

# Codex

The Gauntlet's monthly RPG zine

## UNDER THE HEEL OF NIGHT'S AVENGER

Fight back against a cowled crusader in this *Misspent Youth* world

## DISPUTATIONEM MALEFIGARUM

Bring the dead—and your career—back to life in this *Fiasco* playset

## THE BIG H

Defend the world from crumbling under the weight of the Big H in this original story game by Josh Fox

## GAUNTLET DADDIES #002

This guy doesn't mind cold feet in bed

## THREE DOZEN ABANDONED LOCATIONS

A miscellany forgotten by the world



DECAY



# UNDER THE HEEL OF NIGHT'S AVENGER

A Misspent Youth world  
by Robert Bohl, with  
thanks to Kate Bullock  
for helping unfuck the  
ersatz Harley Quinn/  
Joker relationship.  
Illustrated by Evan  
Rowland.

"This rich motherfucker really gonna try to tell us how to live our lives? The fuck he ever know about the struggle? About trying to feed a family? Fucker prolly just sits in a giant cave playing with toys 'till some poor asshole's unlucky enough for the weirdo to see 'em. Fuck the Avenger, man. He ain't done shit for us." - Dirk the Giggler

## AUTHORITY

The Night's Avenger: a billionaire masked vigilante who wears the mask of Bartholomew Wyatt in public.

## VICE

Utopianism: "Not in my city!" The Night's Avenger is fighting a "never-ending war on crime," believing he can singlehandedly save the city and restore decency to the metropolis he sees as his.

## VICTIM

Humanity: "Criminals are a cowardly lot, ruled by the fear of justice." The poor and mentally ill of this city are beaten, terrorized, and sent to the nightmarish labyrinth of the city's criminal justice and health care systems.

## VISAGE

Personal: "Are you dense? Are you a moron or something? Who the hell do you think I am? I'm the goddamn Avenger." The Avenger, for all his power and skill, is just a man.



## NEED

"The world doesn't make sense unless you force it to." To bring an end to crime and disorder, even if it means people starve and die because of the cruel apathy of the wealthy and privileged. If he is not stopped, he will eventually succeed in controlling the city as its mayor.

## DYSTOPIA

Rating: R for violence, language, sexuality, and deconstruction of beloved childhood heroes.

## SYSTEMS OF CONTROL

### MONEY

No one knows it yet, but the Avenger is a billionaire who inherited his wealth - wealth so great he can throw money at any problem to make it go away.

### DECAYING CITY

The city is essentially fallen. A corrupt police force has only gotten more lazy and exploitative now that they can lean on the Avenger to do their work for them. The mayor, business leaders, the schools - everyone is complicit and dirty. They're also free to commit these violations with impunity because their sins - or their zip code - are not on the Avenger's list.

### HEROISM

The Avenger is the only person most believe can save the city, or even make it liveable. Misery leads citizens to rejoice when the victims of the Avenger's extra-legal law enforcement are left beaten savagely, dangling from wires in front of a precinct house.

### GADGETS

The Avenger has always been interested in "nonlethal" weapons and other gadgets he can use to stop any lawbreaker. His family's company already had a division working on this. Officially, he's shuttered it, but unofficially he has beefed it up and hidden it inside the corporate structure.

## THE SYSTEM

Once the Night's Avenger is done with you, he drops you into the System. The System is the complex of jails and mental asylums. These asylums are not mental health facilities; they are warehouses where people who are labeled mentally ill are penned up and treated like animals. The System exists to corral the city's problems, and for the government to show the rich and powerful that they're taking action on crime. It doesn't really matter which wing of the System you fall into, you'll come out of it harder and soul-shredded. It's also such a leaky system - dropping people back onto the streets even more dangerous than when they went in - that it magnifies the sense that the Avenger is the city's only hope.

## EXPLOITS

Secret identity: The Avenger, born Bartholomew Wyatt, has managed to use his money and influence to keep his identity a secret to all but a handful of very close associates. The clique doesn't know his identity at the start of play, but they know he has one, one that can be exploited.

## CLIQUE:

### THE BLACKJACK NATURALS

A bunch of kids who live in the ghetto known colloquially as "the Barrow" and steal to survive. They met at various stints in the Derry Asylum, or Ravenstower Prison, but are now all free and hiding out in a squat. They've all been personally shipped off to the System at one time or another by the Night's Avenger and got to know each other because they are all on his shit list. Kaitie gathered them together to strike back against the "hero" because she was sick of the people she loved being brutalized. She's never been scared of him, anyhow.

## SPECIAL RULE

Whenever you sell out, you must do so in a way that's consistent with the Avenger's opinion of you. You must confirm the story he tells the world about you in the most damaging way you can think of. Think like a supervillain.

## YOs

### DIRK THE GIGGLER

Sex: Boy

Age: 17

#### Looks

All-over-body tattoos that make him look like a nightmare clown

Built like a reed

Prone to uncontrolled fits of laughter

#### Convictions

Means: Bad / Perverse

Motive: Altruism / Unctuous

Opportunity: Pretty / Vain

M.O.: Criminal mastermind

Disorder: Fun before all else

#### Personality Assessment:

Dirk is a showy, theatrical dude. He's secretive about his past, taken to telling multiple, contradictory stories to his friends. He met Kaitee in the Derry Asylum where she taught him that his brilliant mind was going to waste. She convinced him that if the world wasn't going to give them what they needed, they had to take it. That the world needed to laugh, and he was the only one who could do it right.

He's become her dutiful puppy, coming up with outlandish, attention-grabbing heists, letting the rest of the gang work out the details. All he cares about is making his lady-love rich and comfortable. He is willing to be lead where her whim takes her, no matter where that is. His trust in her is total.

### FALINE THE STRAY

Sex: Girl

Age: 16

#### Looks

Enormous eyes

Punky garb with lots of collars, spikes, zippers, etc.

Always fiddling with her bullwhip

#### Convictions

Means: Cool / Trendy

Motive: Optimism / Cynical

Opportunity: Trusted / Believer

M.O.: Negligently reckless acrobat

Disorder: Compulsive thief

#### Personality Assessment:

Faline's life has always been rough, and she was cast out by her mother when she became a truculent teenager who decided she didn't want to be substitute mommy for her siblings anymore. On the street, she fended for herself, which led to her being noticed by Bartholomew Wyatt. He once came upon her defending herself from a group of bullies. She was vicious and excessive, and after she ran them off, Wyatt approached her. He got her training, tutelage, and frequently came by himself to see how she was progressing in whatever he was preparing her for.

After a few months of this, Faline was too creeped out to go on. She realized he was grooming her for something and didn't want to stick around to find out what. Ever since, he still comes around from time to time to see how she's doing.

She became buddies with Walon in a bid to push Bartholomew away and keep herself safe. After she "rejected" him, unbeknownst to her, Bart decided to stop overlooking her shoplifting, vindictively having her and Walon sent to Ravenstower Prison.

Though no one knows Bart's secret yet, and he doesn't know what Faline's up to, he still keeps an eye on her, hoping she has learned her lesson about defying him.

## WALON THE BEAST

Sex: Boy

Age: 15

### Looks

Reptilian skin and eyes

Truly enormous

Teeth filed to points

### Convictions

Means: Tough / Vicious

Motive: Pride / Arrogant

Opportunity: Orphan / Helpless

M.O.: I am an inhuman monster

Disorder: Intractable when he's "right"

### Personality Assessment:

Walon doesn't know who his family is. The first place he remembers living is the Creche, an orphanage designed, constructed, built, and maintained by Wyatt, Inc. These memories are full of pain, disgust, and self-loathing; he and the other children were experimented upon, their bodies and minds broken and re-assembled. They turned him into a monster before he was ten.

They built him too well, though, and he was able to break out. Ruled by pain and confusion, he killed many innocent people before he gained self-control. He hid out from captors for years in the sewers. When he met Dahlia deep in the sewers she helped bring him back to being a person.

Walon's been sent to Ravenstower many times by now, but they can never keep him caged long.

## DAHLIA THE GERM

Sex: Girl

Age: 17

### Looks

Most flesh is covered

Green skin

The scent of rich earth trails her

### Convictions

Means: Smart / Pedantic

Motive: Outrage / Wrathful

Opportunity: Rich / Profligate

M.O.: Screw Avenging, I'm the Revenger

Disorder: Skin saturated with disease, drugs, and toxins

### Personality Assessment:

Dahlia's parents and older brother were all loyal to Wyatt, Inc. Everyone in the family was a multi-degree scientist, especially focusing on life sciences and tinkering with life processes. When she was only a little girl, the



entire family was killed in a horrifying lab accident.

The Wyatt family threw the little girl a trust fund, believing that would shut her up by keeping her fat and happy. But the family was tight-knit, and brilliant, and Dahlia was already experimenting. In a bid to figure out what happened, Dahlia tried to replicate the killing experiment, and found that someone other than her family had to be responsible. But in doing so, she also enacted the accident.

Unlike her family, she didn't die. Instead she became a living cesspool.

Dahlia had been childhood friends with Kaitee, and when she started taking care of Walon, she called on Kaitee to help her and revealed her secrets to her. Kaitee, of course, is down for taking out a rich asshole.

## KAITEE THE NUT

Sex: ~~GM~~ 17

Age: ~~17~~ GIRL

### Looks

Wild, long hair that she is constantly doing outrageous things with

Absolutely bonkers makeup choices that still work

Always in aggressively sexy clothing

### Convictions

Means: Fast / Efficient

Motive: Thrills / Nihilistic

Opportunity: Sneaky / Untrustworthy

M.O.: Love is an even better high than danger

Disorder: I'm a spazz with no self control

### Personality Assessment:

Kaitee has always loved freaking people out. She gets off on being outlandish and challenging, on drawing attention and fucking with people with it. She constantly antagonizes the Avenger, seemingly living to mock him and going out of her way to risk capture just to make him look stupid.

She had a childhood free of constraint, with parents who were barely there, even when they were around. She takes life by the throat and won't let anyone tell her otherwise.

She's the leader of the crew, the one most-dedicated to striking back against the Avenger, and the one who will never back down no matter how high the stakes get. She loves fiercely and can't stand this guy fucking up her friends' world. He's going down.

In particular, she's in love with Dirk. She knows exactly what he needs - even when he doesn't - and she's going to make sure he gets it.



# DISPATCH FROM MORTUARY

A Fiasco playset by Oli Jeffery. Illustration by Evelyn M. This playset is an accessory for the Fiasco role-playing game by Bully Pulpit Games.

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## ~ THE SCORE ~

*ConClusions* is the second most popular convention for necromancers in the midwest corner of this God's abandoned and blasted continent. It's held annually (originally, it was held every thirteen months, but this was dropped due to being "too goth") at the vast Castle Stravulos, which over the centuries has seen tragedy, hauntings, plagues and many excellent keynote speakers.

Given that they've got the power over life and death itself, necromancers can be a surprisingly petty lot, and this many of them held in an enclosed space is bound to lead to any number of bruised egos and vicious impromptu cardiacotomies.

## MOVIE NIGHT & BOOK CLUB

*What We Do in the Shadows*, *Kill List*, *Reanimator*, *Sandman: The Doll's House*, any Terry Pratchett with the wizards in.

## ADVANCED NECROMANCY

As if it needs to be said, this playset goes together with the *Living Dead* add-on like moonlit nights on the moors and nude chanting.



# RELATIONSHIPS

## 1 ~ HIERARCHY OF THE DAMNED

- Keynote speaker and convention official
- Master and pupil
- Creator and monster
- Dom and sub
- Cult leader and cultist
- Assassin and target

## 2 ~ UNWELCHOME GUESTS

- Undercover paladin and snitch
- Ghost and murderer
- Protesters from the church of St. Evleyn the White
- Necromancy groupie and the object of their stalking
- That one necromancer who everybody hates, and the poor schmuck he's latched onto
- Necromansplainers

## 3 ~ RIVALS

- Ex-lovers, each sworn to kill the other
- A master and pupil, parted on bad terms
- Both trying to bind the same demon
- Pupils of the same master
- Both vying for the same grant from the Necromancers' Committee
- Who live in neighbouring dark towers and are in a dispute over the light blocked by one's haunted forest

## 4 ~ FRIENDS

- Who are secretly plotting against each other
- In a past life (literal or otherwise)
- With benefits (squicky, NC-17, necromancer benefits)
- Whose deathly pallor warms when they see each other
- For as long as you both keep the secret
- Grave robbing buddies

## 5 ~ WORKING A RITUAL TOGETHER

- And you have no idea how dangerous it is
- As an excuse to spend time together
- That's going to work way better than you expected
- Which neither of you intend to follow through on, not that you'd tell the other that
- That. Just. Won't. Work.
- That was supposed to be the finale of the convention

## 6 ~ PLOTTING TOGETHER

- To destroy death itself
- To undermine the keynote speaker
- To escape from the necromantic life
- To leave their partners and elope
- To overthrow their master
- To set up a rival convention in a nearby city



# OBJECTS

## 1 ~ FAMILIARS & HOMINEULI

- A foul-mouthed raven
- An overly affectionate flesh golem built from parts of previous keynote speakers
- A black cat. Like, not a magic cat. Just a cat.
- Igor
- A toad that can only speak the truth
- The silent but ever watchful wraith of your first victim

## 2 ~ CURSED

- A statue of a missing prince that intermittently weeps
- A hungry mirror
- A voluntary board position
- A song you heard someone humming that's so catchy you may have to pull out your own tongue to stop yourself singing
- A cat that always turns up at the wrong time
- The world's unluckiest die

## 3 ~ DANGEROUS

- A ravaging horde of zombies
- The final tear of a gorgon, bottled
- Several cases of hemlock, worryingly close to several other very similar looking cases of wild carrots
- A disused but still functional guillotine with a rusty mechanism
- A staff capable of stealing souls, but prone to unfortunate misfires
- A loose tile

## 4 ~ VALUABLE

- The Philosopher's Stone
- The still living mummified head of Wheatley the Insidious, one of the great voices of necromancy
- The bones of a dragon, packed neatly into thirty five scented boxes
- A fortune in black diamonds
- The keynote speaker's speech on a scroll
- Scandalous knowledge

## 5 ~ DISREPUTABLE, EVEN AMONGST NECROMANCERS

- Forged degree from the Necromancy Department of Maenelport University
- A folder full of animated dirty pictures
- Home-brewed hooch - I mean, have you *seen* the prices at the bar?
- A type of urinary infection that suggests you're *very* close to your zombies
- A bad wig, covering something worse
- A secret allegiance to the Voluminous Tendril, a subset of necromancy so vile it makes even your fellow necromancers squicky

## 6 ~ JOBS AND DESCRIPTORS

- Meet 'n' greet
- Ex-celebrity
- Health and safety
- Grand Necromancer
- Last year's disgraced keynote speaker
- Missing stair

# NEEDS

## 1 ~ TO DESTROY

- Someone's reputation (perhaps your own)
- The whole damn system, man
- Something beautiful and irreplaceable, in service of Grrsg'sha'mannnanaa, Lord of Corruption and Destroyer of Worlds
- Death itself
- A few brain cells while the free bar is open
- That bastard Gregor McLaughin

## 2 ~ TO RESURRECT

- Your dead lover
- Your flailing necromantic career
- Grrsg'sha'mannnanaa, Lord of Corruption and Destroyer of Worlds
- The fling you had at last year's con
- The ancient tradition of Skhral-paddling
- The literally thousands of skeletons lying in the plague graves just outside the castle grounds

## 3 ~ TO SERVE

- Up some cold revenge
- Khun Ar Lingua, Lady of Pain and Pleasure and Their Confusing but Often Arousing Intermingling
- Drinks behind the bar as a way of sneaking into the convention
- That magnificent bastard Gregor McLaughin
- As a counterpoint to the view that necromancers are inherently evil
- Grohgh N'Arhd, Keeper of Tradition and Platonic Solids

## 4 ~ TO DOMINATE

- With enthusiastic consent
- The after party
- All discussion at the panel you've weaseled your way into
- Hearts and minds
- The world
- The sorry soul of the body you're possessing

## 5 ~ TO ENCHANT

- That gorgeous bastard Gregor McLaughin, despite what everyone says about him
- Your audience
- Your secret crush
- A staff that will give you scrying powers
- Your way out of this mess before anyone realizes what you've done
- A series of increasingly hard to manage sentient tools who were meant to do the hard work for you but are getting ideas above their station

## 6 ~ TO LIVE

- FOREVER!
- AGAIN!
- Longer than that bastard Gregor McLaughin
- In the moment for one damn night of your life
- The good life for a while by selling the valuable but incredibly dangerous object you have hidden under your cloak
- Until you can bring forth the coming of Grrsg'sha'mannnanaa, Lord of Corruption and Destroyer of Worlds

# LOCATIONS

## 1 ~ AS ABOVE...

- The wrong bedchamber
- The grand library (off limits to convention guests)
- An abandoned attic
- The highest tower
- Slippery rooftops
- A gallery of portraits of previous keynote speakers, each with a strange look of desperation

## 2 ~ ...SO BELOW

- Dungeons (complete with prisoners)
- Sewers linking to almost everywhere in the castle. Watch out for the shrieking eels!
- The recently disturbed tomb of Count Willhelm Stravulus
- Servants' quarters
- The kitchens and larders full of ... curious foodstuffs
- A hot, sulphurous pit that may be an entrance to Hell itself. Or may just be where the kitchen dumps their scraps. Or, y'know, both.

## 3 ~ OUTSIDE

- The haunted forest
- The plague graves
- The shack of Old Ralph, who's dedicated his life to fruitlessly warning teenagers not to go to that there old cass'l
- The village of Rottenheim, a superstitious, mouldering place
- The fortified walls and guard towers
- The courtyard, currently full of over-priced food stalls

# 4 ~ THE CONVENTION

- Meeting Room A (a torture chamber)
- Conference Room B (a banqueting hall)
- Lost and Found (inside a recently unsealed oubliette, complete with manacled skeleton)
- The Bar (just a bar)
- The autograph tent in the courtyard, where washed up necromancers who hit it big ten years ago but then got defeated by paladins charge 10gp a pop for their signature on magically reproduced oil paintings
- The Collectibles Stalls (in the stables, watch out for the mimics)

## 5 ~ IN TIME (OR: THE CON SCHEDULE)

- The pre-Con mix 'n' mingle
- The keynote speech
- "Organic Necromancy: Dominating the World Without Pesticides"
- An all male "Women in Necromancy" panel
- The after party
- "Better Communication with your Hordes and Minions"

## 6 ~ WEIRD

- A pocket dimension accessed through an enchanted painting, well known as a hook-up spot
- The exact same room you just left, except half an hour earlier
- The inside of a coffin, with no apparent way out
- Inside the human body you have taken as a meat puppet
- The Astral Realm
- A broom closet with an unsavoury smell

# AN AFFRISHED INSTA-SETUP

## RELATIONSHIPS AT A NECROMANTIC CONVENTION

*For three players*

Hierarchy of the Damned : Master and pupil

Rivals: Both vying for the same grant from the Necromancer's Committee

Working a Ritual Together: That was supposed to be the finale of the convention

*For four players add*

Plotting Together: To set up a rival convention in a nearby city

*For five players add*

Unwelcome Guests: Murderer and ghost

## NEEDS AT A NECROMANTIC CONVENTION

*For three players*

To Destroy: Someone's reputation (perhaps your own)

*For four or five players, add*

To Resurrect: Your flailing necromantic career

## OBJECTS AT A NECROMANTIC CONVENTION

*For three or four players*

Familiars & Homunculi: A toad that can only speak the truth

*For five players add*

Dangerous: Several cases of hemlock, worryingly close to several other very similar looking cases of wild carrots

## LOCATIONS AT A NECROMANTIC CONVENTION

*For three, four, or five  
players*

In Time (Or: The Con Schedule): The keynote speech

BY JOSH FOX, WITH THANKS TO BECKY ANNISON AND EMILY CARE BOSS FOR PLAYTESTING AND FEEDBACK.

# THE BIG H

## OVERVIEW

This game is about a superhero, the Big H, who pursues high Ideals but falls from grace, twisting those Ideals or going too far in pursuit of them. They use their power to impose their Ideals on others, and become the ruler of your game setting. You need 3-5 people, some six-sided dice, pencils and paper, and 4-5 hours to play.

We also follow a group of lesser superheroes. They share Ideals with the Big H, and probably looked up to the Big H before the Big H fell. They'll try to take the Big H's regime down without compromising their Ideals.

It is helpful if your group has somewhat overlapping politics. You don't need to be in ideological lockstep—some divergence is quite helpful—but it is best not to play this game with people whose political views are diametrically opposed to yours.

During the game, we rotate between Big H phases, where we see what is going on with the Big H, and Hero Phases, where we follow our individual characters.

## WHAT HAPPENS IN A PHASE

During a Phase, in no particular order, everyone gets to lead one Action Scene, where we see some kind of action happening. After each Action Scene anyone may lead a Reaction Scene where we see their Hero's personal response to what's just happened.

In Big H Phases, Action Scenes are quick, vivid narrations of major events centred around the Big H. There's no interaction—everyone else just listens—and no dice are involved.

During Hero Phases, you frame Action Scenes about your Hero. This can focus on their mundane or superheroic life. Describe where they are and what's happening, but stop short of introducing any adversity.

One of the other players takes the role of Villain and introduces a Threat that challenges your capabilities or Ideals (Ideally both). There's no fixed rule about who gets to be Villain—share it around so everyone gets roughly equal chances at this role.

You say what you do and the Villain tells you the results. You might roll dice and/or spend some Tokens (see "Resolving Scenes"). Once it's apparent how the conflict played out, the scene ends. After an Action Scene you can gain or lose Tokens (see "Tokens").

After each Action Scene, anyone may narrate a Reaction Scene about their Hero's reaction to what just happened. Use this as an opportunity to showcase your Hero's emotions and Ideals. Definitely don't use it for planning a response to what happened. Sometimes a Reaction might involve a conversation with another character. If so, get someone else to play them, so you aren't just talking to yourself.

Everything that happens in the Big H's Action Scenes is assumed to become public. Maybe it was on TV, in the newspaper, or was the subject of gossip. You can assume your characters heard about it, and cared enough to have an opinion about it. Feel free to react to a Hero's Action Scenes if you think you heard about what happened.

## EXAMPLE OF A BIG H ACTION SCENE AND REACTION SCENE

The Big H is Lady Chronos, a time-travelling superhero. Her Ideals are Justice and Equality.

On her turn to narrate a Big H Action Scene, Alice describes how a demagogue's meteoric political rise is stopped in its tracks by anonymously leaked footage of sexual depravity. She then describes a media interview where Lady Chronos is asked if she had anything to do with it, and she simply smiles enigmatically.

Bridget frames a Reaction Scene where we see her Hero Inferno, aka Erica Page, posting to her blog expressing doubts. She hated the demagogue and is delighted his political career is over. But was it right for Lady Chronos to meddle directly in politics and use personal material to take him down?

## RESOLVING SCENES

In the Hero Phase, when you act to overcome a problem, say what you're trying to achieve and how. The Villain decides whether you succeed or fail; they may call for you to roll a die. On a 4+, you succeed. Otherwise, you fail, and the Villain can escalate the threat.

A die roll often resolves the Scene, but might not—sometimes you might end up rolling the die multiple times.

## TOKENS

Tokens are important in the Endgame (see below). In addition, they are important for gaining rerolls during Hero Action Scenes. The table below shows the different Tokens and what you have to do to reroll the dice once. You start with one Might Token and one Righteous Token.

After each Hero Scene, briefly discuss what happened and run through the list of conditions in the table below. If a majority think a condition has been met, follow the instructions in the Effect column—except for the "betray the Ideals" condition, which is triggered if even one person thinks you did it.

TOKEN TYPE	REROLL	CONDITIONS	EFFECT
Might	Use your powers and spend one Token.	Strike a blow against villains or the Big H's government.	Gain one Might Token.
Inspiration	Say how a bystander, another superhero, or the resistance help you. Spend one Token if you fail the re-roll.	Show inspiring heroism or integrity in front of an onlooker(s).	Gain one Inspiration Token.
Righteous	Do something you think betrays your Ideals. Don't spend a Token, but you may lose one later.	Stand up for the Ideals. Betray the Ideals.	Gain one Righteous Token. Lose one Righteous Token.

## GAME STRUCTURE

### 1. Setup

Create the Big H. You can flesh the Big H out in play, but try to start the game with a sketch of who they are. At a minimum you need:

- Powers. Think big. Characters like Superman or Jean Grey are about right.
- Ideals. Two or three things they stand for. Truth, Justice, and the American Way are good examples.

Choose things you all find evocative and cool and, in the case of Ideals, that you have a reasonably similar understanding of.

Now share some inspirational material to help guide your contributions to the game.

Everyone should come up with 1-3 touchstones, which can be either:

- Real-world news events that you feel strongly about that you see as connected to the Ideals.
- Superhero scenes, stories, or characters from comics or movies that excite you.

Write the touchstones down where everyone can see them. Anyone may use them as inspiration for scenes.

## EXAMPLE OF A HERO ACTION SCENE

Alice's Hero, Red Hawk, shares Lady Chronos's Ideals, but is particularly focused on justice for the poor and downtrodden. Alice frames an Action Scene where she is helping to smuggle refugees of Mexican gang conflict into the USA. Bridget, as Villain, introduces a Threat in the form of local police, headed straight towards them.

Alice heads out to try and delay them while the refugees escape. She tries for a verbal distraction but Bridget calls for a roll, which Alice fails with a 3. In desperation, she starts a fist-fight with the cops, which Bridget agrees will hold them off if she's successful. If not, they'll open fire on her. Luckily, she gets a 6, allowing the refugees to escape while they're fighting. Bridget agrees that Red Hawk can escape using her flight powers without a roll.

Afterwards, the group agrees that Red Hawk showed inspiring heroism in front of witnesses, so she gets an Inspiration Token. They debate whether the cops count as villains, but a majority think not, so she doesn't gain a Might Token. A majority think she stood up for the Ideals, but Bridget thinks that breaking the law counts as a betrayal of Justice. That means she gains and loses a Righteous Token, for no change overall.

## 2. The rise of the Big H — and your heroes

As described earlier, we'll rotate between Big H and Hero Phases. The Phases are, in order:

PHASE	DETAIL
Halcyon Days	Narrate scenes about the Big H's iconic accomplishments, before they fell from grace. Keep them uncomplicatedly heroic.  Reactions will be by your younger, pre-hero selves.
Zeroes	Your characters are obscure, lone heroes.  Threats should be low-key, either mundane or low-powered super villains.
Losing Their Way	Narrate scenes where you consider that the Big H crossed a line, taking the Ideals too far, twisting them or doing something bad in pursuit of the Ideals. It doesn't matter if everyone agrees they crossed a line so long as you think they did.
Heroes	Your characters are established heroes who are on the same side—anything from a loose alliance to a team like the Fantastic Four—so you can frame scenes together if you like.  Threats should be more dangerous, like a gang of mundane villains, a team of supervillains, or a single powerful supervillain.
Before you start the next Phase, briefly discuss how the Big H took power. Perhaps they did it by force, maybe they were invited to lead after a crisis, maybe they won an election.	
Tyranny	Narrate scenes about decisions the Big H has taken as ruler. Maybe we'll see the Big H in the scene, maybe not. Show the consequences of the decision. Again, it should be something that breaks, twists, or overextends the Ideals.
Resistance	Show your characters as part of the resistance to the Big H's government.  Threats should be armed security forces or super villains/heroes (the line is blurry at this point) who are working for the Big H. It's never the Big H themselves.

## 3. Endgame

We now decide what happens in the end to the Big H, to the resistance, and to your Heroes. Everybody announces how many Might Tokens they have. Starting with the person with the smallest number of Might Tokens, frame a scene in which your character is doing something towards bringing down the Big H and/or their government.

No dice are rolled; instead, you'll spend Tokens to decide the results of the scene. The table below shows how many Tokens you must spend for a given personal Outcome or Impact on the Big H and their forces. You must buy these separately. For example, it takes eight Tokens to strike a major blow and get away unscathed.

You start with just your Might Tokens to spend. Now everyone has a chance to boost that pool.

Everyone (including you) secretly takes any number of Inspiration Tokens (including zero) and conceals them in their fist, then simultaneously reveals them. These Tokens represent help from the resistance or other heroes.

Finally, you can add to this pool of Tokens by spending Righteousness Tokens. This represents you betraying your Ideals to succeed.

Spend the Tokens how you wish. There is one restriction: you cannot spend two or more Tokens on Impact unless you spent at least one on Outcome. You are otherwise free to mix and match as you like—so yes, you can martyr yourself by being crushingly defeated while nevertheless striking a major blow. If you have unspent Tokens, they are wasted. Nobody else can tell you how to spend the Tokens.



<b>TOKENS SPENT</b>	<b>YOUR PERSONAL OUTCOME</b>	<b>YOUR IMPACT ON THE BIG H AND/OR THEIR FORCES</b>
0	You slink away into obscurity, unharmed.	Your weakness inspires or emboldens the enemy.
1	Crushing defeat. Terrible consequences for something you care about.	No impact.
2	You are either killed or scarred mentally or physically.	A weak, possibly symbolic, blow.
3	You are hurt but it will heal.	A significant blow.
4	You escape unscathed.	A major blow.

Frame the scene like a normal Hero Phase Action Scene, except that you get to play the Villain as well. The Threat should be something big, maybe even the Big H themselves.

Narrate the results of your scene in accordance with the Tokens you spent, weaving in help and Ideal-breaking as appropriate. Note the Impact down for later reference.

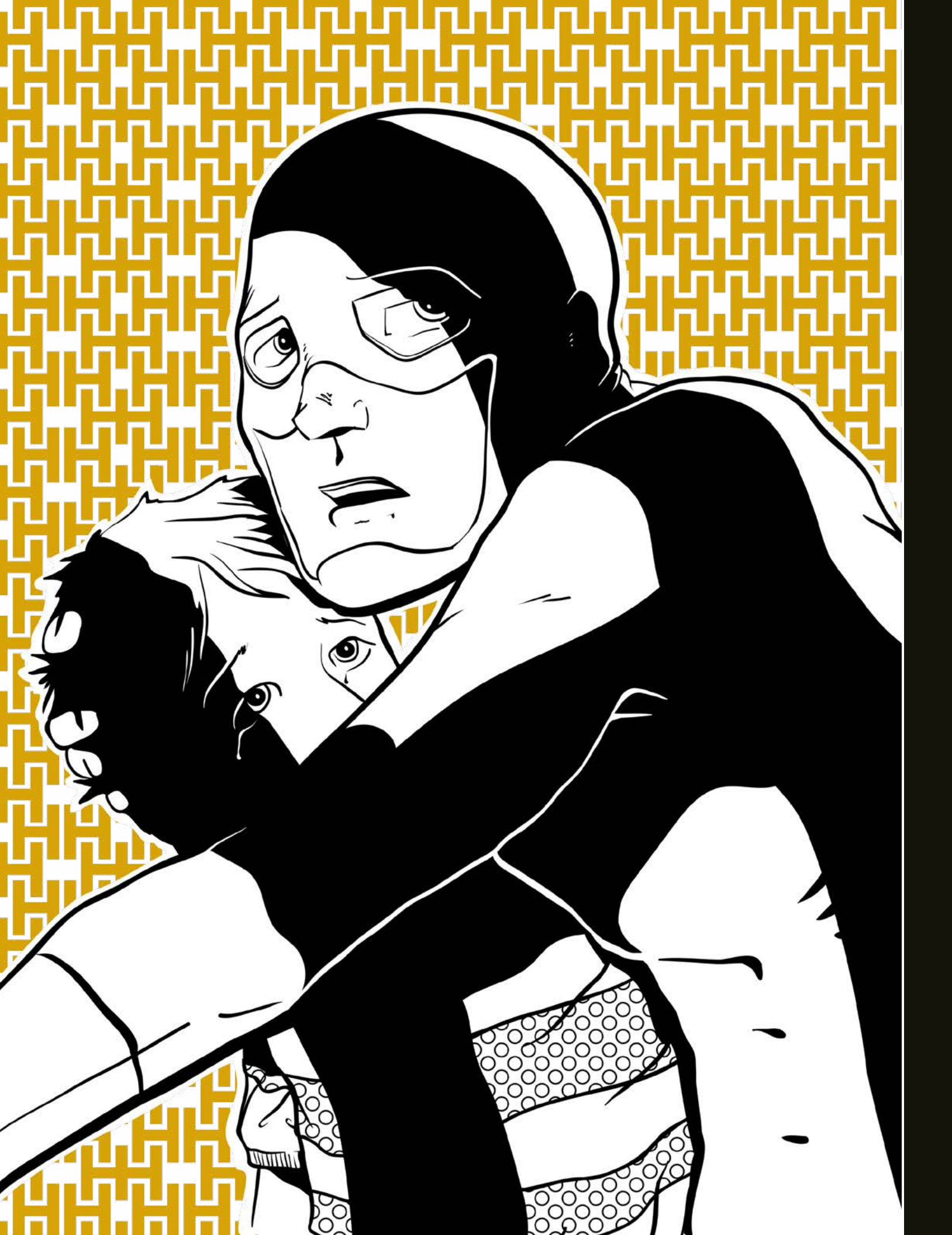
When your scenes are done, add up the total number of Tokens your group spent on your Impact between you and, separately, the

total Righteous Tokens you have left between you, comparing with N—the total number of players—in the tables below. The total Impact decides how the overall conflict plays out, while the Righteous Tokens decides the nature of the post-conflict regime, whoever is left in charge.

Describe together the birds-eye view of this: what are the key events of the conflict? What are the good and bad things the regime does? What happens to the Heroes who survive?

<b>TOTAL IMPACT</b>	<b>RESULT</b>
Less than N	The Big H crushes the nascent resistance, ushering in a new era of global order.
N or higher	The resistance struggles with the Big H but ultimately fails to defeat them. Their continued reign is marred by violence and disorder.
2 x N or higher	The resistance defeats the Big H but only after a bloody struggle. The Big H is killed or badly hurt.
3 x N	The people rise up to overthrow the Big H in a bloodless coup. The Big H surrenders or flees.

<b>TOTAL RIGHTEOUS</b>	<b>THE REGIME...</b>
Less than N	...represents a total betrayal of the Ideals.
N or higher	...is a compromise, mostly failing to live up to the Ideals.
2 x N or higher	...is a compromise, serving the Ideals imperfectly.
3 x N or higher	... is a utopia, the pinnacle of the Ideals.



# GAUNTLET DADDIES #002

Illustration by Fabrissou

**Name**

Boner

**Favorite things to put in his spell slot**

Magic Missile, Evard's Black Tentacles, Bigby's Clenched Fist

**Favorite magical artifact**

The Cock of Vecna

**Favorite saying**

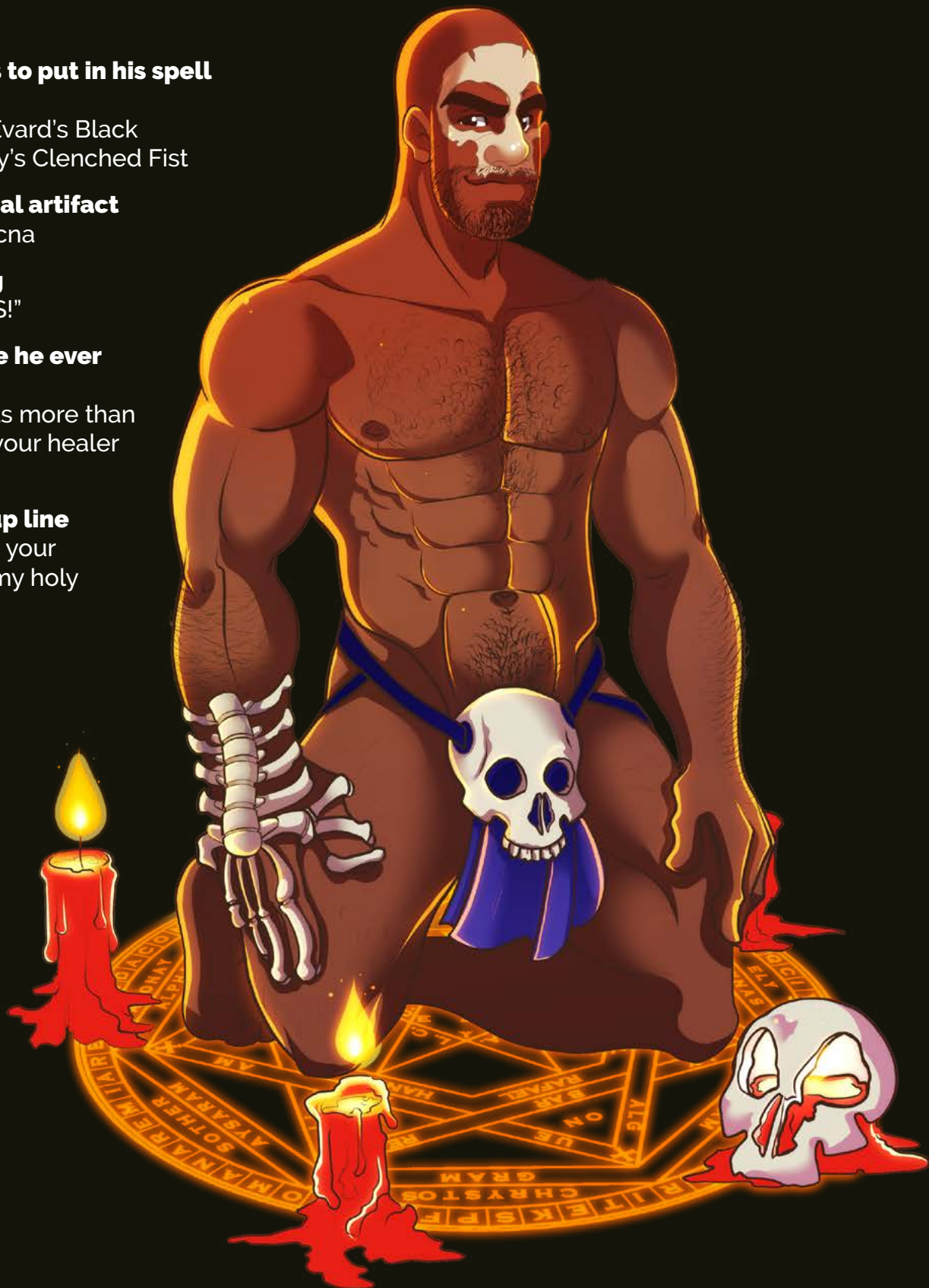
"Necrophili-YES!"

**Best life advice he ever received**

If your raise lasts more than 1d4 hours, call your healer immediately

**Favorite pick-up line**

"You wanna put your divining rod in my holy symbol?"



# Three dozen abandoned locations

The Blue Ribbon Flour company used to be a pillar of the community, but an errant spark put paid to all that. The place is still empty, just a blasted waste of twisted metal and burnt brick. The bobbing lights you sometimes see in there, well, that's probably just fools gone exploring. But who goes exploring with a green flashlight?

Eat 'N Chuck is a pizza place / video game parlor / small amusement park that is the dead anchor of a dead mall in central New Jersey. A string of increasingly bizarre and unsettling accidents, many of them themed around the clown-town character-mascots for a planned chain, struck the place in its short lifetime. It finally went out of business when the kitchen caught fire, shortly after the '08 crash wiped out the tech billionaire who had the place built.

Every few miles along the coast stand three-story tall stone towers. Each has only two openings: a doorway at the bottom facing inland and a narrow slit at the top facing the sea. They say we've developed better ways to detect hidden ships at sea, and yet nobody has torn these behemoths down.

The overgrown churchyard off St. Evelyn's hasn't seen any new burials since the late 19th century, but odd graves are still adorned with fresh flowers. Some say they form a pattern.

Once a bustling bath house, it's been boarded up ever since the Tesser brothers' massacre almost five years ago. The building has long been for sale, and at a steal of a price, but no one has been inside even to clean up since the blood bath.

The old manor house burned down a few years back. Rumor is the fire was the result of a clash between a group of well-armed strangers and a secret cult. Nobody in town talks about the "incident," at least not while sober. There is an intact trap door half-covered by a fallen stone. There is sometimes scratching and pounding coming from the door.

The You-seum was a great way to teach bus loads of kids all about the human body. Now all that remains is a series of over-sized models of organs and a number of twisted passageways designed to help young people understand how intestines work.

Up in the Tucson Mountains, just past Gate's Pass, there's this little-known trail that takes you up past fields of teddy bear cactus and ancient saguaro and into this secluded little hollow. It's a rocky place, barren, almost always in shadow. There's this old stone foundation where something was burned down long ago that folks call Casa de Grajo. They say if you drop some acid up there (or peyote if you're old school), then a crow will show you how you'll die. As if that's something you'd want to know.

The red brick schoolhouse is the only thing left standing in this abandoned farming village. No matter how many times you erase it, the blackboard once again bears the final lesson taught in this long-empty room. Perhaps you yourself can learn its lesson.

The USS Leviathan was the first generation ship of its class, presumed lost till it arrived last year, three centuries late and apparently empty.

The Monument was home to the greatest minds on Earth who banded together time and time again to save Earth from destruction. Now, anyone can walk in and climb to its 35th floor for one last look at what drove them to madness.

The 835 AM Number Station. If you tune to 835 AM, you'll hear an ongoing stream of numbers being spoken in a feminine Russian accent. Every once in awhile, it gives news of an ongoing apocalypse. The FCC has tried to triangulate its location, but has been unable to find it and shut it down. You're pretty sure it's broadcasting from the squat abandoned concrete bunker out by the town dump.

The death row wing of the prison has been abandoned ever since the ban on executions, over a decade ago. Now that the prison is closing, they are seeking bids for the demolition of only that wing. Rumor has it the winner of the bid must also agree never to discuss anything they see or hear during the job.

Most people don't even realize that one wing of the college dorms is completely abandoned and has been for years. Thousands walk past every day, but only a few realize why the blinds on the windows never seem to change. Only one professor knows why one set of blinds changes daily, and why he changes his office blinds in response.

Beleth Tinu. An ancient elvish city, built entirely from a single, seamless piece of starmetal of gargantuan size. The bones of the city cannot be marred, but it played host to millennia of wonders, then centuries of debauched horrors. Now, sunken by its weight into a deep cavern on an empty plain, none leave for trade, nor enter and return. Yet, on a still night, the screams and wails of words from dead tongues can be heard.

Another Spin Records, shuttered since the late 90s, was the site of several iconic gigs before Lauren Mosse was found dead in the basement. Nobody played there after that.

Marrickville Abattoir. The lairage fences rust, and windows gape like mouths with broken teeth, sixty clicks from town and quarantined after the outbreak. You hear the grunt of a petrol-fed generator echo through dusty, tiled corridors and hook-draped chambers.

The innkeeper's cottage sits abandoned and overgrown behind the Crossroads Inn. The inn's staff must make a real effort to stay out of sight so the guests not only feel like they are being served by ghosts, but can't say for sure that they're not.

Global Javelin IX. One of the decommissioned home bases of the Implacables, the planet's premiere superhero team, the Global Javelin IX is the only one that hasn't yet been disassembled. The cabal of lunatics known as the Evil Eight have taken over the Javelin, and are trying to figure out how to turn its Planetary Surveillance Beam into a weapon they can control the world with. If that wasn't bad enough, their actions have begun to degrade an already-unstable orbit, and atmospheric re-entry means explosion and dispersal of toxic chemicals from sidewise dimensions.

The old Cranston place, boarded up ever since most of the family was discovered hanging by their necks from ropes tied to the living room rafters. Only little Jeremy Cranston was left alive, found playing with his toy trucks beneath the feet of his parents and siblings.

The old mill fell into disuse when the crops dried up, though it enjoyed a brief burst of activity when the locals began grinding blood and bone beneath the stone in an attempt to appease an angry harvest god.

You have to look hard, but if you search the forest long enough you can find a hatch or door down into the underground bunker tunnels that were prepared during the war. Be careful though! Some of the iron doors only open one way.

Soul's Rest was an oil boomtown back before the wells dried up and the new highway was finished. Walking around now it looks like everyone just disappeared, tables still set for meals, old cars in the driveways, and abandoned toys lying in the weed-choked lawns. It's an eerie place to be caught after dark, with not a light except the stars.

Built in 1962, the Zetland Radio telescope groans and creaks in the dusty wind.

The dish still points to its last position before the fire broke out that killed three astronomers on duty. Government workers cut all connections out to the site the very next day: power, plumbing, phone lines, everything.

There's a cabin on the back lot of the Old Beauregard plantation that was built back before the war where the "servants" lived. You can still see the hatchet marks where chains were broken and the freedom march began.

In Cihangir neighborhood, Istanbul, wedged between a vintage clothier and a hip gelato shop, stands an empty storefront that no one seems to notice, barely three meters wide. The door is boarded over, the inside an empty mess that smells of wet earth and ammonia. A rotting stairwell leads down into darkness. Local urchins call the place Tapinak Kedi, and claim that all the cats in the city come to pay homage in the basement shrine.

No one remembers who first found the shack out in the scrublands, but all the kids know about it. You can do anything there — smoke, drink, have sex — it's totally awesome! Just don't stay past 2 AM.

Maestro Rondan Tepys's gymnasium was the most exclusive, best-adorned, and expensive salle d'armes in all Besel, until the Maestro took a fleuret in the eye from one Oloroso Requim during a quarrel over a third student with an unremarkable name but impeccable buttocks. If the salle has been unused for thirty years then why are the lamps lit at night, and who is the master giving lessons, and who is the student?

One of the rooms in the old asylum is said to be filled with toys, all facing toward the door: wall-to-wall, all perfectly oriented so their eyes would meet the eyes of anyone looking in.

Seventeen kids have died on or under "Mean Green," an old bridge on an abandoned country road near town. After each death there is a public outcry and the current governor starts a campaign to finally rebuild the bridge. Despite all the money, work, and big-shot engineers that are thrown at the project, "Mean Green" is always abandoned for the new road and returns to its dilapidated state within a few years.



Cooling Tower #2. CT2 is a towering gray hulk in the forest. There is no sign of the original reactor or CT1. Decades later, CT2 is a haven for birds, plants, and things that live in the dark.

They no longer take patients at the decayed ruins of Dr. Williams' dentistry — now a hollow cavity that gives lip service to the once flourishing office. They have, however, left a plaque to commemorate "the incident", which was entirely accidental.

Tapper Tom's was a popular watering hole among the local made men. Business started to drop off when Tom found Jesus, and the place was shuttered permanently after he went down South to join the tent revival movement.

You can still find the peaks of roofs and chimneys poking out of the water in the swamp that used to be Pas Perdu, Louisiana. The Fishermen say you can still hear church bells out among the trees during strong winds.

Halfway between Casa Grande and Phoenix, visible from I-10, you'll find the remains of Family Fun World, the amusement park that never-quite-was. A giant, primary-color tractor. An old NASA booster rocket. A dusty, scrub-covered hill labeled "Future Water Slide."

A little shack packed full of plaster heads. Everyone sees the place, but no one stops (is there even an exit?), and most folk forget about it by journey's end. But the locals all know it's there, and even though no one ever comes or goes, the "attractions" change regularly.

The wizard Drugen's tower has sat quiet for years since his last appearance. While it is only a few stories tall and appears to be cleared out by looters, people still manage to get lost exploring it. One man claimed to have spent months exploring rooms and hallways still filled with magical apparatuses before managing to return.

# CODEx

# KEEPERS

Aaron, Keeper of the Child Upon Whom We Dare Not Look  
Rob Abrazado, Keeper of the Purple Falsehood  
Acritarche, Keeper of the Diary of Sanguine is the Eye  
Joaquin Aguirrezabalaga, Keeper of the Blood of Lursiss  
Vendevogel Alain, Keeper of the Omegatherion of Fasar  
Zach Alexander, Keeper of the Weeping Cells  
Gary Anastasio, Keeper of the Bludgeons of Ecstasy  
Dustin Andrews, Keeper of the Egg of Existential Dreaming  
Vincent Arebalo, Keeper of the Dolm Sarcophagus  
Daniel Backus, Keeper of the Thousand Year Cocoon  
Chad Bale, Keeper of the Chimes of Misery  
Noah Ban, Keeper of the Maze of Unending Pleasure  
Joe Banner, Keeper of the Pedigree of Two-Faced Demons  
Michael Barford, Keeper of the Eternal Chime  
Lyndon Baugh, Keeper of the Trial of the Second Birth  
Joe Beason, Keeper of the True Name of Ashmedai  
Rick Beck, Keeper of the Five Limbs of Acolla  
Dan Behlings, Keeper of the Iridescent Ungulates  
Mathias Belger, Keeper of the Spectral Hounds  
Patrick Bethke, Keeper of Tarnat's Song for Battle  
Al Billings, Keeper of the Dun Spirit of Disobedience  
Jaie Blunt, Keeper of the Flask of Sorrows  
André Bogaz e Souza, Keeper of the Refined Rose Dust of Daar Angúl  
Robert Bohl, Keeper of the Mutinous Younglings  
David Bowers, Keeper of the Rootless Forest  
Sophia Brandt, Keeper of the Dying Heart  
Patrick Brannick, Keeper of the True Name of Abbadon  
Brett, Keeper of the Seven False Smiles  
Simon Burdett, Keeper of the Agony Songs  
Mike Burnett, Keeper of the Fire of Nal-K'aa  
Neko Cam, Keeper of the Child Who Sings the Final Song  
John Campbell, Keeper of the Dark Shard of Nemrath  
Mike Carlson, Keeper of the Obsidian Forests of Yend  
Bill Carter, Keeper of Rengollis's Gaseous Blood  
Matthew Caulder, Keeper of the Blue Masquerade  
Bay Chang, Keeper of the Heart of Lursiss  
Jeremy Christian, Keeper of the Spiral Nemesis  
Nic Clark, Keeper of the Torment Gardens  
Ewen Cluny, Keeper of the Temple of the Golden Sky  
Jeffery Collyer, Keeper of the Oneirophrenic Chords  
Jonathan Cook, Keeper of the Quay of Memory and Sadness  
Orion Cooper, Keeper of the Bones of the Grey Rangers  
Robert Corr, Keeper of the Ram That Whispers Lies  
Luke Cox, Keeper of the Screaming Statuary  
Jason Cox, Keeper of the Fabulous Fish Parade  
Yoshi Creelman, Keeper of the Triton's Blessing  
Ian Crockett, Keeper of the God-King's Viscera  
Tyler Crumrine, Keeper of the Archlich's Last Breath  
Jason D'Angelo, Keeper of the Merry Abbatoir  
Love Dahlgren, Keeper of the Last True Pages  
Kirt Dankmyer, Keeper of the Voidbeaver Idol

Tom Davies, Keeper of the Glossary of Blades  
Alex Davis, Keeper of the Joyous Pit  
Kristen Davis-Owen, Keeper of the Whispering Menace  
Joshua DeGagne, Keeper of the Sword of Aloester Graymantle  
Jacob Densford, Keeper of the Rusted Metropolis  
Rob Deobald, Keeper of the Child Who Turns the Key  
Derek, Keeper of the Golden Scar  
Aaron DeRosa, Keeper of the Nightmare Diadems  
Steven desJardins, Keeper of the Black Between the Stars  
Mark DesLauriers, Keeper of the Goblet of the Maudlin Priest  
Mark Diaz Truman, Keeper of the Clockwork Corvid  
Ian Donald, Keeper of the Dying Grottoes  
David Dorward, Keeper of the Fetid King's Ashes  
Matt Doughty, Keeper of the Well of Immaculate Blood  
Tim Dreier, Keeper of the Bone Crown of Old King Smule  
Ben Dutter, Keeper of the Cavernous Bile Ducts  
Herman Duyker, Keeper of the Beast Masks  
Isaac Eccles, Keeper of the Golden Nimbus  
edchuk, Keeper of the Sorrow of Morning Mist Castle  
Paul Edson, Keeper of the Secret of the Thousand Cuts  
Matthew Egger, Keeper of the White Bats of Good Queen Jedra  
Kurt Ellison, Keeper of the Shining Sadness  
Will Elting, Keeper of the Golden Library of Anduul-Ran  
Jennifer Erixon, Keeper of the Spider Tombs  
Charlie Etheridge-Nunn, Keeper of the Unsolvable Riddle  
Andy Evans, Keeper of the Woman Who Scrawls the Symbols  
Joshua Faller, Keeper of the Shrine of Melchior  
Mark Fenlon, Keeper of the Undulating Brood of Clarissa Dunlop  
John Fiala, Keeper of the Rainbow Shores  
Scott Field, Keeper of Malvett's Living Dream  
Klint Finley, Keeper of the Teeth Tithings  
Asbjørn Flø, Keeper of the Ten Hidden Keys  
Kevin Flynn, Keeper of the Vermin Chaplet  
Adam Flynn, Keeper of the Six-Tailed Dog-beasts  
Daniel Fowler, Keeper of the Unidentified Artifacts  
Josh Fox, Keeper of the Pitch-Black Sails  
Lowell Francis, Keeper of the Black Quill  
Brian Frank, Keeper of the Reflecting Pool of Galaurang  
Michael Friese, Keeper of the Smoke Sylphs  
Mirko Froehlich, Keeper of the Man Who Dies Every Third Day  
furst77, Keeper of the Invisible Candle  
Tomer G, Keeper of the Squamous Beast Below  
Yochai Gal, Keeper of the Crying Mirrors  
Angel Garcia Jimenez, Keeper of the Orphan's Kiss  
Nicolás Garcia Lanza, Keeper of the Mossy Robes of the Green Monk  
Josh Gary, Keeper of the Windswept Plane of Dust  
Charles Gatz, Keeper of the Last Words of the Drowned Men  
Gordon Gauchat, Keeper of the Revenant Chord  
Gregory Gelder, Keeper of the Knight of Mums  
Tavi Gerstle, Keeper of the Star Beyond the Veil  
Edgar Gonzalez, Keeper of the Iridescent Forest  
Steve Gooch, Keeper of the Little Box with a Tongue and Mirror Inside  
Zachary Grafman, Keeper of the Man Who is Naught but Mouths  
Christopher Grey, Keeper of the Lies of the Child Kingdom  
Greyhoof, Keeper of the Jale Putrescence  
Derek Grimm, Keeper of the Spirit Discs  
Matthew Gushta, Keeper of the First Oak  
Erik Harder, Keeper of the Lists of Shame

A.D. Hardman, Keeper of Volcar the Red's Obsidian Hammer  
Eddie Hardy, Keeper of the Great Betrayal  
Michael Harrel, Keeper of the Woodwitch's Wine Well  
Patrick Harris, Keeper of the Endless Spire  
Rob Hebert, Keeper of the Leonine Sun  
Michael Heiligenstein, Keeper of the Child Who Repeats the Numbers  
Edward Hickcox, Keeper of the Bridge of Wanderers  
Flo Hoheneder, Keeper of the Key to Zee'Tha  
Brian Holland, Keeper of the Book of Infinite Zeroes  
Nicholas Hopkins, Keeper of the Passage to Dim Carcosa  
Logan Howard, Keeper of the Broken Blade  
Andrew Huffaker, Keeper of the Worm Bone Frescoes  
Sid Icarus, Keeper of the Box Into Which We Dare Not Reach  
James Iles, Keeper of the Ruined Legacy  
Spencer Isdahl, Keeper of the Steel Blessing of Ares  
Zachary Isom, Keeper of the Nameless Queen's Sobriquet  
Johan Jaurin, Keeper of the Laughing Chaos  
David Jay, Keeper of the Red and Endless Tankard  
Scott Jenks, Keeper of the Gelid Offspring  
Tim Jensen, Keeper of the Pilgrim's Forge  
Jeremy, Keeper of the Maddening Rhymes  
Justin, Keeper of the Nightmare Crèche  
Derek Kamal, Keeper of the Sacred Bees and the Honey of Salvation  
Stephen Karnes, Keeper of the Hare Skull and the Blue Candle  
Jay Kemberling, Keeper of the Hollow Squire  
Erin Kenny, Keeper of the Child Who is Cloaked in Mist  
Joshua Kershaw, Keeper of the Conch Shell Horn of Nammu  
Colin Kierans, Keeper of the Blood Binding Chamber  
Andy Kitkowski, Keeper of the Scrolls of Heaven and Earth  
Kurt Klassen, Keeper of the Everlasting Wound  
Matthew Klein, Keeper of the Crystal Grotto  
Charles Klempay, Keeper of the Irresistible Mule, Luscious with Treasure and Fat  
Patrick Knowles, Keeper of the Violation Hymns  
Ilmari Korpi, Keeper of the Path of Cenduwain Rose-Whisperer  
Ben Kramer, Keeper of the Book of False Rituals  
Kyle, Keeper of the Forty-Four Shrines  
Taylor LaBresh, Keeper of the Prismatic River  
Maxime Lacoste, Keeper of the Silver Rods  
David LaFreniere, Keeper of the Six Questions  
Jesse Larimer, Keeper of the Wisdom of the Eight-Legged She  
Ridley Larsen, Keeper of the Songs of Satyrn's Sounding  
Rolan Le, Keeper of the Starlit Tomes of Astromancy  
Dirk Leichty, Keeper of the First Lines  
Arthur Lender, Keeper of the Dire Pigs of Moloch  
Daniel Lewis, Keeper of the Unspeakable Fixation  
David Lewis, Keeper of the Titan's Skull  
Shane Liebling, Keeper of the Unlearnable Alphabet  
Arnulph de Lisieux, Keeper of the Winter Reverie  
Daniel Lofton, Keeper of the Ebony Cat and All We Deem Above Her  
David Lombardo, Keeper of the World Teeth  
Tyler Lominack, Keeper of the Burning Pages  
Kevin Lovecraft, Keeper of the Flesh-Bound Book  
Jonas Lowery, Keeper of the Last Light of St. Lannen  
Jeremy Mahr, Keeper of the Almanac of Leng  
Steve Mains, the Keeper Who is Beyond Our Reach  
Eric Maloof, Keeper of the Child Who is a Nest for Spiders

Josh Mannon, Keeper of the Twisted Teeth of Garthuul  
Volker Mantel, Keeper of the Children of Malgolian  
Manu Marron, Keeper of the Automata Philosophica  
Eugene Marshall, Keeper of the Autumnal Princedoms  
Mike Martens, Keeper of the Thousand Verses of Voe'huul  
Keith Martin, Keeper of the Woman Who Screams the Prophecies  
Jason Martinez, Keeper of the Woman Whose Face is Naught But Tentacles  
Colin Matter, Keeper of the Labyrinth Beneath the Sands  
Mikel Matthews, Keeper of the Scarification Blades  
Bardakus Maximus, Keeper of the Cliff of the Crying Saints  
Andrew Mayer, Keeper of the Sandstone Mysteries  
Donogh McCarthy, Keeper of the Nine Dread Names  
Lee McDaniel, Keeper of the Crown of King Ahanu the Laughing  
Tom McGrenery, Keeper of the Two Tongues  
Casey McKenzie, Keeper of the Pain Repast  
Lauren McManamon, Keeper of the Secrets of Quachil Uttaus  
Christo Meid, Keeper of the Tainted Feast  
Michael Mendoza, Keeper of the Sleeping Pygmy  
Darius Meskauskas, Keeper of the Unseen Moons  
Mike, Keeper of the Wanting Widows of Thon the Promiscuous  
Kristopher Miller, Keeper of the Chain That Bound Desmond the Soul-Shattered  
Christopher Moore, Keeper of the Five Poisons  
Steve Moore, Keeper of the Final Syllable, Which Must Not Be Uttered  
Joby Morey, Keeper of the Milk-White Putrescence  
Harry Morris, Keeper of the Sebayt of Silver Dreaming  
Jim Morris, Keeper of the Darkstar Instruments  
Jim Morrison, Keeper of the First Starlight  
Douglas Mota, Keeper of the Word that Binds and Blinds  
Elias Mulhall, Keeper of the Child Who Dies Each Night  
Ken Napper, Keeper of the Chambers of Gentle Understanding  
Wesley Naval, Keeper of the One-Way Door  
Phillip Neitzel, Keeper of the Oculus Tenebris  
Adam Ness, Keeper of the Axe of Jeffery Bleakwood  
NM3ART, Keeper of the Magister's Chain  
John Nolan, Keeper of the Crown of Good King Edwall  
Robert Nolan, Keeper of the Furtive Manikin  
nonzerOvalue, Keeper of the Iron Seals  
Adam Nordin, Keeper of the Vault of Atrocities  
Nuitloupe, Keeper of Where the Lone Wolf Sleeps  
Patrick O'Leary, Keeper of the Reel of Dreams  
Tyler Oden, Keeper of the Blessed Venom Sacs  
Christopher Onstad, Keeper of the Ancient Ungulate  
Oporst, Keeper of the Bright Eyes of St. Hanneffin the Flame  
Johannes Oppermann, Keeper of the Temporal Rift  
Justin Ortega, Keeper of the Midnight Palace  
Ray Otus, Keeper of the Endless Page  
Will Patterson, Keeper of the Child's Dream  
Chris Paul, Keeper of the Pungi of the Serpent Queen  
Wayne Peacock, Keeper of the Amber Horn of Heléthe  
Antoine Pemple, Keeper of the Jale Dream  
Pedro Pereira, Keeper of the Maggot Godling  
Patrick Perkins, Keeper of the Vernal Extraction  
Ross Peterman, Keeper of the Resonant Heartstones  
Philippe, Keeper of the Sentry Pines  
Adrian Polegre, Keeper of the Temple of the Viridescent Wym  
Lu Quade, Keeper of the Cloak of Logan Stormbreaker  
Vincent Quigley, Keeper of the Sword of Aloester Graymantle

Mike Quintanilla, Keeper of the Spagyric Manifolds  
Robert Quintero, Keeper of the Library of Eidoloss  
Johannes Rasmussen, Keeper of the Nine-Fold Edge  
Tommy Rayburn, Keeper of the One Who Grinds Your Skin  
Frank Reding, Keeper of the Land that is Naught but Salt and Mysteries  
Gerrit Reininghaus, Keeper of the Voice of the Silent Emperor  
David Rezak, Keeper of the Three-Headed Coin  
Sam Richardson, Keeper of the Inscrutable Circle  
Josh Riggins, Keeper of the Star Bears of Kazarak  
Ferrell Riley, Keeper of the Rodent's Wisdom  
Maria Rivera, Keeper of the Crystal Shards  
John Roberts, Keeper of the Sword of St. Murienne  
Richard Rogers, Keeper of the Fathomless Well  
Dylan Ross, the First Keeper  
Jesse Ross, Keeper of the Broken Forge  
David Rothfeder, Keeper of the Hull of the Void Hatred  
Richard Ruane, Keeper of the Sacred Malignance  
Robert Ruthven, Keeper of the Hidden Moors  
Blake Ryan, Keeper of the Words of Dissolution and Wonder  
Ryan, Keeper of the Locks without Key  
Blake Ryan, Keeper of Those Who Feel the Harrowing Eternity  
James Ryan, Keeper of the White Kettle Estuary  
Ramanan, Keeper of the Book of Old Supplications and Rites  
Jorge Salazar, Keeper of the Red King's Heart  
Marius Salsbury, Keeper of the Milk of the Serpent Queen  
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Victor Wyatt, Keeper of the Blood-Soaked Corridor

**Miscellany Contributors:** Dustin Andrews, Robert Bohl, Jason Cordova, Joshua Faller, Daniel Fowler, Eddie Hardy, Logan Howard, Oli Jeffery, David LaFreniere, Ralph Lovegrove, Lauren McManamon, Ferrell Riley, Dylan Ross, Jeremy Strandberg, Matt Stuart, River Williamson, Todd Zircher

**COVER ILLUSTRATION: CLAUDIA CANGINI**

**LAYOUT: OLI JEFFERY. O.JEFFERY@GMAIL.COM**

**EDITING AND PROOFING: DAVID LAFRENIERE**

**EDITOR IN CHIEF: JASON CORDOVA**