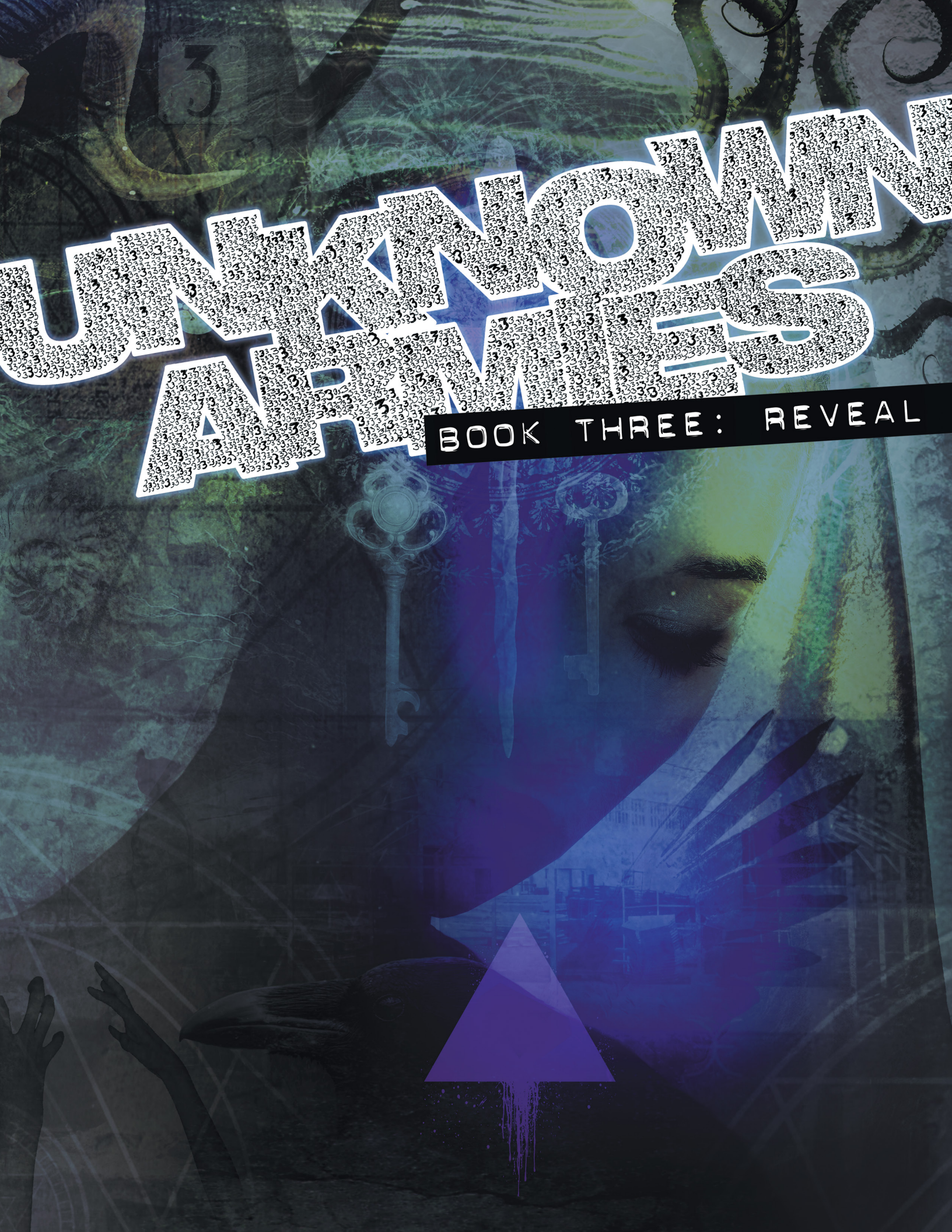


# UNKNOWN AFFAIRS

BOOK THREE: REVEAL



# WARRIORS

BOOK THREE: REVEAL

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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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# INTRODUCTIONS AND REVELATIONS

## WHAT IS THIS?

*Book Three: Reveal* is an encyclopedic reference work for *Unknown Armies*. It's mostly for the gamemaster (GM), but since the GM is free to ignore, twist, embellish, or tease the contents, don't expect to find all their secrets here.

Each chapter is assigned a letter of the alphabet. This is mostly for the benefit of finding things by name, but it's likely you won't know what you're looking for in here until you see it. Rather, *Book*

*Three: Reveal* is at its most useful when you flip open to a page and read something that you'd like to introduce during your antagonist phase, the prep work you do before you run a game session. Some of this material points back to *Book Two: Run*, but much of it only appears in here.

We suggest browsing it when you're sitting in one place for any length of time without much else to do. You know what we're talking about.

## COMMON DEFINITIONS

Here are some entries we felt you'd probably like to have pulled all the way out of alphabetical order and into this introduction, because they're terms and setting elements you are going to use a lot. We've already covered all of this in *Book One: Play* and *Book Two: Run*, but you're looking at *Book Three: Reveal* right now, so here it is.

### ADEPT

Adepts are people who can harness magick, which is a fancy way of saying that pressing their will and actions against the normal grain of society and the cosmos generates friction, and they have found ways to apply that friction to get what they want. All adepts have some set of meaningful, strict parameters to which they must adhere in order to bridge the gap between "what I will" and "the world as-is," taking the form of taboos and ritualized behaviors. The more of their quirky rites they practice, the larger their bankroll of occult energy, typically called "charges," becomes. Eventually, they discharge it to make events occur. Violating a "taboo" — prohibited behaviors that are typical to normal folks — robs them of their energy, with no payoff.

Adepts have been observed with charging behaviors as varied as compulsive photography, self-harm, and human sacrifice. Known taboos have included prohibitions against being seen naked, speaking in the first person, and being rained on.

Many adepts are considered to be agents of entropy, because they disrupt the established expectations of society, or logic, or physics. But

many adepts consider themselves to be followers of order — a different and superior order to that which binds and blinds the ignorant and mundane.

### THE BIG LIST OF ADEPT SCHOOLS

There are many, many schools and individual traditions of magick practiced by adepts, more than we could possibly list. Here is the list of all schools mentioned or included in either this book or in *Book One: Play*.

- Agrimancy (*Book One: Play*, page 139)
- Amoromancy (page 12)
- Annihilomancy (page 12)
- Bibliomancy (page 15)
- Cameraturgy (*Book One: Play*, page 143)
- Cinemancy (*Book One: Play*, page 147)
- Cliomancy (page 25)
- Cryptomancy (page 28)
- Dipsomancy (page 32)
- Entropomancy (page 36)
- Epideromancy (page 37)
- Fulminaturgy (*Book One: Play*, page 151)
- Geomancy (page 44)
- GNOMON (*Book Two: Run*, page 58)
- Herpemancy (page 47)
- Iconomancy (page 51)
- Infomancy (page 51)
- Irascimancy (page 51)
- Kleptomancy (page 55)
- Mechanomancy (page 61)
- Motumancy (*Book One: Play*, page 155)
- Narco-Alchemy (page 63)
- Oneiromancy (page 67)
- Personamancy (page 72)
- Plutomancy (page 73)
- Plutophagy (page 73)
- Pornomancy (page 73)
- Refumancy (*Book One: Play*, page 128)
- Sociomancy (*Book One: Play*, page 159)
- Thanatomancy (page 87)

## RESIDUE

what remains when the essence of something evaporates  
poems are the residue of poets

*Time and  
cosmos.*

*Infinity  
and void.*

*The woman  
who  
created  
the world  
was the  
first  
one who  
measured  
it.*

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