

# Codex

The Gauntlet's monthly RPG zine

# ECTO PLASM

The third issue of Codex is all about spirits, spectres, and phantasms!

We start with Huge Problems in Little Shanghai, one of Jason's most popular Monster of the Week mysteries.

Then we move to The Ghost, a playbook for Hamish Cameron's mission-based cyberpunk game, The Sprawl. From there we present thirteen haunted magic items for your Dungeon World game. Finally, the miscellany contains three-dozen signs of ghostly habitation.

Take a look, ghosty ghosts, and enjoy!



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# HUGE PROBLEMS IN LITTLE SHANGHAI



**A MONSTER OF THE WEEK MYSTERY BY JASON CORDOVA**

**ILLUSTRATIONS BY SEAN POPPE**

## CONCEPT

The ghost of a long-dead Chinese sorcerer is spreading terror in the Little Shanghai neighborhood of the city. He hopes to complete a ritual that will allow him to return to the world of the living.

## HOOK

A young man working at a Ni Hao, Mao! in Little Shanghai went missing from the apartment he rented above the restaurant. The windows and front door of the apartment were locked from the inside, and there was no evidence of a struggle. The authorities say they have no idea how the young man was taken out of the apartment.

**Keeper Notes:** Further investigation by the hunters will reveal other young men, most of them recent immigrants from China, have also disappeared. The official story is they simply returned to China.



# MONSTER

## THE GHOST OF YAOMO, A POWERFUL CHINESE SORCERER

Centuries ago, the court sorcerer known as Yaomo fell in love with a young man named Gao Bai. Their romance was a scandal, and when Yaomo, in an act of defiance, declared he would marry Gao Bai, the Emperor had him put to death.

But Yaomo's vengeful spirit lives on in an extradimensional space the sorcerer prepared just before his execution. From there he is able to manipulate the world of the living, and has spent decades grooming a gang of fiercely loyal Chinese triads to help him find a young man who is the reincarnation of Gao Bai. Once such an exceptional young man is found, Yaomo will marry him — a ritual act that will allow him to escape his ghostly form and impose his will on the world of the living!



Yaomo appears as an eight-foot tall man wearing black and gold robes and a ceremonial cap. He has pale green skin and a long, wispy mustache. He seems to float rather than walk, and his arms are unusually long.

**Keeper Notes:** If the hunters learn Yaomo is looking for young men who share certain physical characteristics with Gao Bai, have those characteristics match those of one of the hunters. Perhaps that same hunter is himself a reincarnation of Gao Bai?

**Type:** Collector (to steal the elements needed for his marriage ritual)

**Supernatural Powers:** Cast destructive spells; hypnotize people; momentarily take a supernaturally-strong corporeal form; levitate; create teleportation portals; suffer no harm from mundane weapons

**Attacks:** Magic blast (2-harm, far, area, magic); constrictor arms (3-harm, hand, only in corporeal form)

**Armor:** None, but more or less invulnerable, except for the Weakness below.

**Harm Capacity:** 9

**Weakness:** Spells and magical weapons can harm Yaomo, but only Big Magic can seal him away forever.

# MINIONS

## DIZHEN

Dizhen is a triad sorcerer. He's a big tough guy who does a lot of Yaomo's dirty work. He is often seen wearing a fancy brown suit barely able to contain his muscular bulk.

**Type:** Brute (to intimidate and attack)

**Supernatural Powers:** Supernatural strength; can cause the ground to tremble and crack

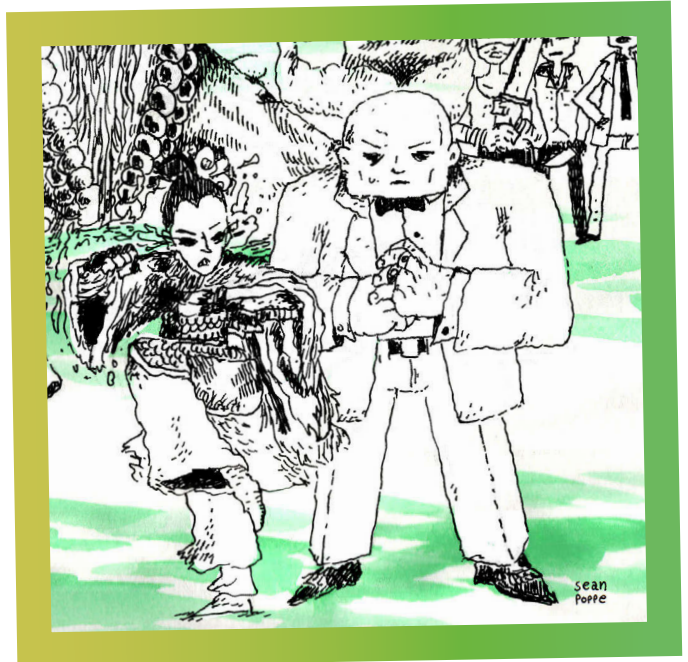
**Attacks:** Unarmed strike (2-harm)

**Armor:** 1

**Harm Capacity:** 8

**Tremors:** When engaged in hand-to-hand combat with Dizhen, the ground in the immediate area will shake with the force of an earthquake.

**When you attempt to keep your footing while caught in one of these localized tremors,** roll +Cool. \*On a 10+, you keep your footing. \*On a 7-9, you keep your footing, but are a little shaky. Take -1 forward. \*On a miss, you lose your footing, and are vulnerable to Dizhen's next attack.



## HUO

Huo is a mean-spirited, mercurial sorcerer in charge of Yaomo's triad soldiers. He is often found wearing traditional Chinese warrior garb.

**Type:** Right hand (to back up Yaomo)

**Supernatural powers:** Can control fire; can teleport in bursts of fire and smoke

**Attacks:** Unarmed strike (1-harm); fire magic (2-harm, area, armor piercing)

**Armor:** 1

**Harm Capacity:** 8

## TAIFENG

Taifeng is a triad sorcerer who functions as Yaomo's bodyguard. She is never far from the ghost's side. She wears a well-cut blue suit and black ponytail.

**Type:** Guardian (to protect Yaomo's inner chamber)

**Attacks:** Unarmed strike (1-harm)

**Armor:** 1

**Harm Capacity:** 8

**Cyclone:** Taieng can make her body explode into a powerful cyclone of wind and water. This destroys her, but the cyclone forces an Act Under Pressure on any character who tries to take an action in the area she exploded. Characters who take a direct hit from the cyclone suffer 3-harm.



## MAN-BEAST

This tall, ape-like creature patrols the corridors of Yaomo's lair. He will attempt to isolate individual characters and attack them one-on-one.

**Type:** Brute (motivation: to attack)

**Attacks:** Claws (2-harm)

**Armor:** 1

**Harm Capacity:** 9

## GANG OF TRIADS

**Type:** Brute (motivation: to intimidate and attack)

**Attacks:** Weapons and unarmed strikes (2-harm)

**Armor:** 1

**Harm Capacity:** 10





# BYSTANDERS

## SARAH JUSTICE

A young immigration attorney trying to get to the bottom of what is going on in Little Shanghai.

**Type:** Detective (motivation: to rule out the official explanation that these young men are returning to China)

## CHARLES "LO MEIN" WONG

A Chinese herbalist who has studied the history of Yaomo and his minions.

**Type:** Helper (motivation: to get involved in the hunt for Yaomo)



# LOCATIONS

## YAOMO'S LAIR

Yaomo's lair is located in a transdimensional space beneath a warehouse belonging to one of the triads' legitimate businesses. A strange, mystic elevator located in the warehouse descends to the lair's innumerable floors below.

**Type:** Maze (motivation: to confuse and separate)

## MYSTIC ELEVATOR

The interior of the mystic elevator is carved from an inky black stone, and covered with hundreds of strange, glowing sigils. These sigils are part of a little-known arcane tongue, and function as buttons. **When you press any four buttons and say aloud where you want to go**, roll. If you have some method of deciphering which are the correct sigils to press, roll +Sharp. \*On a 12+, you arrive at your intended location. \*On a 10+, you arrive somewhere intriguing, but not inherently dangerous. \*On a 7-9, you arrive somewhere intriguing, but dangerous. \*On a miss, you are spat out into a Chinese hell and have to find the elevator again.

## TABLE: SIX INTRIGUING PLACES

- A room filled with ancient weapons.
- A relaxing spa.
- An apothecary's lab.
- An exhibit of valuable relics.
- A re-creation of a pleasant childhood memory.
- The halls of your ancestors.

## TABLE: SIX INTRIGUING AND DANGEROUS PLACES

- The apartment of one of the triad sorcerers.
- A vault filled with riches, but also numerous magical traps.
- Yaomo's harem, the inhabitants of which may want you to stay...forever.
- A warm, relaxing womb; the home of a giant fetus with a keen, alien intellect.
- A palace filled with thousands of scented cats.
- A prison cell containing one of Yaomo's ghostly rivals.

## TABLE: SIX CHINESE HELLS

- The Hell of the Upside Down Sinners.
- The Hell Where People are Skinned Alive.
- The Hell of Being Cut to Pieces.
- The Hell of the Oily Dragon.
- The Hell Where People are Drowned in Cages.
- The Hell of the Vast Cold.

## COUNTDOWN

1. A man who Yaomo believes is Gao Bai reincarnated is acquired.
2. A giant jade Buddha, an essential part of the wedding ceremony, is procured by the triads.
3. The wedding ceremony takes place and Yaomo returns to the mortal coil.
4. With life comes power. Yaomo begins the process of summoning the demons that will serve him in this world.
5. Yaomo goes to war with mankind, starting with the descendants of those who put him to death centuries ago.
6. Yaomo declares himself Emperor of the World.

# GHOST

A new playbook for The Sprawl by Oli Jeffery. Illustrated by Nery Mejicano.

*Made you a prisoner inside your own secrecy*

*There's a ghost in me*

*Who wants to say I'm sorry*

*Doesn't mean I'm sorry*

Ghosts, Ladytron

You hear them talking. You hear them call you spooky, weirdo, dead-head. You hear it because you've got a virtual projection of yourself floating unseen above them. Maybe they're right. Either way, fuck 'em. They need you. You've heard Infiltrators talk about walking into a building. Not like you. You've heard Fixers say they can make anyone do what they want – nah, they can ask, real civil, and hope – you can goddam *make* people do what you want. You're not all shiny and chrome like a Killer, but you can drop that selfsame badass just by thinking it. Let 'em talk. You'll be listening when they start talking money.

Name: Casper, Jennet, Jessel, Grady, Marley, Sadako, Tombs, Whistler, Wraith, an ethereal name, an old fashioned name, a creepy name

*Choose your Look:*

**Eyes:** artificial, dead, unhinged, intense, distracted

**Face:** expressionless, nervy, smirking, decorated, serene

**Body:** gaunt, augmented, scarred, twitchy, wiry

**Wear:** goth, punk, street, vintage, scrounged

**Skin:** artificial, asian or south asian, black, decorated, hispanic/latino, indigenous, middle eastern, white, \_\_\_\_\_

**Stats:** Assign each stat one of these numbers: +2, +1, +1, +0, +0, -1; your Synth and Mind should be +2 or +1.





## CYBERWEAR

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*You get this:*

- 🔌 **Neural jack with a Phantasm Module.** This bleeding-edge module allows you to remotely project a semi-transparent image of yourself that can travel up to a kilometer away from your physical body, seeing and hearing everything your projection does. It began as an entertainment technology, but as soon as a hacker figured out the projection could interface with machines – including other people’s neural jacks – all kinds of fuckery was inevitable.

## MOVES

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*You get this:*

- 🔌 **Shade: When you’re moving around as a projection,** you’re semi-transparent--and hard to spot. Take +1 ongoing to any actions involving stealth while projecting. You cannot walk through walls while moving around as a projection until you take the Phase move (see below).

*Choose two more:*

- 🔌 **Chem drop:** You can affect the body chemistry of anyone with a neural jack that you can see via your projection. **When you do so,** roll Synth:

**7+:** Choose one:

- They’re full of adrenaline – They take +1 forward to mix it up
- You give them a serotonin rush – and take +1 forward on any social roll where you play it nice with them.
- You rush their system with melatonin; they’re asleep within 30 seconds.

**10+:** They don’t realise they’re being manipulated.

- 🔌 **Chromed:** Choose another piece of cyberware at character creation or in downtime. Describe how you got it and paid for it the same as you did for your first piece of cyberware. Any benefits from your cyberware affect only your physical body, not your projection.
- 🔌 **Creepy: When you Play Hardball while projecting,** roll Synth instead of Edge. There’s just something wrong about getting stared down by someone you can see through.
- 🔌 **Ghost in the Machine:** Your projection can disappear into any machine it can see; aside from the implicit stealth utility, you can also manipulate the machine as if you were there.
- 🔌 **Guardian Angel:** You can speed up the healing of anyone with a neural jack by accessing it and tricking their immune system into overdrive. Roll Synth instead of Cool **when you Apply First Aid.**

- 🔌 **Hard Light:** By wrapping your projection around a drone that exudes morphable deflector shields, you can give the illusion that your ghost is solid: you can manipulate physical objects, mix it up, and do anything a real boy can do while projecting. It's easy to get caught up in this illusion yourself, though – if your projection takes any harm, you take half the harm via Neural Feedback and instinctively go incorporeal.
- 🔌 **Phase:** You've trained yourself to overcome your instincts about obeying physical barriers when projecting. As long as you're not using a drone to get the effects of Poltergeist or Hard Light (or if you're happy to leave it unguarded), you can walk through walls.
- 🔌 **Poltergeist:** You can use the deflector shield in your Planchette Drone to hurl anything that's not nailed down across the room at high speed. It's not subtle or suitable for fine manipulation, but it does count as a harm 2 near weapon.
- 🔌 **Neural Possession: When you disappear into someone's neural jack,** roll Synth.

**10+:** Gain 3 hold.

**7-9:** Gain 1 hold.

You can spend the hold on the poor sap you're riding in to:

- See what they see, hear what they hear.
  - Have them perform one discreet action – anything that would trigger a move.
  - Not have them realise that anything is wrong.
- 🔌 **Spookhouse:** You've tinkered with your Phantasm Module to allow it to project objects other than yourself. You can create realistic – or horrifying – phantasmagoria within near range of your projection. These can be visual, audio, or both.

## GEAR

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- 🔌 Neural linked Planchette Drone. The Planchette is a moth-sized drone capable of flying at relatively low speeds of up to 10mph – but its main feature is its morphable deflector field, which add extra utility to a Ghost's projection.

*Choose one weapon:*

- 🔌 Flechette pistol (3-harm close/near quick flechette)
- 🔌 Machine pistol (2-harm close/near loud autofire)

*Choose two:*

- 🔌 Armoured coat (1-armour)
- 🔌 Armoured clothing (0-armour, +discreet, subtract 1 when rolling the harm move)
- 🔌 Nondescript van
- 🔌 Trauma derms (allows you to apply first aid to characters at 2100 or less harm)

You start with 5 Cred.

## DIRECTIVES

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*Choose two:*

**Deceptive:** When your lies about your identity or your past put the mission at risk, mark experience.

**Proselytising:** Describe your belief system. When you persuade others to act according to your beliefs, mark experience.

**Revealing:** When you discover more information about \_\_\_\_\_, mark experience.

**Vengeful:** When you harm \_\_\_\_\_ or their interests, mark experience.

## GHOSTS IN THE SPRAWL

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Ghosts can out-infiltrate an infiltrator — literally walking through walls — but they're solitary spirits, so if you were hoping to have the rest of the gang along for the ride, you're looking for some other mother duck.

Their ability to get in anywhere and see anything makes them valuable in the legwork phase if the info you need for the mission is locked up tight, but they're not really people-people; spending most of your life motionless in a van while a semi-real version of you glides through the world has that effect. That said, when isn't it useful to be able to neurally possess someone? Maybe just get that exec to wire your team all the passcodes you need before he even has time to wonder why he did it...

Play a Ghost if you want to emphasise non-violent infiltration and manipulation, and to shine a spotlight on the weird end of bleeding-edge tech.





## The Eternal Roost

This staff is haunted by the spirit of a raven who nested in the tree it was carved from. The raven spirit is clever, and can be tamed if you treat it — and its home — kindly. The bird does not interact with the material world except to give off a faint glow in darkness, and to screech at anyone who irritates it.

## The Book of Lost Names

Tattered bindings, crumbling parchment, all but five pages torn out. Ask the GM what name from legend marks the first page.

**To imprint a departing soul onto a page of this book**, write the name of the newly deceased in their own warm blood.

**To compel the newly deceased's ghost to your presence**, burn the page. When you do, roll. \*On a 10+, choose two. \*On a 7-9, choose one:

- The ghost's mind and memory are whole and lucid.
- The ghost will answer your questions or do you a favor.
- The ghost will depart in peace.

# Thirteen Haunted Magic Items for Dungeon World

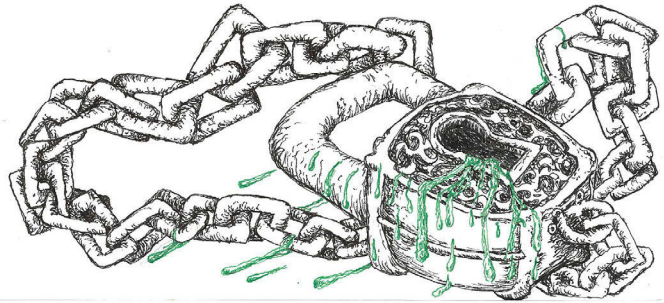




## The Crying Padlock

This bulky padlock is cold to the touch. A long, rusty stain stretches from its keyhole all the way to the bottom. It was found in a now-abandoned village in the Far North, in a locked cell containing the frozen corpse of a woman.

It is said when a blizzard hit the village many years ago, this woman was left behind, and slowly froze to death after weeks of sustaining herself on tundra rats. They say her soul is now trapped in this padlock.



**When the padlock is hung on any closed door**, the door, and any other opening inside the room the door leads to, will seal shut. Freezing tears will slowly pour out of the lock's keyhole. Inside the room the temperature will drop to below freezing and items will be thrown around by an invisible force. Only removing the padlock can unseal the room.

## The Weeping Death

### *Reach, forceful*

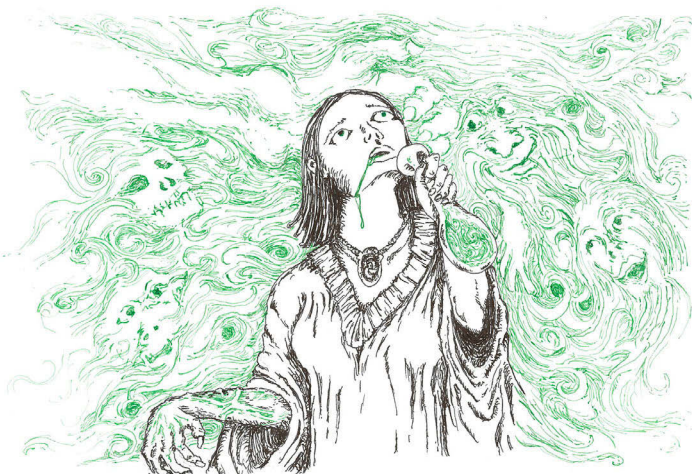
This flail-like weapon consists of a sickle attached to a handle carved from a weeping willow, which is itself connected by a long, spiked chain to an aspergillum forged from some dark-hued metal. The openings in the aspergillum are carvings of mournful eyes with wailing mouths beneath them. It is said a banshee's soul is trapped within the aspergillum; the water that leaks out of the carved eyes are thought to be her tears. **When you swing the aspergillum over your head in circles until it begins to wail**, roll+WIS. \*On a 10+, hold 2. \*On a 7-9, hold 1. You may spend your hold to perform the following actions:

- Kill any near-death creatures who can hear the wail (Far).
- Terrify, dishearten or dismay anyone touched by the banshee's tears (Reach).
- Spare your allies from the effects of the Weeping Death.



## Potion of Spectral Sympathy

This potion makes the drinker extremely susceptible to spiritual habitation. Any nearby spirits will be drawn to the drinker. Apparitions attached to other objects or locations may attempt to possess the drinker, or make something on her person their new haunt.



## Ancestral Urn

The urn of a departed relative who once lived here is filled with their cremated ashes. It can be found sitting oddly on the mantle above the fireplace. Shake well!

**When you shake this urn and ask for information regarding the residence it is found in, roll+WIS and ask any question.**

10+ Their spirit appears and politely answers your question.

7-9 The spirit appears, but asks for a favor before giving you what you seek.

6- You have disturbed the spirit's slumber. Prepare for a haunting!

## The Spectral Shawl

This very worn and frail length of fabric is always cool to the touch and causes a chill to run down the spine of any who handles it. An old bloodstain is the only bit of color on its grey fabric. It is said to have belonged to a very powerful witch who was murdered by her own kin.

**When you place the Spectral Shawl over your head or shoulders, roll+WIS. \*On a 10+, the spirit of the witch appears to you and will perform a favor of some kind. \*On a 7-9, the same, but she will only do so in exchange for her shawl. \*On a miss, the spirits of her murderers mistake you for the witch!**



## *Ghost Blade*

*Close, Freezing, Insubstantial, Terrifying*

The cold steel of the sword is surrounded by a light fog that gently pours off it. Every swing produces a ghastly wail just before the blade makes contact. Only those who have seen the Black Gate are capable of wielding it. The sword becomes immaterial in the hands of anyone else.

## *Buster's Box*

A battered metal box about the size of a bread tin. A carved wooden handle is attached to one end. The box has been engraved with runes of confinement and protection from spirits. **When the command word "Ouya Gon-kahl" is uttered within sight of the box**, spirits or other incorporeal entities near it are drawn inside and trapped.

The box can later be opened to release the spirits. The command word cannot be used again until the box has been emptied.

## *Bone Finger*

You've heard of something like this in the grizzly tales you listened to as a child--the bleached white bones from a human index finger, moving and flexing as though pointing at something, then beckoning you to follow. The GM will ask you what terrible thing the bone finger wants you to see. Give your answer, then the GM will tell you what the bone finger will do if you don't follow it.

## *The Witch King's Grave Clothes*

When swathed in these embroidered robes, even the foulest corpse takes on a visage of peaceful, sanguine slumber.



## The Staff of Gormakir the Cruel

The power a wizard can achieve is limited only by the level of personal sacrifice he is willing to make in order to achieve it. Gormakir the Cruel sacrificed his own eyes to observe Dim Carcosa and learn its secrets. And though utterly mad, he was no fool. His staff, a simple shaft of gnarled wood set with a large, opalescent gem, allowed him to see as if he still had eyes. Additionally, he bound the spirit of one of his young ritual victims to the gem. He could send this spirit out into the world to spy for him from the ethereal plane. The spirit, angry at being bound to the staff's gem, didn't always provide reliable information.

**When you touch the opalescent gem in the Staff of Gormakir**, you can see everything the gem can see, as if it was a normal human eye. Additionally, **if you whisper to the child spirit bound to the gem**, and ask it to spy on a specific location for you, roll +CHA. \*On a 10+, the spirit will tell you three pieces of information about what it sees at the specified location. Two of these things will definitely be true. One may be false. \*On a 7-9, as above, but only one piece of information is definitely true.

## A Cordial Invitation

An ivory-white envelope, sealed with the signet ring of a cursed baron. On the front "A Cordial Invitation" is written in swirling black ink. No efforts to break the seal or otherwise open the envelope will succeed.

**When you sleep with the invitation placed under your pillow**, you are visited by dreams of the Danse Macabre. Roll+CHA to keep up with your spectral dance partner.





\*On a 10+, your footwork impresses the ghost. They have a message they want you to deliver to the living. (Roll on the table or choose.) They will answer two questions you pose to the best of their ability before you wake. **When the message is delivered**, mark XP.

\*On a 7-9, you struggle to keep up with the ghost's movements. They tell you of a haunted locale that may be of interest to you. (Roll on the table or choose.) They will answer two questions before you wake, but amidst the frenzy of dance their answers are difficult to understand. The GM answers in haiku.

\*On a 6-, you trip over your own feet. *Quelle honte!* The ghost's mocking laughter follows you until they may experience an unfulfilled desire through your eyes. (Roll on the table or choose.) You are Shaky until their wish is granted or you are otherwise exorcised.

**10+**

*Messages for the Living*

"I will always be watching."

"My murderer - you are forgiven."

"It wasn't your fault."

"I told you I was sick."

"The gems hide in plain sight."

"The crown prince is a false heir."

**7-9**

*Haunted Locales*

A barren, once-fertile tomb

A galleon shrouded in mist

A torch-lit cavern

An overgrown garden

A dry-docked sloop

A sprawling manse

**6-**

*Unfulfilled Desires*

To bear a child

To take revenge

To know intimacy

To dine with him

To see the ocean

To topple the Crown





# THREE DOZEN SIGNS OF GHOSTLY HABITATION



You catch yourself singing a sweet song you don't understand.



Any time you sleep in the old four-post bed, you dream of embracing the lovely woman in antiquated clothing who lies next to you. You wake when her dry tongue enters your mouth.



In the fridge, seeded fruit sprout and grow at an unnatural pace. Meat grows skin and feathers; perhaps more if left alone long enough.



You open your bedroom door and find yourself already in bed. When your copy looks up to see you, its scream sounds like a fluttering of wings.



The sitting room is always cool, no matter how large the fire in the hearth.



In the very late evening, a couple's distant weeping is heard, and the bedroom pillows become moist with teardrops.



Small objects you lost as a child are found in the dusty jewelry box in the attic.



Nonsensical equations are scrawled on the edges of documents, in your handwriting.



From the well or water faucet, the occasional human tooth.



A simple wooden toy box sits in the corner; the word "MINE" is scratched into every inch of its interior surface.



A bedroom door frame is marked with old, faded chalk lines of a growing child's height. There is one fresh mark, which matches exactly the crown of your head.



A small, wooden chest on the mantle. Each time you open it, you find a penny from 1931. No matter how carefully you try, you always cut yourself on the lid.



Every morning a number of small dead animals are found in the front yard arranged into neat rows facing the house.



Your cell phone receives text messages from your significant other to an unknown lover. They get pretty graphic.



All the lights in the house flicker whenever someone mentions the attic.



You approach the large doors, the sound and light of a party coming from beneath them. Upon opening the doors, you find the hall empty, dark and silent.



Sometimes you see things in your peripheral view, and when you turn to look, there is something you thought you'd lost.



Drains are repeatedly clogged with long dark hair from an unknown source.



In the hall of portraits, the eyes seem to notice you. Images of those you find attractive seem to wink when you stare, but just once. The others seem to look away nervously.



Every third morning you wake to find your blankets were pulled off you in the night, neatly folded, and placed on the bench at the end of your bed.



The kids still leave their toys out on the floor, even though they've been dead for a little over a year.



No matter where you move things, the sitting room's antique furniture always rearranges itself overnight.



The aged door in the basement has a sign with a cutesy image of a clown on it, and the warning to "Please Stay Out". Wait, is that scratching I hear? I'm sure it's just rats...



All black dogs, cats, and birds on the property have human eyes.



The armoire door never stays closed, and any solid white dress left in it overnight will have mud and leaves on the hem.



When talking to someone in the house you hear the words "get out" in a normal conversational tone. They will deny ever having said it.



An unknown Wifi SSID "Still\_Here\_123" appears on wireless devices in the house.



House plants die within 63 minutes of being placed in a particular room.



The house is filled with whispers, and when you listen closely you recognize conversations you had as a child.



Something softly whispers from the drain in the bathroom sink. If you stoop to listen, you can hear a child's voice urging you to "run run run run now...oh no...too late."



Any book or paper left unattended will be found to have been covered in colorful, childlike drawings. These drawings depict innocent and wondrous things...at first.



This dollhouse is a good replica of the home it is found in. There are two dolls in the room matching the one you are in. One is dressed just like you.



An old velvet painting of dogs playing cards. Initially silly, but whenever you glance at it, the dogs are different, and there is always one or two looking directly at you, angry and hungry.



Every morning, the toilet bowl is filled with flies and maggots.



Every seventeen steps the floorboards creak loudly and the house shudders.



The place is uncannily tidy; any messes you leave are cleaned up in your absence.

## CREDITS

**Cover page** Illustration by Dirk Detweiler Leichthy: [www.patreon.com/dirkleichthy](http://www.patreon.com/dirkleichthy)

**Huge Problems in Little Shanghai**, a mystery for Monster of the Week by Jason Cordova. Illustrations by Sean Poppe.

**The Ghost**, a new playbook for The Sprawl by Oli Jeffery. Illustrations by Nery Mejicano.

**Thirteen Haunted Magic Items for Dungeon World**. Illustrations by Ron Thomas. Premade BG51 - Stock by Inadesign-Stock used under a Creative Commons 3.0 unported licence.

- **The Eternal Roost by Daniel Fowler**
- **The Crying Padlock by Fred Bednarski**
- **The Book of Lost Names by Dirk Leichthy**
- **The Weeping Death by Scott Selvidge**
- **Potion of Spectral Sympathy by Daniel Fowler**
- **Ancestral Urn by Robert Doe**

- **The Spectral Shawl by Scott Selvidge**
- **Ghast Blade by Robert Doe**
- **Buster's Box by Greg Bataard**
- **Bone Finger by Logan Howard**
- **The Witch King's Grave Clothes by Dirk Leichthy**
- **A Cordial Invitation by Michael Barford**
- **The Staff of Gormakir the Cruel by Jason Cordova**

### Miscellany: Three-dozen signs of ghostly habitation

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Luke Wayland, Keeper of the Unknowable Words  
Eloy Cintron, Keeper of the Burning Pages  
Mikk Pristavka, Keeper of the Amber Horn of Heléthe  
Ferrell Riley, Keeper of the Rodent's Wisdom  
Tor Droplets, Keeper of the Charming Wind  
Daniel Lugo, Keeper of the Winter Reverie  
Tom McGrenery, Keeper of the Two Tongues  
Dirk Leichty, Keeper of the First Lines  
Antoine Pemple, Keeper of the Jale Dream  
Chris Sniezak, Keeper of the Undying Voice  
fylefou, Keeper of the Inscrutable Circle  
Isa Wills, Keeper of the Feathers of Regret  
Tomer G, Keeper of the Squamous Beast Below  
Eadwin Tomlinson, Keeper of the Dreary Island  
Christopher Meid, Keeper of the Tainted Feast  
Johannes Oppermann, Keeper of the Temporal Rift  
Aaron Berger, Keeper of the Abyssal Ore  
Mark Diaz Truman, Keeper of the Clockwork Corvid  
Phillip Wessels, Keeper of the Dun Putrescence  
Stephen Tew, Keeper of the Emerald Path  
David Rezak, Keeper of the Three-Headed Coin  
Jacob Densford, Keeper of the Rusted Metropolis  
River Williamson, Keeper of the Blazing Sigil  
Charlie Etheridge-Nunn, Keeper of the Unsolvable Riddle  
Lowell Francis, Keeper of the Black Quill  
Robert Nolan, Keeper of the Furtive Manikin  
Richard Rogers, Keeper of the Fathomless Well  
Mark Tygart, Keeper of the Oblique Atlas  
Kristen Davis-Owen, Keeper of the Whispering Menace  
Michael Mendoza, Keeper of the Sleeping Pygmy  
Wesley Naval, Keeper of the One-Way Door  
Jim Morrison, Keeper of the First Starlight  
Dylan Ross, the First Keeper  
Donogh McCarthy, Keeper of the Nine Dread Names  
Derek Grimm, Keeper of the Spirit Discs  
David LaFreniere, Keeper of the Six Questions  
Josh Gary, Keeper of the Windswept Plane of Dust  
Michael Barford, Keeper of the Eternal Chime  
Robert Ruthven, Keeper of the Hidden Moors  
Steven Watkins, Keeper of the Three Wicked Kings  
Matthew Gushta, Keeper of the First Oak

Shervyn von Hoerl, Keeper of the Titan's Womb  
Daniel Fowler, Keeper of the Unidentified Artifacts  
Daniel Lewis, Keeper of the Unspeakable Fixation  
Christopher Wiegand, Keeper of the Head of Nerva Atellus  
Brian Vo, Keeper of the Seclusium of Loshe the Living  
Fraser Simons, Keeper of the Neon Veil  
Kyle Simons, Keeper of the Tome of Heroes  
Ray Otus, Keeper of the Endless Page  
Stewart Wieck, Keeper of the Ink-Black Night  
Matt Stuart, Keeper of the Ulfire Door  
Lester Ward, Keeper of the Golden Knot  
Candida Norwood, Keeper of the Weeping Cells  
Sean Smith, Keeper of the Crimson Hood  
Jared Neubrandner, Keeper of the Library of Eidoloss  
Jeremy Scott, Keeper of the Brazier of Azad-Kan  
Patrick Brannick, Keeper of the True Name of Abbadon  
Wesley Naval, Keeper of the Tenebrous Chapel  
Patrick Perkins, Keeper of the Vernal Extraction  
Mikael Tysver, Keeper of the Hymnal of St. Evelyn the White  
Richard Ruane, Keeper of the Sacred Malignance  
Tim Jensen, Keeper of the Pilgrim's Forge  
John Nolan, Keeper of the Crown of Good King Edwall  
John Roberts, Keeper of the Sword of St. Murienne  
watergoesred, Keeper of the Rose Maiden's Labyrinth  
Aaron, Keeper of the Child Upon Whom We Dare Not Look  
Jacob Wood, Keeper of the Protoplasmic Pit of New Life  
Jorge Salazar, Keeper of the Red King's Heart  
Yoshi Creelman, Keeper of the Triton's Blessing  
Samwise Crider, Keeper of the Golden Scar  
Victor Wyatt, Keeper of the Blood-Soaked Corridor  
Steven Warble, Keeper of the Basin of Vile Ablutions  
Andrew Mayer, Keeper of the Sandstone Mysteries  
Jim Miller, Keeper of the Conch Shell Horn of Nammu  
Kevin Lovecraft, Keeper of the Flesh-Bound Book  
Nicholas Hopkins, Keeper of the Passage to Dim Carcosa  
Christopher Onstad, Keeper of the Ancient Ungulate  
Slade Stolar, Keeper of the Crone's Black Verse  
Jeffery Collyer, Keeper of the Oneirophrenic Chords  
Gary Anastasio, Keeper of the Bludgeons of Ecstasy  
Manuel Suarez, Keeper of the Sentient Mist  
Jason D'Angelo, Keeper of the Merry Abbatoir  
Flo Hoheneder, Keeper of the Bone Reliquary  
Dan Shimizu, Keeper of the Child Who is Wreathed in Flame