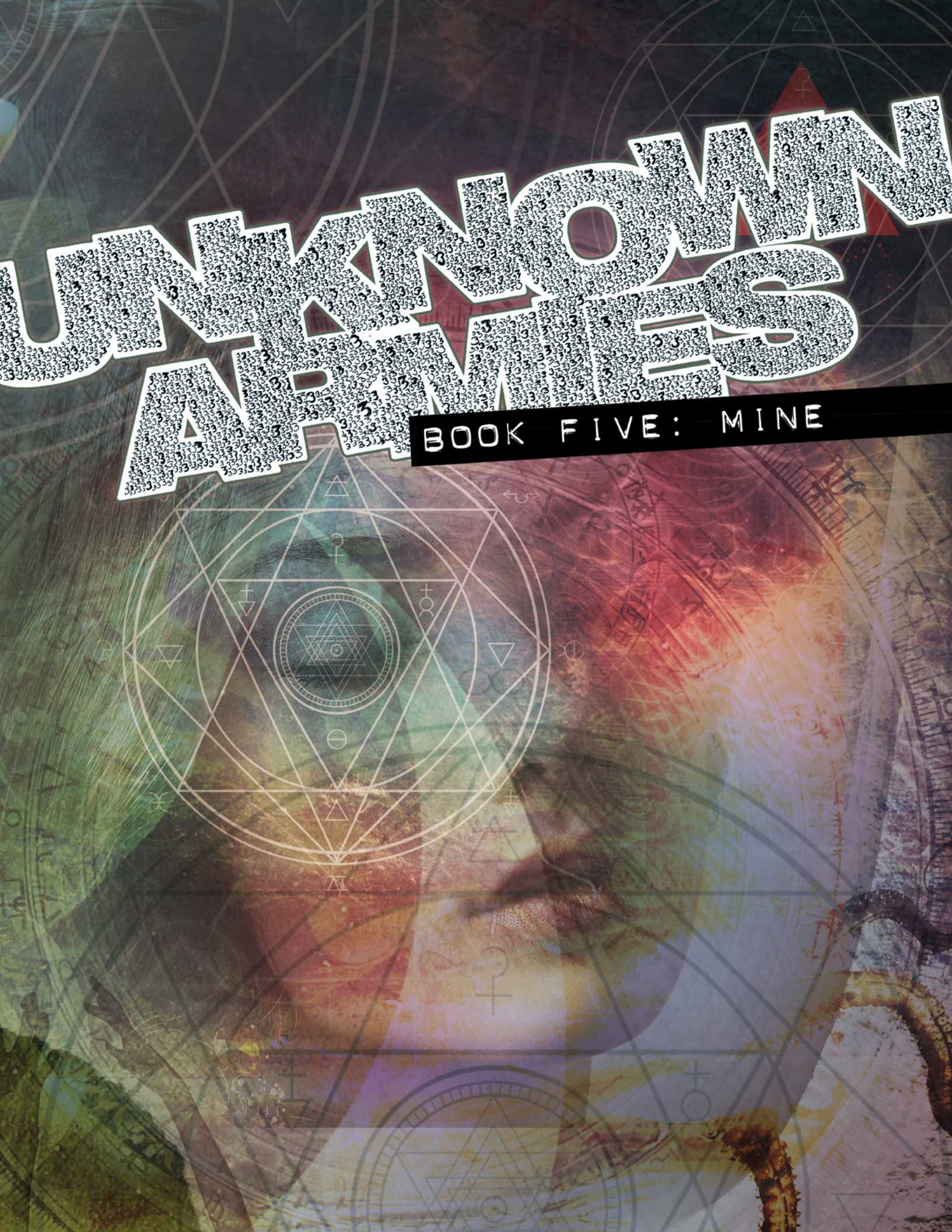


UNKNOWN AFFAIRS

BOOK FIVE: MINE



WARRIORS APPRENTICESTM

BOOK FIVE: MINE

Unknown Armies created by **Greg Stolze and John Tynes**

Writing and design: **Jason L. Blair, Tim Dedopulos, Chris Lites, WJ MacGuffin, Ryan Macklin, Chad Underkoffler, and Filamena Young**

Line development and project direction: **Cam Banks**

Editing: **Colleen Riley**

Additional project direction: **Jeff Tidball**

Proofreading: **Cam Banks, Colleen Riley, and Jeff Tidball**

Graphic design: **Thomas Deeny**

Art direction: **Aaron Acevedo with Cam Banks**

Cover art: **Aaron Acevedo and Jason Engle**

Interior art: **Aaron Acevedo, Jeannine Acevedo, Jason Engle, Benoît Felten, Colleen Riley, Lassi Seppälä, Thomas Shook, and Shutterstock**

Publishers: **John and Michelle Nephew**

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To our legions of alpha, beta, and gamma playtesters and to our generous backers — this game exists because of you! You did this!

We are the music makers,
And we are the dreamers of dreams,
Wandering by lone sea-breakers,
And sitting by desolate streams; —
World-losers and world-forsakers,
On whom the pale moon gleams:
Yet we are the movers and shakers
Of the world for ever, it seems.
Ode, Arthur O'Shaughnessy

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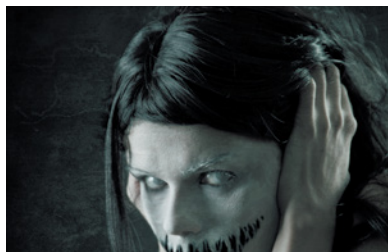
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1: INTRODUCTION

WHAT IS THIS?

Book Five: Mine is a compilation of additional material for *Unknown Armies*, designed by a cabal of writers and prompted by backers of the wildly successful *Unknown Armies* Kickstarter in 2016. Herein you'll discover new and, in many cases, revised rules and background for a dizzying array of miscellanea, salvaged from past editions and conjured into existence by dedicated fans of the work of Greg Stolze and John Scott Tynes.

The book is assembled into four chapters, in addition to this introduction. They are as follows:

Adepts: Eight magickal schools, including some old favorites; a huge chunk of information about rituals; and a handful of artifacts.

Avatars: Nine archetypes, updating several classics that were not included in *Book One: Play*.

Places: Details on otherspaces, as well as a new category of archetype, the paragon place.

Faces: Antagonists and potential allies, including the Cult of the Cruel Ones.

Just as with *Book Four: Expose*, the contents of this book are yours to accept, reject, twist, or turn as you desire. Nothing is canon unless it suits your own personal paradigm of *Unknown Armies*. But if you are ever looking to go beyond the core books and sample from that buffet of the unknown that is the occult underground and its many labyrinthine passages above and below, you may find what you most desire here.

Four is a powerful number. The four elements are rocks, paper, scissors, and blood.



INGRATE

i am strung together with a variety of athletic tapes like some kind of crap-sack cyborg

1: INTRO



2: ADEPTS



3: AVATARS



4: PLACES



5: FACES

