

# UNKNOWN

# AFRIMS

BOOK FOUR: EXPOSE





# WORLD OF AFRICA

BOOK FOUR: EXPOSE

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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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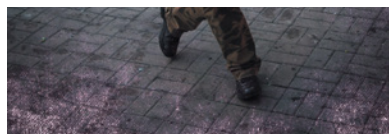
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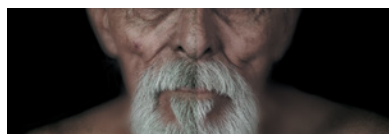
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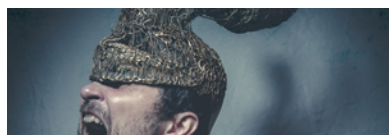
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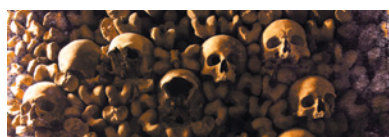
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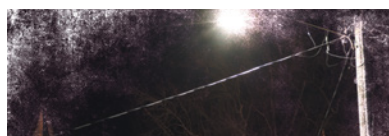
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# 1: THE MEAT OF EMPIRE

*Unknown Armies* is not a simple game.

Compared to the rule engines of some RPGs, it's easier — at the heart, players roll percentiles and hope, and when at a loss, the GM can typically find an ability that covers the situation, if just saying, “No, your Video Gamer identity does not let you fly a J-10 Vigorous Dragon jet — dude, c'mon, the dials and shit are labeled in Chinese!” is insufficient. But this isn't the book to help you with the mechanics. Look to *Book Two: Run* for that.

This book is to help you with where the game goes, and that's where it gets complicated.

Much of the mythology of *Unknown Armies* is invented from whole cloth, which makes it exciting and new, but unfamiliar. Everyone who's watched TV knows what a vampire is, but the same can't be said for an Executioner avatar. The archetypes behind the peculiar cosmic-democracy mysticism of *Unknown Armies* are meant to be universal, but the weird creatures and deranged, anti-rational adepts are harder to parse. The themes of bafflement and uncertainty are what make *Unknown Armies* simultaneously novel and alienating.

This book can, I hope, offer some insight and clarification into the components of the game that go beyond what to roll and how, reaching into the *why* of it all. Why is this important to our characters? Why is this fun? Why should we even care? The weird, dirty corners of the *Unknown Armies* cosmos are, paradoxically, where it shines. So this book is intended, in some way, to take those murky issues and provide illumination. Or, failing that, to help you keep things murky the *right way* to fascinate and amuse your cabal.

## RAW

ever hear the italian saying “why don't you shit in your hand and slap yourself in the face”?

## WHAT'S IN THIS BOOK

This book is what happens when we release the chains holding Greg back and tell him to “go nuts.” *Book Four: Expose* includes several new rules, new ideas, and new insights into the world of *Unknown Armies* that you can accept or reject as you desire. The content in this book is pure grade AAA Greg, packaged for your perusal with all the gristle and bone intact. Most chapters feature Greg's reviews of *Unknown Armies*-adjacent film and literature and how those works show us the shared reality we're experiencing through *Unknown Armies*. Many also include new creatures thematically appropriate to the chapter.

Here's a summary of what you should expect:

**Adepts:** Musing about practitioners of magick.

**Antagonists:** Thoughts on throwing horrors in the path of your cabal.

**The Bigger Picture:** Contemplating the larger objectives and scale of *Unknown Armies*.

**Character:** Insights into internal narratives.

**Features and Identities:** Plenty of identity-related rules to add to your collection.

**The Dead:** Beyond the veil of the living, and what to do with what you find there.

**Normalcy Besieged:** Taking on the mundane humdrum of what we think of everyday life.

**Statosphere Stuff:** More avatars and the notion of claiming places in their name.

**Symbolism:** Hippy-trippy analogues and metaphors and how to implement them.

*Remember  
vampires?  
Popular  
once  
but now  
pedestrian  
and trite.  
Everyone's  
got a  
vampire.*

1: MEAT



2: THROAT



3: SMALL



4: BIGGER



5: LAYERS



6: REDUX



7: VEIL



8: BESEIGED



9: SELVES



10: MEDIA

