

A ROLEPLAYING GAME OF POWER AND CONSEQUENCES

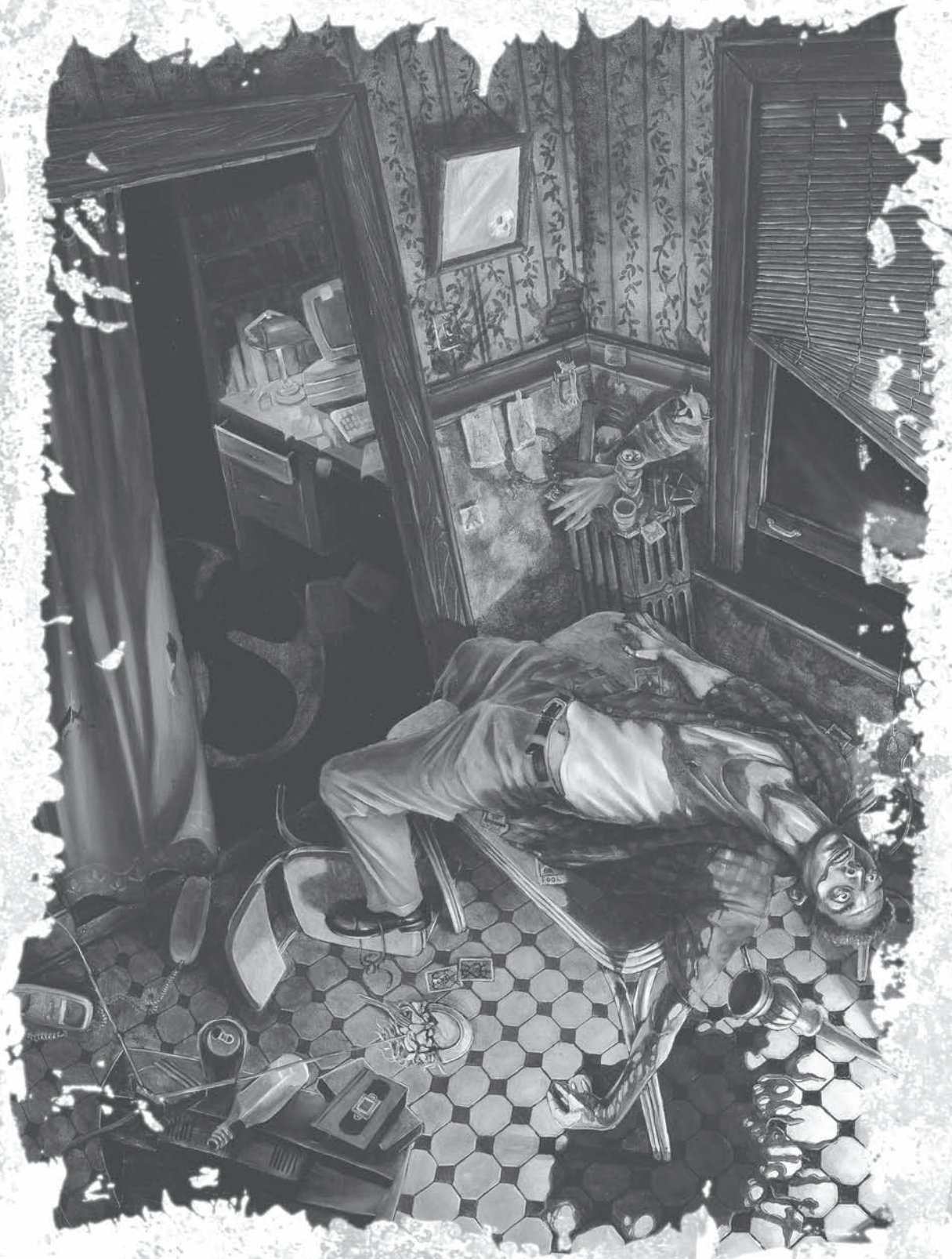
# UNKNOWN



# ARMIES

BY GREG STOLZE AND JOHN TYNES

FOR EACH AGE IS A DREAM THAT IS DYING



OR ONE THAT IS COMING TO BIRTH

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# UNKNOWN



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# ARMIES

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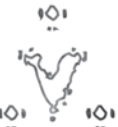
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## ABOUT THE BOOK

This book is divided into four sections. Which sections you read depends on what your campaign is going to be like. There are three campaign levels: street level, global level, and cosmic level. The terms “street,” “global,” and “cosmic” don’t refer to settings or locations, but instead describe how much knowledge you begin the campaign with and how powerful you are. If you’re the GM, you can of course run any kind of campaign you want. But we’ve designed the rulebook to support three broad categories of play to make your job easier.

Note that there is a difference between player knowledge and character knowledge. If you’re a player who has already read the whole rulebook before you find a campaign to join, review the appropriate sections to understand what your *character* is going to know at the start of the game. Don’t use your greater knowledge of the rulebook to give your character information and ideas he or she shouldn’t have.

### BOOK ONE: THE SECRET NAMES OF STREETS

Everyone should read this section. It contains the usual roleplaying-game rules for creating characters, combat, and so forth. It also explains a little bit about the setting of the game, but not very much. If the GM decides to run a street-level campaign, this is the only section that players should read. Much of the game deals with mysteries and secrets, and the less players start off knowing in a street-level campaign, the better the campaign goes.

In a street-level campaign, your group consists of relatively ordinary people who are just beginning to explore a hidden world of magick and intrigue. You are often heroic people trying to right a wrong, and this brings you into collision with strangers who have frightening powers and dangerous agendas.



### BOOK TWO: THE WORLD OF OUR DESIRES

Players should only read this section if the GM is going to run a global-level campaign. It contains much more information about the world of *Unknown Armies*, along with rules for several kinds of magick. At the start of a street-level campaign, the players shouldn’t know how magick works or what forms of magick exist, but players in a global-level campaign can.

In a global-level campaign, your group consists of obsessed mystics and visionaries who are pursuing your own agendas. You know who the movers and shakers are, and you’re earning a rep as people that novices shouldn’t mess with. The stakes are higher, but so are the risks.

### BOOK THREE: THE LIVING MIRROR OF HEAVEN

Some GMs may decide to run a cosmic-level campaign. If so, players can read this section. It reveals more secrets of the game world, explores some of the consequences of magick, the creation and use of magickal artifacts, and other high-level issues that characters in street and global campaigns should not start off knowing.

In a cosmic-level campaign, your group knows how the cosmos works and how to change it. You know the fate of the world, and you can try to shape that fate. You are operating in the very highest echelons of symbolic magick and transcendent identities, and can even become a god.



### BOOK FOUR: FOR THE GAMEMASTER

This section is strictly for the GM, and no players should read it. It contains further secrets of the world, lots of advice for running *Unknown Armies*, the most powerful artifacts, unnatural creatures, stats for all the major gamemaster characters (GMCs), two scenarios, and more.