

# Codex

The Gauntlet's monthly RPG zine

**FIVE RUINOUS OBJECTS**  
A collection of devastating devices for Dungeon World.

**LIARS AND BASTARDS, ALL**  
Play con artists in a fantasy metropolis in this original storytelling game.

**HGMO: SHERLOCK**  
Mystery and romance with the fabulous Baker Street boys.

**THE LIES OF THE CHILD KINGDOM**  
Terror and whimsy in the land of King Bohemien.

**THREE DOZEN SCOUNDRELS**  
A miscellany of scum and villainy.



L I E S



# FIVE RUINOUS OBJECTS

*A supplement for Dungeon World*

Illustrated by Vandel J. Arden

## The Bell of Awakening

by Daniel Fowler

No record exists on the origin of this bell and some believe it to be a tool of the gods. It was used during the creation of the world, then left behind. Its body is indestructible and far denser than iron. It has no clapper and sports a bone handle at the top sized for two large hands.

When rung, its tone is not heard but can be “felt” for many leagues. The first ring instantly and fully awakens every living creature in the surrounding lands. The second ring awakens the nearby dead, returning their souls to their bodies no matter their age or condition. The third ring awakens the local elemental spirits, bringing consciousness to nature and inanimate objects. The fourth ring awakens the titans that slumber deep underground. No one has ever rung the bell a fifth time.

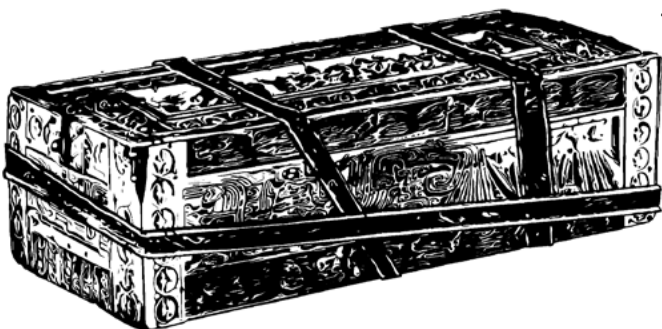


The Order of Silence took it upon themselves to hide the bell in a secret cavern below their most remote mountaintop monastery. Three dozen of their order were entombed in the same cave along with scores of workmen and laborers. All were trusted to seek out and stop anyone who used the bell to awaken them. The monastery was abandoned and partially demolished, left to crumble and be inhabited by wild animals. The Order believes all knowledge of its location has been eradicated.

## The Strongbox of Gorrgalorr

by Daniel Fowler

This small ivory box is sealed shut by inscribed bands of copper. Its hinges have been smashed flat to prevent their function. The seams of the lid and keyhole have been filled with molten silver. While it feels empty, the box is home to a powerful spirit of greed bound to a single gold coin affixed to the interior of the box's lid. The spirit, called Gorrgalorr, is able to physically manipulate small valuables and hide them in the box.



The box has a habit of finding the most unlikely of hiding spots whenever it is allowed to rest unattended. Once safely hidden, Gorrgalorr's influence steadily grows in range and urgency. Never seen, Gorrgalorr hides valuables in the box, whispers accusations in the ears of the valuables' owner, and subtly causes misfortune

to anyone who threatens its tiny hoard. Any roll that brings wealth within its reach or drives people away receives +1 from Gorgalorr's aid. Any roll to find or remove wealth from its reach receives -2 from Gorgalorr's interference.

The spirit goes dormant if the box is found or tampered with, biding its time, hoping the box will be dismissed as a mundane treasure.

## The Ring of Truth by James Mullen

The Ring of Truth was originally a project for a group of apprentice wizards, a demonstration of their understanding of how to craft magical objects. When completed, the ring would compel whoever wore it to tell the truth.



Almost predictably, the apprentices got it wrong: the transposition of a few runes created a ring that caused everyone *except* the wearer to tell the truth. The power required to quicken the artifact drained the academy of all free-standing mana, causing several other projects to fail catastrophically, resulting in the academy's destruction. At the same time, everyone within a seven-league radius became unable to tell anything but the absolute truth.

Visitors to the abandoned ruins of the kingdom have occasionally sought the ring by sifting through the wreckage, but arguments rapidly tear such groups apart. The ring is still highly active, making it impossible for anyone within its baleful effect to tell even the smallest lie.

## The Three-Star Crown by Jeremy Strandberg

A thin circlet of whitest platinum, set with three black stones that twinkle with the light of stars. It is clearly the crown of some long-dead lord of a long-dead people.

The crown was forged for a petty warlord in the days after the Makers' fall. Among his bloody conquests was a metalsmith of renowned skill, an apprentice of the Forge Lords themselves. The warlord demanded a crown of surpassing beauty, to rival those worn by the Makers. He was so pleased with the crown, he had the smith's hands maimed so she could never make another to rival his in beauty. The smith fell into ruin and killed herself in despair, cursing the crown to steal the hopes of whosoever wears it. The warlord soon fell to ennui and was killed by an underling who saw weakness. The underling who took up the crown was himself brought low by despair, taking his own life. The warlord's once-mighty forces fell into disarray and the crown was cast aside as a cursed thing.



**While you wear the circlet**, take +1 ongoing to CHA when dealing with those who respect you or your authority.

Alas, each time you place the circlet on your head, you feel the crushing weight of the universe and your meaningless place within. Roll +CHA. \*On a 10+, tell the GM one of your hopes for the future and why you doubt it can be achieved. \*On a 7-9, tell them one of your hopes and why you have given it up. \*On a miss, you fall into a deep despair that lasts until you rouse yourself to face a mortal danger.

If the crown is destroyed—the jewels shattered, the metal reduced to slag—then the despair is lifted and all lost hopes restored.

## **The Eminence Oculum** **by Matt Stuart**

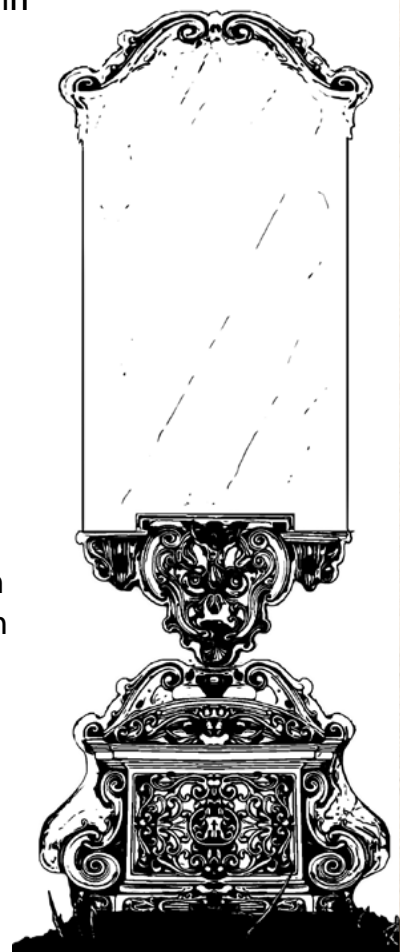
A twenty-two-foot long curved sheet of golden-sheened glass that glows gently with an inner, heatless light. "Come and see us, forever glorious" is etched in elegant script across the top length of the oculum. It reflects the pure glory of the viewer's achievements and all who have viewed the oculum beforehand.

Crafted by the Lodain at the height of their power, it was placed in the capital as a monument for all to see. Huge crowds gathered at the unveiling and... unintended effects soon followed. The powerful basked in their deeds and became complacent. They spent their days in hubris, feeling no further need to stoke the fading fire of their glory. Many saw their own triumphs but became keenly aware of the shortcomings of their fellows. What began as gently given advice built into vicious nationwide infighting as the Lodain argued over the one true way to do everything, from child-rearing to playing games to running a country.

Some kept their ego in check, recognised the trap, took those insights, and fled Lodain as it fell into chaos, anarchy, and, finally, obscurity.

At the centre of it all, sitting in ruins once mighty, the oculum still glows gently.

**When you gaze into the golden mirror and begin to see only your own accomplishments**, roll +Level. \*On a 10+, gain the Hubris tag. So long as you have the Hubris tag, you gain no XP on a missed roll, as you refuse to learn from your mistakes. \*On a 7-9, gain up to two Forewarned (player's choice, minimum one). You may spend Forewarned to turn a miss into a 10+ and mark one XP. However, you have also gained a sense of superiority that prevents you from helping people with something since you could simply do the task yourself. In game terms, you cannot Aid until you have spent all Forewarned. \*On a miss, there's much to be learned from the mistakes of those who came before. Gain three Forewarned, which may be spent as above.



# *Liars & Bastards, All.*

*by Oli Jeffery. Illustrated by Jesse Ross.*

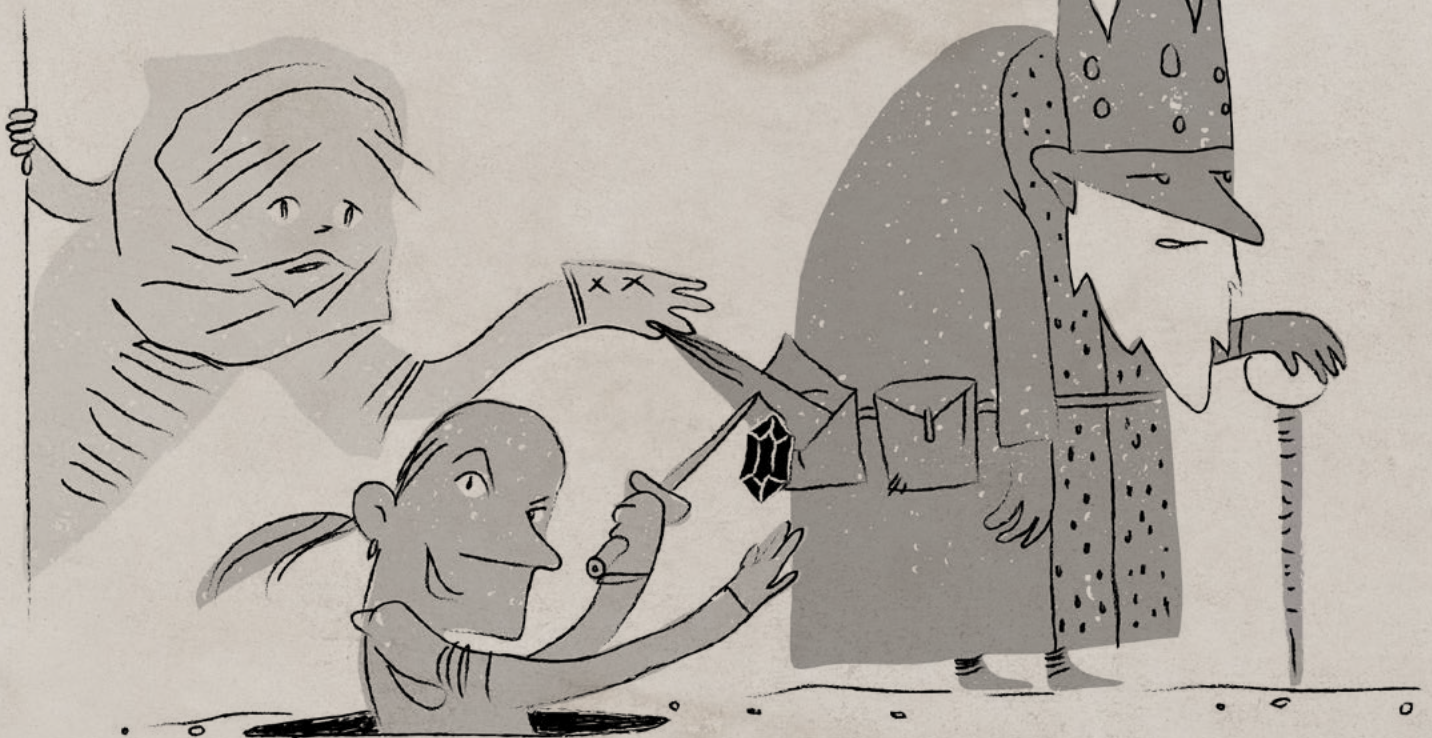
*Liars & Bastards, All* is a competitive storytelling game for two to five people in which you'll take the role of con artists in a fantasy metropolis, trying to trick Nobles out of money they don't deserve. There's no GM — you'll each take it in turns framing scenes and playing characters, and trying to fuck up each others' scenes. Every player will need five regular six sided dice and an opaque cup to roll them in.

## CREATE YOUR CITY

Between you, pick one option from each of the lists below to define the city you're going to play in. You can take turns choosing an option each or decide between you, as suits your group.

### THE CITY LIES...

- On the edge of a ruined continent, trackless jungles full of lost treasure just beyond its walls.
- At the centre of the world, a nexus through which all other trade passes.
- In a vast desert, the only oasis for many leagues.
- In the frozen north, surrounded by dark forests and tales of the dead.
- In a pocket dimension that backs onto myriad other planes, travellers from a multitude of worlds mingling together.



## THE NOBLES IN THE CITY ARE...

- Corrupt and perverse, always searching for further pleasures.
- Sorcerer colleges engaged in a subtle war against each other.
- Glorified gang lords, using the common man to war against each other in the streets.
- Benevolent and sweet natured, but idiotic due to generations of inbreeding.
- Frightened relics of a dying age hiding in literal ivory towers.

## CRIMINALS IN THE CITY ARE...

- Folk heroes, of whom songs are sung in every tavern.
- Respected professionals, like doctors or lawyers.
- Regarded as less than dogs, spat on by commoner and Noble alike.
- All under the heel of the boss of bosses, who forbids theft from Nobles.
- Lesser Noble houses, using devious means to climb the social ladder.

## PEOPLE GET AROUND THE CITY...

- Slowly, through streets so crowded people are often crushed to death in the mob.
- On gondolas gliding over filthy canals.
- Via enchanted railway powered by glowing green stones found from deep in the earth.
- As swiftly as they can. It's not safe to be out on the streets.
- Via a network of teleportation stations.

## THE CITY IS FAMOUS FOR...

- Its brutal gladiatorial games, where the winners become much loved celebrities, however briefly.
- Its markets, where you can buy anything as

long as you have the coin.

- Its annual festival, which just happens to be on currently.
- Its fabulous towering architecture, joined by myriad stone, rope, and wood bridges.
- Its bizarre chimerical animals.

## THE CITY IS HATED FOR...

- Its endless good fortune.
- Its barbarous religion.
- Being a wretched hive of scum and villainy.
- Its tyrannical ruler and their venal, toadying clique.
- The draconian taxes it imposes on all surrounding settlements.

Now, name your city. Try combining words that describe the options you've chosen in an appropriate language for the type of area your city is in, and mangle it a little. For example, a northern city with sorcerous clans and canals might use the Norwegian words from cursed (forbannet) and river (elv) to create a city called Bannetelle.

## BASTARD CREATION

Now, by yourself, pick one option from each of the lists below to define your character, then give them a name and describe their appearance and mannerisms.

## WHY DO YOU STEAL FROM THE NOBILITY?

- Because it's so much damned fun.
- In service of the nameless god of thieves.
- Because you were slighted by a Noble once a few years back, and you forgive slowly, if at all.
- To feed the city's poor, and keep a little for yourself.

- Because it's forbidden by the criminals' own code, and you're a contrary little shit.

#### WHAT GIVES YOU AN EDGE?

- Your mastery of forbidden magicks.
- Your will to do what others will not.
- Your good looks and sparkling personality.
- Your web of connections, bribes and sensitive information.
- Your command of disguise and chicanery.

#### WHAT IS YOUR GREATEST WEAKNESS?

- Women, or men, or both. Or all of the above, at once, preferably in great number.
- The thrill you get from taking unnecessary risks, be it gambling or making a jump perhaps just a little beyond your reach.
- Your heart is soft, but the world is hard.
- An ill advised duel years ago has left you in ailing health.
- You seek oblivion at every chance, through alcohol, opium or religious flagellation.

## NOW, PLAY...

All players roll their five dice in their cup, so that only they can see them.

The player who has mostly recently told a lie goes first. They frame a scene, describing the Noble that all the Bastards are trying to deceive, and what they're trying to steal. Everyone is attempting to steal the same thing, from the same Noble.

#### OPENING GAMBIT

The active player describes the opening play of their scheme in a few sentences, setting the scene. They then declare the amount of a certain value - e.g. three dice are showing fours - that they believe are showing in all

cups around the table. They can use the amount showing in their own cup as basis for this, but they do not **really** have to believe it, of course; they are, after all, a Bastard.

Play passes clockwise around the table. The next player can choose to continue the scene, complicate the scene, frame a new scene, or call the previous player's bluff.

**Oli is playing Fernando, a devious bastard with a vast web of connections and a strong taste for liquor. He opens the scene by declaring that he is convincing Duke and Duchess Cristiagtha to invest in a vinery that most people believe to be barren, claiming that he has inside knowledge. (It actually is barren, of course, but he's placed sources close to them to back up his story.) Oli has one four showing himself, and thinks the chances of there being two more are good. He declares that there are three fours showing in everyone's cups.**

#### CONTINUING THE SCENE

If the player wants to match the previous player's bid (in both the number of dice and their value), they add another couple of colour sentences featuring their rival Bastard in the same scene, without making the previous players' lives any more complicated. They then declare that they are matching the previous player's bid and play passes around the table.

**Sophie, playing Magdalena, a rival of Fernando's with a hard edge and sharp knife, arrives on the scene. Sophie doesn't have any fours showing, so she decides to match Oli's bid. She narrates her character arriving and muscling in on the conversation, but she's not ruining things for Fernando yet.**

## COMPLICATING THE SCENE

If the player wants to raise the number of dice bid but not their value (increasing the bid from three dice showing fours to four dice showing fours, for example), they add a few sentences that benefit their Bastard and complicate the lives of all the other Bastards in the scene, using their strengths and the other Bastards' weaknesses. They then make their bid, and play passes around the table.

**Lauren has three fours in her cup, so she knows there must be at least that many. She narrates her wiley sorcerer Hector showing up, and enchanting the example brandy that Fernando has brought, making his extra strong. He passes out drunk, allowing Hector to come in apologetically as his "business partner" and take over negotiations.**

## FRAME A NEW SCENE

If the player wants to raise the value of the dice (moving from four dice showing fours to two dice showing sixes, for example), they frame an entirely new scene, which should in some way be riskier than the previous scene, make their bid and play continues around the table.

**Lu has a bunch of garbage dice - ones and twos. He decides to bluff and bids two sixes. He moves the action from the society party to later that night at the Duke and Duchess' mansion, where his master of disguise Lisbeth pretends to be a member of the city's secret police, and tells them that they're being had by all the other three Bastards. They need to entrust their fortune to him, for safekeeping...**

## CALL THE PREVIOUS PLAYER'S BLUFF

If the active player thinks that the previous

player is bluffing about the amount of dice on the table, they can call their bluff. To do this, they add a couple of sentences about how their Bastard attempts to expose the previous player's Bastard. Everyone reveals their dice.

If there are less dice of the value the previous player claimed, the active player narrates how the previous player's Bastard is caught, and their fate. The previous player is out of the game.

If there are as many dice or more of the value that the previous player claimed, they get to narrate how the active player's accusation backfires on them, and their fate. The active player is out of the game.

Play passes around the table, all remaining players reroll their dice, and the next player frames a new scene. New bids can start at one again.

**Oli reckons Lu's bluffing, so he narrates how the tailor who sold Lisbeth her disguise really works for Fernando. The dice are revealed... there are four sixes. Lucky Lu. Lu narrates how he knows that the tailor was working for Fernando, so he paid him extra to anonymously confess that someone had paid him for reproduction police uniforms - and to lay the play on Fernando. Fernando is dragged off in shackles, Oli's out, and the game continues.**

## WINNING

Play continues around the table in this way until only one player remains. That player then narrates how their Bastard gets away with their scheme, and their fate. Congratulations! You are the greatest Bastard of all.



# HGMO: Sherlock

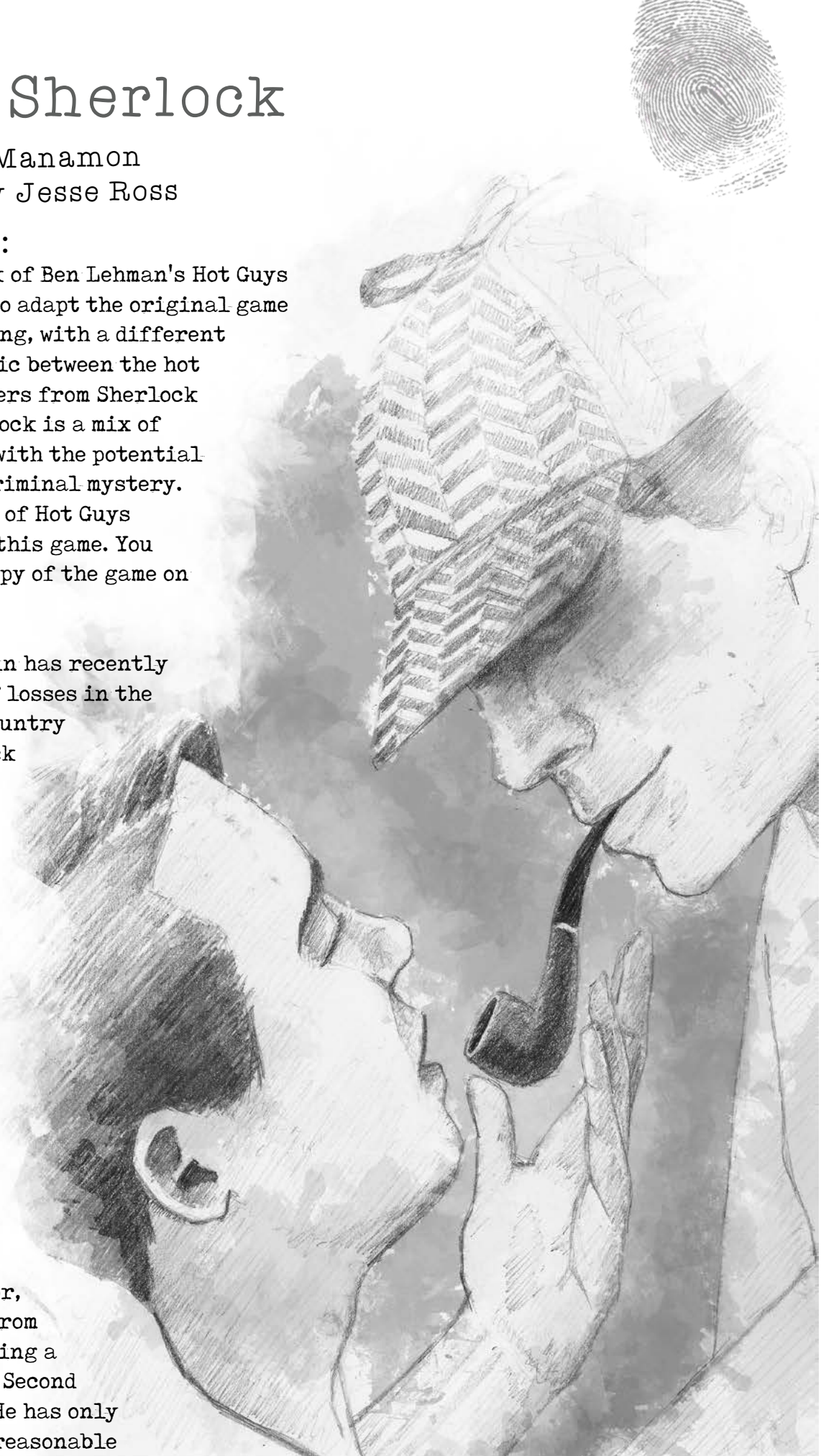
by Lauren McManamon  
Illustration by Jesse Ross

## Author's note:

This is a small hack of Ben Lehman's Hot Guys Making Out (HGMO) to adapt the original game to a different setting, with a different relationship dynamic between the hot guys using characters from Sherlock Holmes. HGMO: Sherlock is a mix of thrilling romance with the potential to be an emergent criminal mystery. You will need a copy of Hot Guys Making Out to play this game. You can pick up a PDF copy of the game on DriveThruRPG.

London, 1881. Britain has recently suffered a series of losses in the Boer War, and the country is in a state of shock and uncertainty. The overcrowded city of London continues to thrive during one of its chilliest winters. An underbelly of crime runs circles around the local constabulary, dealing in theft, murder, smuggling, and other grand plots.

Amidst the chaos is a young man, a doctor, freshly recovered from battle after suffering a bullet wound in the Second Anglo-Afghan War. He has only several bags and a reasonable



pension to his name. Feeling lost in a city once so familiar, he seeks accommodation, and with it, a new place to call home. Fortunately, a friend of a friend needed a new lodger; someone tidy, and clean, who doesn't mind the odd human skull about the place.

The man stands in front of a large, grey building with a piece of paper clutched in his fingers: *Meeting 2pm Tuesday - Sherlock Holmes - St. Bartholomew's Hospital Laboratory*.

Grey skies hang over the front door, making the dominating architecture appear even more dingy and unwelcoming. He enters and finds himself snaking through corridors and down stairs to a door marked "Laboratory". He knocks, enters, and finds himself staring at three strangers.

A ferret-like woman paces idly, a cigarette in one hand, the other stuffed in a thick coat pocket. From her dress, one can identify her as member of Scotland Yard. A somewhat rotund man smokes near her, dressed in a pristine, expensive suit that is a little too snug. A second man, hunched over a laboratory table, commands the room. "Ah! See dear brother, one can clearly tell from the content of Lord Campbell's tea that he suffered no heart attack — as you suggested — but rather a poisoning; a lethal dose of dried foxglove mixed in with his morning Earl Grey." It is at that point this handsome man notices a new presence. He straightens and looks over his shoulder at the young doctor. He runs keen eyes over him, bemusement flickering behind his gaze before settling upon realisation. "I see, you must be him." He extends a hand.

The doctor looks at the invitation, following it up to the dashing stranger's face, taking him in for who he is: His new prospective living companion. He wonders: Will he get on with this eclectic, handsome gentleman? Can he really settle down here after the horrors of war? Will he be able to find a new purpose in London to make him feel alive again?

## Pick the Threat

- Sherlock's nemesis (and evil ex-boyfriend), Moriarty, pops up to cause chaos
- An ominous ticking begins in Sherlock and Watson's home
- Watson deeply struggles with adjusting to civilian life after the war
- Sherlock is accused of a crime he didn't commit
- A cipher sealed with a loving kiss appears on a piece of paper from under the door
- A person from the Queen's secret service makes an appointment with Sherlock
- A private client swears he saw a werewolf on the moors

## Sherlock Holmes

Sherlock is a stern, intellectual man who is often called upon by Scotland Yard and private clients to solve seemingly complex cases. Serial murderers, locked room mysteries, and threatening ciphers whet his appetite for solving crime. He regularly takes appointments in his London home, often from one Detective Inspector Lestrade. He currently seeks a new tenant to share his premises. He is intellectual, straight-forward, and often comes off as rude or dismissive. Play Sherlock if you like taking intense, direct action towards your goals.

In a normal action (any non-Heart): Act decisively and effectively, with or without regard to societal expectation. Do not hesitate, express your emotions, or fail.

In a special action (any Heart): You may, if you wish, express your emotions, let the case truly stump you, or give internal monologue (in your mind palace).

Moment of Passion (any King): Act without restriction to increase the intimacy of the relationship between you and the Doctor: do something emotionally intimate that you've never done before. De-escalate the Threat, if appropriate.

Advance the Threat (any Ace): Describe an escalation of the Threat. Leave the Ace on the table to mark the escalation.

Pass (discard a card, draw a replacement): Describe some bit of environmental detail not relating to your character. Discard a card and draw a card.

## Dr. John Watson

Dr. John Watson is Sherlock's prospective tenant and to-be-assistant, a kind man recently returned from war. He finds Sherlock both inspiring and intriguing, as the man offers him a new sense of purpose. However, Dr. Watson is scarred by his days in the army and isn't sure what to do with his intense admiration for the reclusive detective. But either way, he faithfully documents his life with the detective and the challenging cases they solve. He is in tune with his emotions, introspective, and usually level-headed. Play Dr. Watson if you like offering enthusiastic support, giving inner monologues, and quietly brooding.



In a normal action (any non-Heart): Describe or express your thoughts and feelings, either with internal monologue or with character dialogue. Do not act successfully, but feel free to offer incorrect theories on cases.

In a special action (any Heart): You may, if you wish, take decisive and successful action, or offer a moment of brilliant insight into a case.

Moment of Passion (any Jack): Act without restriction to increase the physical intimacy of the relationship between you and Sherlock: do something physically intimate that you've never done before. De-escalate the Threat, if appropriate.

Advance the Threat (any Ace): Describe an escalation of the Threat. Leave the Ace on the table to mark the escalation.

Pass (discard a card, draw a replacement): Describe some bit of environmental detail not relating to your character. Discard a card and draw a card.



## Detective Inspector Lestrade

D.I. Lestrade is one of Scotland Yard's finest detectives and seeks Sherlock to help her on particularly difficult cases. She is tenacious, determined, and straightforward. Often, she will disapprove of Sherlock's methods for solving cases but acknowledges their effectiveness for apprehending the culprit. If you play this character, you will also play other supporting characters over the course of the game. Pick D.I. Lestrade as your character only in a three or more player game. Play D.I. Lestrade if you want to actively support Sherlock and Watson through the long arm of the law. Even in a two player game, D.I. Lestrade is still present as a secondary character.



In a normal action (any normal card): Describe D.I. Lestrade's thoughts, feelings, or actions. Or describe the thoughts, feelings, and actions of a secondary character.

Support (any Queen): Offer to pull strings with Scotland Yard. Place the Queen face up in front of them, keeping it even between scenes. When acting on your advice or insight, they may expend the Queen and take the action.

Advance the Threat (any Ace): Describe an escalation of the Threat. Leave the Ace on the table to mark the escalation.

Pass (discard a card, draw a replacement): Describe some bit of environmental detail not relating to your character. Discard a card and draw a card.

## Mycroft Holmes

Mycroft Holmes is a high-up government official with clearance so secret it couldn't be printed here. He pulls a lot of strings and has his fingers in many pies. He's also one of the few people who truly understands his brother, Sherlock, although they spend much of their time bickering. He is intellectual, pretentious, and stubborn. Play Mycroft if you want to give support through your political network. Remind Sherlock that he is, indeed, your little brother whenever you do. Pick Mycroft as your character only in a four player game. Even in a two or three player game, Mycroft is still present as a secondary character.

In a normal action (any normal card): Describe Mycroft's thoughts, feelings, or actions. Or describe the thoughts, feelings and actions of a secondary character.

Support (Joker): Describe Mycroft calling in a favour from his prestigious political network to confront the threat. De-escalate the threat by an appropriate amount.

Advance the Threat (any Ace): Describe an escalation of the Threat. Leave the Ace on the table to mark the escalation.

Pass (discard a card, draw a replacement): Describe some bit of environmental detail not relating to your character. Discard a card and draw a card.

# The LIES of the CHILD KINGDOM

*An OSR scenario by Michael G Barford  
Illustration by Evan Rowland*



Rascals, rascallions, guttersnipes, and ne'er-do-wells comprise the citizenry of the Child Kingdom, a place where the abandoned and destitute can find a sense of belonging and autonomy. There are no grown-ups around to tell you what to do, and King Bohemien exercises his rule with nothing but charisma and panache. There are candy shops that sell cigars, stick-n-poke tattoo parlors, sprawling treehouses, lean-to castles, gangs of pirates and tribes of savages engaged in make-believe wars. Crocodiles are kept as pets, curfew is a laughable farce, and breakfast is for dinner! Perhaps you are a child, a new citizen of the Kingdom. Or maybe you're an interloping grown-up with your own agenda. Either way, tell everyone else:

## WHY DID YOU COME HERE?

<i>1d6 Agendas for adults</i>	<i>1d6 Origins for children</i>
1. I've heard there's something valuable to be found here.	1. I was sent here for being bad.
2. Someone I know lives here. They know something I need to ask them about.	2. I was sent here when my orphanage burned down.
3. I'm stranded here until I can find passage home.	3. I ran away from home.
4. I arrived here by accident, and now I'm curious.	4. I ran away from my boarding school.
5. Someone I know lives here. I'm worried about them.	5. I wanted to make some friends.
6. I'm concerned about the welfare of the citizens.	6. My sibling ran away and I've come to find them.

When you start an adventure in the Child Kingdom, you can use these tables to help guide the story as it emerges. This scenario's format is inspired by the "scenario packs" of *Beyond the Wall and Other Adventures*. When it comes to choosing a game system to use to explore the Child Kingdom, *Beyond the Wall* would serve you well, as would any game inspired by the earlier editions of the world's most popular fantasy roleplaying game.

Create characters as you would otherwise with your game system of choice, or have your existing party explore the Kingdom as part of their ongoing adventures! Keep in mind that the citizens of the Child Kingdom may surprise you with their competence. If you are creating brand new characters for this scenario, you should tell the person to your left...



# HOW YOU KNOW EACH OTHER

<i>Id6 Child/Child relationships</i>	<i>Id6 Child/Adult relationships</i>	<i>Id6 Adult/Adult relationships</i>
1. You're my cronic. <i>Where are our stomping grounds?</i>	1. You're my assistant. <i>Why is your wage so important to you?</i>	1. You're my partner in crime. <i>Who did we take advantage of?</i>
2. You're in my gang. <i>Where is our hideout?</i>	2. You're my stooge. <i>Why do you accept this?</i>	2. You're my partner. <i>Who comes between us?</i>
2. You're my partner. <i>Who comes between us?</i>	3. You're my relative. <i>Why were you sent here?</i>	3. You're in my outfit. <i>Who's gone AWOL?</i>
4. We "work" together. <i>Where is our "workplace"?</i>	4. You're my "client." <i>Why did you drag me here?</i>	4. You're my "friend." <i>Who is our common enemy?</i>
5. You're my best friend. <i>Where did we meet?</i>	5. I'm your caretaker. <i>Why do you resent me?</i>	5. We have a child. <i>Who saw them last?</i>
6. We swore an oath. <i>Where did we seal it?</i>	6. I'm sworn to protect you. <i>Why do you stray from me?</i>	6. We made a pact. <i>Who broke it?</i>

Use the answers to generate locations on the map and NPCs to populate it. Now you should have everything you need to get the adventure started. Use the following table to get the ball rolling:

<i>Id6 rumors stirring up the citizens:</i>
1. The Pirate Queen Dominique has been raiding the coastline. What is her supernatural vessel rumored to be powered by?
2. The feud between the Wooden Girls and the Animal Boys has erupted into all-out war. Who is caught in the crossfire?
3. King Bohemien is throwing a huge party this evening. Who are you hoping will be there?
4. There's a rumor going around that there's an old witch in the woods who has been eating lost citizens. What evidence has been brought up to suggest that there is some truth to the claims?
5. Buzbo's Wandering Blimp Bazaar is touching down in the Kingdom this afternoon. What fabulous item are you looking to purchase? What strange form of payment is all she will accept? Where must it be gathered?
6. A group of hunters have returned from their expedition to capture a Snark. They are short one member of the crew; they say a Boojum got him. What's so dangerous about this news?

As the characters explore this rumor, make sure to incorporate the elements that have been generated thus far: agendas, origins, locations, and NPCs. As they near the culmination of the rumor, you will want to start introducing some truth behind the lies of the Child Kingdom.

There are some things about the Kingdom that are absolutely true. There is indeed an enchantment on the land that protects all children from mortal injury. You don't have to listen to grown-ups when they tell you what to do. But there is a truth that is often overlooked: *If it sounds too good to be true, it probably isn't true.*

Be aware that there are some mature themes present. Have a discussion with your players, and ask them how they feel about the presence of childhood trauma, slave labor, trafficking, abuse, and neglect in the game. In any game, these themes should be treated with respect, and safety tools, such as the X-card, should be in place.

*1d4 lies that the citizens of the Child Kingdom are told:*

1. You can be whoever you want when you grow up.

When citizens reach a certain age, they start to transform into beasts of burden. The transformation takes about a day to complete and is extremely painful.

If you roll this result, include descriptions of sad beasts of burden performing tasks around the Kingdom, and how their mournful eyes seem almost human.

Ask a player to point to an area on the map where the beasts are corralled.

Introduce an NPC that drives a carriage drawn by beasts. They have a jolly appearance and baleful eyes: A sinister Santa Claus.

2. There are starving children outside of the Kingdom; make sure you clean your plate.

There are starving children inside the Kingdom. The King has an underground slave labor force composed of captured children and prisoners.

If you roll this result, include descriptions of proto-electric torches, devices that seem to run on their own power, and vending machines that provide an unlimited number of clean smocks and boots.

Ask a player to point to an area on the map where a missing friend of theirs was last seen.

Introduce an NPC that maintains the gadgets around the Kingdom. Their nose is pointed like a rat's and their eyes are dark and shifty. They don't respond well to being asked questions, and they certainly don't like being cornered.





*1d4 lies that the citizens of the Child Kingdom are told:*

3. You're safe in your beds.

There is a monster under your bed. Demons from another plane of existence have been kidnapping children in the night to serve as "playthings" for the depraved denizens of their realm. The King has been explaining away the claims to try to quell the panic.

If you roll this result, include descriptions of uneasy citizens with bags under their eyes, exhausted from staying up all night in fear.

Ask a player to point to an area on the map that everyone is afraid of.

Introduce an NPC that made it back from the scary place in one piece. They put on a brave face, but still appear haunted by the experience. Don't reveal that their story is just a tall tale until it's too late.

4. You can do anything if you believe in yourself— you can even fly.

King Bohemien has made a pact with the Fae Prince of Spring. In exchange for four-fifths of his citizen's lives, they are granted a limited ability to fly within the lands of the Kingdom. He also receives a cut of the mortality and has remained forever young as a result.

If you roll this result, include descriptions of hovering adolescents and younger children flitting about.

Ask a player to draw a small island just off the coast where citizens immigrate and emigrate.

Introduce a distressed NPC with tiny wings and wish-granting powers. They are a rebellious faery from the Misty Isle—do they act with empathy or do they have an ulterior motive?

At some point, you will want to drop the entire weight of the truth on the players. Sometimes the body of evidence is enough to spurn the characters into action; sometimes the players will need some direction. You can use the following table to direct the players if they're stymied.

*1d6 inciting events*

1. King Bohemien requests an audience.

2. You know too much—one of you has been captured by those who would rather keep this all a secret!

3. You know too much—you're attacked by a group of thugs who would silence you!

4. There's a bounty on your head. Wanted posters have been put up throughout the Kingdom.

5. Word comes to you that someone important to you is in immediate danger.

6. An opportunity to uncover more information has come up, but you only have a short window to seize it.

Along the way, the characters are likely to face enemies and threats of various kinds. The Child Kingdom is not short of perilous foes. You can use the following table to determine the nature of the opposition. Be creative and repurpose the stat blocks provided by your game system of choice:

<i>1d6 enemy types</i>	<i>1d6 variants</i>					
1. Humans	1. Bullies	2. Toadies	3. Pirates	4. Feral	5. Masked	6. Slaver
2. Reptiles	1. Patchwork	2. Fanged	3. Cuddling	4. Venomous	5. Hypnotic	6. Mystical
3. Bogie-golems	1. Laundry	2. Boo-Boo Kissing	3. Homework	4. Broccoli	5. Naptime	Bathtime
4. Nonsensical Beasts	1. Jabberwocky	2. Jubjub	3. Bandersnatch	4. Borogrove	5. Mome Rath	6. Frabjous
5. Hybrid Animals	1. Crocobadger	2. Tigorilla	3. Hippopossum	4. Porcubee	5. Pantherbat	6. Crabgoat
6. Monsters	1. Minor Devils	2. Wyverns	3. Skeletons	4. Witches	5. Faeries	6. Goblins

<i>1d20 Frenchish names</i>	<i>1d20 rascal names</i>	<i>1d20 location names</i>
1. Beaubel	1. Burrfoot	1. Lost Socks Bay
2. Jerah	2. Crumbs	2. Cootie Point
3. Amille	3. Snotnose	3. Whiskey Lagoon
4. Pomple	4. Blackeye	4. Candy Cabin
5. Mousse	5. Tootles	5. Crocodile Cavern
6. Piroue	6. Nibs	6. Alligator Alley
7. Rendez	7. Too Small	7. Dentist District
8. Chette	8. Curly	8. Downright Miserable Cove
9. Davignon	9. Tubby	9. Lost Toy Pit
10. Bairt	10. Skunk	10. Dead Man's Hollow
11. Katre	11. Don't Ask	11. Tire Swing Grove
12. Vansanq	12. Pockets	12. Mud Puddle Junction
13. Weff	13. No Nap	13. Cigarillo Swamp
14. Constance	14. Bananas	14. Trampoline Canyon
15. Yaourt	15. Wylde	15. Mount Toboggan
16. Pleine	16. Piper	16. Macaroni Crater
17. Chamoise	17. Baddy No-Shoes	17. Fizzy Pop River
18. Adyline	18. Lampwick	18. Wishbone Lake
19. Poire	19. Foulfellow	19. Homesick Cliffs
20. Elois	20. Sweet Tooth	20. That Rock That Looks like a Face

Do you want to help improve the lives of children? Consider lending your time, money, and voice to these organizations:

Big Brothers/Big Sisters of America: [www.bbbs.org](http://www.bbbs.org)

Child Find of America: [www.childfindofamerica.org](http://www.childfindofamerica.org)

Children's Defense Fund: [www.childrensdefense.org](http://www.childrensdefense.org)

The Clinton Foundation: [www.clintonfoundation.org](http://www.clintonfoundation.org)

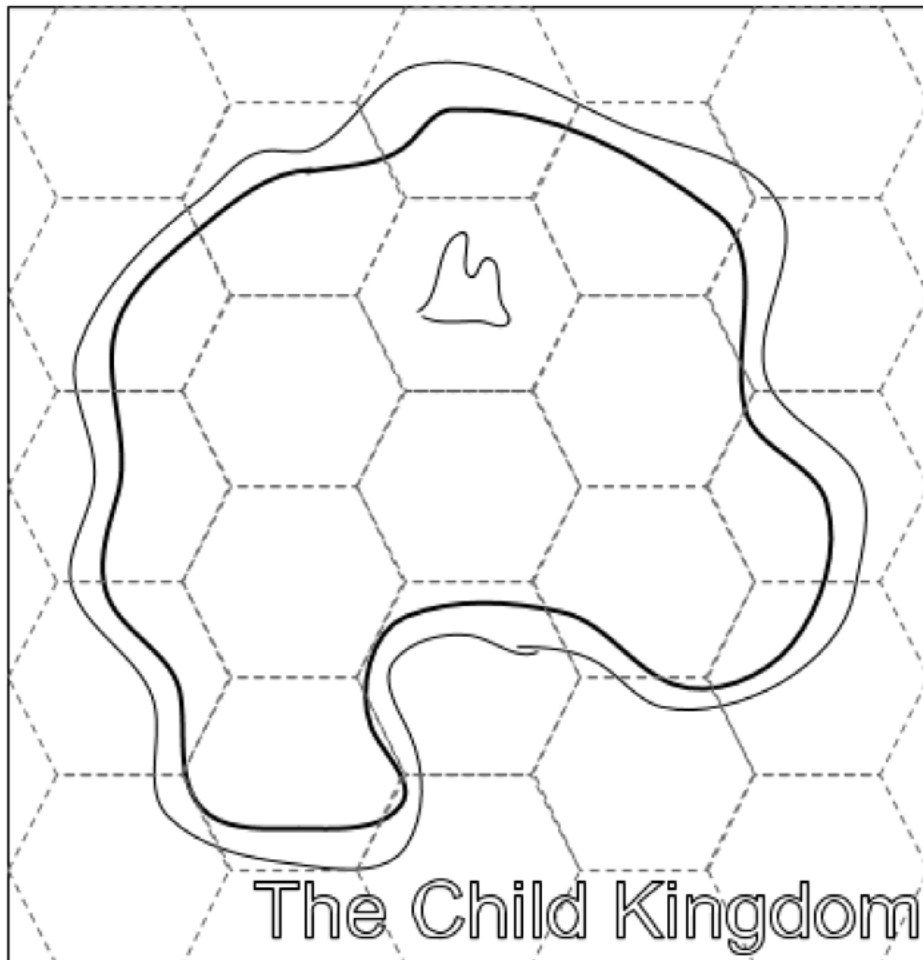
Feed My Starving Children: [www.fmsc.org](http://www.fmsc.org)

International Justice Mission: [www.ijm.org](http://www.ijm.org)

Partnership for Drug-Free Kids: [www.drugfree.org](http://www.drugfree.org)

Prevent Child Abuse America: [www.preventchildabuse.org](http://www.preventchildabuse.org)

Save the Children: [www.savethechildren.org](http://www.savethechildren.org)



# THREE DOZEN SCOUNDRELS

**Lord Boldren Sanguinn** is bored. His inability to feel excitement about anything ordinary has led to ever-greater displays of debauchery and cruelty. They say his manor has a secret room containing something he calls the "Wheel of Thrills."

**Nigel Farr**, the so-called Fingernail Filcher, is a prowler with peculiar predilections. It began harmlessly enough: searching through trash and sweepings to find discarded nails, hairs, scabs, and other detritus. But recently there have been... escalations. A man woke in the night to find Nigel in his bed, frenziedly snipping the beard off his head. A child ran home screaming, saying Nigel had begged her for "just a finger or two." And a few nights ago, Nigel was spotted scurrying out into the woods, a hairy bundle under his arm...

At the centre of a brackish and fog-covered lake lies an island. Thought to be uninhabited, it is actually the home of **Jamstone Hazelhook**, mouse pirate prince, fence, swordsmaster, tale spinner, excellent judge of character, and leader of a ramshackle band of ne'er do wells. His favourite tale is his run-in with a bobcat on the western shore. He may have lost a paw but the pelt made him a rich mouse indeed!

**Jalussa the Merciless**, Pirate Queen of the Western Sea. She kidnapped Prince Lomaran and then refused to turn him over when the ransom was paid, first keeping the young man as a pet, then training him to be an exquisite lover and, later, first mate of her ship.

Everybody knows robot-drivers are assholes, but **TH-13F**, prison transport autonomous pilot, is an asshole with a circuit core of gold, literally, after a scum-jacker's golden interface broke off inside the bot's nav-port. There's a chance a group of inmates headed to the stony lonesome finds themselves instead dumped at the gates of the Church of the Butcher Most High. Hide your eyes from the blood pastor!

**Pate** is a torchbearer. He comes from a long line of torchbearers, and for two coin a day he'll bear torches like no one's business. Need a light to read a set of ancient runes carved on a cavern wall? Pate's your man. Trying to pick a rusty lock down in the bowels of a crumbling castle? Pate will direct his torchlight at that lock without even being asked. Curiously, whenever the delving is done, and the party is hauling its plunder to the surface, Pate is never around to illuminate the spots where the bandits are lying in ambush.

**Mahaulk** largely ignored the sewing her governess would've preferred she focus on, and instead was always fascinated by the latest court gossip. Now, she rules the nation's secret police, all under the cover of a frivolous, partying, vacuous heir to her family's fortunes and responsibilities. Meanwhile, she's goaded the empire into "just the right wars" several times, while her true identity has remained an enigma.

**Trellis Grotnick** is universally agreed to be the most knowledgeable and genial of the elderly tour guides at the Pellarid IV Memorial Museum complex. If you slip him some Terran chocolate, he'll even let you see some of the areas normally off-limits to tourists. When he describes the horrors perpetrated there decades ago, it seems to be in a voice tinged with deep regret. The tourists invariably fail to recognize it as nostalgia for his old job there.

**Fanty De La Galanty** is a name one whispers with a twinge of regret. Assassin, infiltrator, thief? Fanty is all and more, for a price. Use the dark sacrament to call him at your peril, for payment is oft more punishment than the prize.

**Amul Night Rate**, cybernetic boy whore. His flesh sheath is the most pliable around and contains powerful neuro-inhibitors that leave his clients simpering and docile, perfect for emptying their cred accounts.

**Varyn Marone** is a terrible clockmaker, but you mightn't know by the boots tramping past his cluttered craftsman's workshop late into the night. Ask around and someone will surely take you aside and whisper "No artisan, no engineer, takes a thing apart as swiftly as Mr. Marone."

**Greyrock** is a stone golem so ancient she's developed a personality. She is adept at conveying the truth as she believes, at lies of omission, and of misleading metaphors. She's known for saying "Golems cannot tell falsehoods; I don't have a dishonest bone in my body."

**Eliot** is probably the most dangerous kind of Adept: a charge thief. She steals a Gasper's last cigarette, snatches an Armiger's gun, jacks a Wheeler's ride, and kills a Landbreaker's firstborn son (before they have a chance to), claiming for herself all the charges that could have been. Stolen magik just tastes better.

**Gregory the Unfortunate**, a weedy, condescending asset negotiator who made his name by having his challengers always find their properties and coffers suddenly beset by great "misfortune."

**Dr. Geoffrey Worthing** is a well-respected orthopedist in the upscale constructed retirement community of Shady Grove, FL. He does okay as a doctor, but the real money is in the high-stakes golf hustle he's got going on his patients thanks to his nephew, the caddy at The Grove Links.

**Edwina Moorcock** was the reigning champion of the Upper Billing End Amateur Gardening Show, and had been for over twenty years running, thank you very much! She was nearly knocked off her perch by young Alisa Birch, fresh as the first day of Spring, until Ms. Birch's rose beds were found torn apart by some sort of animal, a roving pack of dogs, perhaps. Edwina made a show of consoling the young woman, but has never been able to explain what she was doing out so late on the night the roses were destroyed.

**Gallant the Radiant** offers ease in this world in exchange for service in the next. If you sign over your body upon your death to become one of his undead servants, he'll reward you handsomely right now. Most of the desperate and illiterate peasants who engage his services can't read the fine print that guarantees he'll receive an intact and disease-free corpse. If the signatory can't, or won't, deliver, the burden falls to the next of kin, including penalties and interest, all strictly legal.

**Marcus** is beautiful and he knows it: there's an air of innocent charm that melts the hearts of men and women alike. He's enjoyed many brief affairs and broken many hearts, but his own is never broken: he just doesn't have one. There is nothing inside him and he has no concept of empathy: tears and screaming rows simply puzzle him as he tries, unsuccessfully, to work out what it all means... and then promptly forgets all about it as a new opportunity presents itself.

**Korvas Ru**, the plump little astrologer currently working out of King's Alley, has trained his art so fine he does not even need to look up at the stars. He only needs to observe your face to tell your future or the secrets you wish to learn. From your features he knows what you want to hear, how much you are willing to part with, which excuses you will accept, and when he may have to disappear, changing his face and title to escape suspicion.

**Lady Helena Forsythe-Waits** started life as an impoverished servant girl before murdering her way to the top of society, taking the identity of the society ladies she offed with arsenic, kitchen knives, and riding accidents. She's very pleasant company, by all accounts.

**Black Liza**, a mole planted in the sky pirate fleet by the Oligarchs. She has slowly worked her way up the ranks, killing and plundering perhaps a little too well? She has been undercover so long, she doesn't really know who she is anymore...

**Anugis the God Impersonator** is a celestial scoundrel who takes the prayers and offerings meant for other deities; while they are distracted by smiting heathens in foreign fields or blessing crops blighted by drought, Anugis takes on their form and appears in their temples. All the devotion meant for the true God is taken by Anugis, who grows fat on the worship directed at others.

**Bloody Bill** leads his marauding gang of bikers, the Gore-illas, across the barren wastes, burning everything in his path. Believing he is the reincarnation of a Confederate guerrilla, Bill rides his Frisco-style chopper with wild abandon, cutting his fleeing victims down with his beloved cavalry saber.

**Debbie Davenport** is a private nurse specializing in elder care. She always falls in love with the wealthy old men she cares for, and has married more than a few of them. Sadly, due to their advanced age, these husbands don't last long, but Debbie always makes a good impression on them—good enough to get her fair share of the estate, at least.

**James Snyder** is the manager of the Chicken Hut out by the interstate next to Rose's Village Motel. Snyder is known far and wide for two things: first, he will hire anyone, and second, he is a burning pile of human garbage. Tireless and relentless, Snyder harasses and intimidates the people who work for him and keeps them in line through fear—fear of losing the last dead-end job they can get, or worse. He sells Oxy by the pill, dabbles in right-wing politics, and cheats his employees out of overtime.

**Norris** says you've got the moves and the looks to be a contender. He'll get you the bouts, he'll negotiate the purse, he'll get your name on the marquee. He'll feed you to the meanest palookas, he'll drop your price when you break, he'll pay you a finder's fee to scout for the next raw talent. Also a doting grandfather and loving husband.

**Nagus T'Prix** is the Vulcan son of the Ambassador to Ferengar and spent his formative years there. The title is honorary, a show of respect for his father, but he intends to earn it. Cold logic applied not to the needs of the many, but to the pursuit of profit. There are rumors his father's accidental disintegration and T'Prix's subsequent inheritance might be... connected.

**The Marquis Facade**, a master confidence man granted the power to cast illusions. A foil to the entire superhuman community, he uses his pet monster, Tigerhawk, to maintain his twisted control over the mysterious supervillain enclave known only as the Nefarious Nine.

**Walscot Peck**, a fat man with a round face and a caterpillar of a smile below his bulbous nose, is oft found lounging behind the counter of a rather unremarkable shop tucked at the end of a no-named, mud-soaked lane on the north end of Pennywell. Peck sells cakes—lots of cakes—though all can agree he is a right awful baker. If the rumors are to be believed, not an oven, stove, or even the simplest of fires can be found in Peck's bakery. Curiosity begs the question: what does the Mayor do with all those cakes her aide buys each morning?

**Maria Fontana**, known as La Desperada, is one of the most notorious criminals in the territory. She likes to drink and cuss and chase women. When she loses at cards (which is often, due to the fact she is a lousy card player) she's more likely to shoot the winner in the head than pay up. She once punched the shit out of an old lady for no reason.

**Felix the Rhymer**/a consummate crimer/ he leaves handkerchiefs at the scenes. Of the heists he has pulled/for the fools he has fooled/a suspect much too clean to be seen.

**Solis Lowen**, known on the street as Razor, is a pickpocket with a sharp eye for lucrative targets. But that's not why they call him Razor. As a twisted signature of sorts, he will empty your pocket and replace its contents with a double-edged razor blade.

**Grubshit the raccoon** owns this alley and if you want to eat, you better find him a fucking watermelon Jolly Rancher if you don't want his black squirrel posse to claw your fucking eyes out and leave you for the Doberman in the junkyard, little ratling.

**Ssenda the Builder** buys names. Big names, small names. For gold, jewels, magic trinkets. People sell, sensing some easy money. But then, those people are forgotten. Families, friends, adventuring companions, all treat them with the vague friendliness of someone who looks familiar but can't quite be recalled. Meanwhile, Ssenda is long gone and she's added another name to her ever-growing Identity Golem.

**Catherine Tredegar** is a career politician who has charmed and networked her way to leadership of her party and is now considered one step away from the highest post in the land. She has made a career out of knowing where all the bodies are buried. Those who stand in her way rarely escape with their reputations intact.

**Will** spoils movies for people on the internet. He's a shithead.

#### **Miscellany Contributors:**

Robert Bohl

Jason Cordova

Jim Crocker

Jesse Donovan Edmond

Justin Ford

Daniel Fowler

Lloyd Gyan

Logan Howard

Oli Jeffery

Odysseus Jones

Rudy Mangual

Jason Morningstar

James Mullen

Lu Quade

Dylan Ross

David Rothfeder

Michael Siebold

Matt Stuart

Eadwin Tomlinson

Matt Wetherbee

Isa Wills

# CODEX KEEPERS

Aaron, Keeper of the Child Upon Whom We Dare Not Look

Rob Abrazado, Keeper of the Purple Falsehood

Joaquin Aguirrezabalaga, Keeper of the Blood of Lursiss

Vendevoegel Alain, Keeper of the Omegatherion of Fasar

Alan, Keeper of the Wanting Widows of Thon the Promiscuous

Zach Alexander, Keeper of the Weeping Cells

Brendan Allison, Keeper of the Child Who Creeps and Crawls

Gary Anastasio, Keeper of the Bludgeons of Ecstasy

Dustin Andrews, Keeper of the Egg of Existential Dreaming

Vincent Arebalo, Keeper of the Dolm Sarcophagus

John Atwood, Keeper of the Diary of Sanguine is the Eye

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 Bough, 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

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

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

Alex Carlson, Keeper of the Agony Songs

Brendan Carrion, Keeper of the Bridge of Canaries

Andi Carrison, Keeper of the Unknowable Words

Bill Carter, Keeper of Rengollis's Gaseous Blood

Matthew Caulder, Keeper of the Blue Masquerade

Mark Causey, Keeper of the Lotus-Dweller's Fortunes

Bay Chang, Keeper of the Heart of Lursiss

Jeremy Christian, Keeper of the Spiral Nemesis

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

Jason Cox, Keeper of the Fabulous Fish Parade

Yoshi Creelman, Keeper of the Triton's Blessing

Jim Crocker, Keeper of the Eight Heavenly Questions of Gong-Gong the Dragon

Ian Crockett, Keeper of the God-King's Viscera

Cubano, Keeper of the Iron Troll's Menagerie

Jason D'Angelo, Keeper of the Merry Abbatoir

Love Dahlgren, Keeper of the Last True Pages

Kirt Dankmyer, Keeper of the Voidbeaver Idol

Darkasthme, Keeper of the Dolls of Old King Clay

Tom Davies, Keeper of the Glossary of Blades

Will Davies, Keeper of the Holy Seals Carved from Valoña's Bones

Alex Davis, Keeper of the Joyous Pit

Kristen Davis-Owen, Keeper of the Whispering Menace

Joshua DeGagne, Keeper of the Sword of Aloester Graymantle

Tim Denee, Keeper of the Crawling Portrait

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

Arthur Eames, Keeper of the Roar of K'al Ha-whalit, High Drake of M'huun

Isaac Eccles, Keeper of the Golden Nimbus

edchuk, Keeper of the Sorrow of Morning Mist Castle

Jesse Edmond, Keeper of the Ancient Ungulate

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

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

Declan Feeney, Keeper of the Violet Crown



Mark Fenlon, Keeper of the Undulating Brood of Clarissa Dunlop  
Scott Field, Keeper of Malvett's Living Dream  
Andrew Fish, Keeper of the Path of Cenduwain Rose-Whisperer  
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  
Angel Garcia Jimenez, Keeper of the Orphan's Kiss  
Nicolás Garcia Lanza, Keeper of the Mossy Robes of the Green Monk  
Zachary Garth, Keeper of the Ever-Burning Fury  
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  
Michele Gelli, Keeper of the Woman Who is a Nest for Serpents  
Tavi Gerstle, Keeper of the Star Beyond the Veil  
Edgar Gonzalez, Keeper of the Iridescent Forest  
Luke Green, Keeper of the Covert Tools of the Eight Immortals  
Christopher Grey, Keeper of the Lies of the Child Kingdom  
Greyhoof, Keeper of the Jale Putrescence  
Derek Grimm, Keeper of the Spirit Discs  
Filip Gruszczynski, Keeper of the Torment Gardens  
Matthew Gushta, Keeper of the First Oak  
Lloyd Gyan, Keeper of the Seven False Smiles  
A.D. Hardman, Keeper of Volcar the Red's Obsidian Hammer  
Robert Harper, Keeper of the Golden Library of Anduul-Ran  
Michael Harrel, Keeper of the Woodwitch's Wine Well  
Patrick Harris, Keeper of the Endless Spire  
Bethany Harvey, Keeper of the Crying Mirrors  
Rob Hebert, Keeper of the Leonine Sun  
Blaise Hebert, Keeper of the Living Wick of Gautama's Candle  
Michael Heiligenstein, Keeper of the Child Who Repeats the Numbers  
Edward Hickcox, Keeper of the Bridge of Wanderers  
Kyle Hodnett, Keeper of the Secret of Clovis Stout-Hearted  
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  
Stephen Humphreys, Keeper of the Puppeteer's Shadow  
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  
Oli Jeffery, Keeper of the Illuminated Manuscript  
Scott Jenks, Keeper of the Gelid Offspring  
Tim Jensen, Keeper of the Pilgrim's Forge  
Jeremy, Keeper of the Maddening Rhymes  
K Jeremy, Keeper of the Bloody Road to Bellet Osc  
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  
Kassidy, Keeper of the Flask of Sorrows  
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  
Jason Knepper, Keeper of the Great Betrayal  
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  
Taejas Kudva, Keeper of the Screaming Statuary  
Daniel Kusan, Keeper of the Child Who Has No Shadow  
Marcy L, ]Keeper of the One-Way Door  
Taylor LaBresh, Keeper of the Prismatic River  
Maxime Lacoste, Keeper of the Silver Rods  
ladyindigo, Keeper of the First Seer of Anglemoore  
David LaFreniere, Keeper of the Six Questions  
Simon Landreville, Keeper of the Penumbra Phalanx  
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  
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