

Codex

The Gauntlet's monthly RPG zine



B L O O D 2



DÍA DE LOS MUERTOS

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INTRODUCTION - WHAT IS THIS?

Every year, the Gauntlet gaming community runs a special, four-session Halloween event called Día de los Muertos. The games *The Final Girl* and *Cheat Your Own Adventure* are used to play out the (not quite complete) saga of the fictional Día de los Muertos horror movie franchise. This article details the session by session procedure to run Día de los Muertos for your home group.

The Día de los Muertos saga is inspired by movies such as *Halloween*, *Friday the 13th*, *Suspiria*, and many others.

The Final Girl is a roleplaying game by Bret Gillan. It can be purchased here: <http://www.drivethrurpg.com/product/182628/The-Final-Girl>

Cheat Your Own Adventure is a game by Shane McLean. You can pick up a free copy here: <http://mcleanfamilyonline.co.uk/CYOA.pdf>

SESSION 1: DÍA DE LOS MUERTOS

From the lobby card: It's the end of the semester, and the seniors of Santa Juanita High are celebrating by throwing a bitchin' Mexican party! Little do they know, there's a killer in their midst, and she's thirsty for more than margaritas. She's thirsty... for blood! Can these hot, horny teens survive este noche de terror?

For the first session, you'll play a game of *The Final Girl*. Use the following procedures and special rules:

THE SETTING

Wedding Island, off the coast of Santa Juanita, CA, so-named because it is used by the residents of the sleepy, semi-rural town for weddings, festivals, and other celebrations. In Día de los Muertos, the island is the site of a Mexican-themed party being thrown by a group of seniors from Santa Juanita High School at the end of the school year. There is a ferry that goes to the island once per day, a fact that will make it difficult for the victims to simply leave the island once trouble starts.

THE VICTIMS

The victims are seniors at Santa Juanita High School. For reasons related to Día de los Muertos 2: Revenge of Porkface, no victim can be an older adult, an animal, or a small child.

THE KILLER

The Killer is a local woman named Janice Griggs. For reasons that may come out in play, she wants revenge on the town of Santa Juanita, and is exacting that revenge by killing a group of its young people. At some point during the story, she will find and don the rubber pig mask that will transform her into the killer Porkface.

Two important points about Janice Griggs: 1) we must never see her face on screen before she dons the pig mask and 2) no characters may ever refer to her as "Porkface." That nickname is one that exists solely in the fandom and marketing surrounding the Día de los Muertos films.

SPECIAL RULES

THE LEGEND OF JANICE GRIGGS

At any point during the game, a character may tell the story of Janice Griggs. The story must include details about why she wants revenge on the town of Santa Juanita. The story can be told early, in which case it's just a group of characters trying to give each other the chills, or it can be told after the kids are aware of the killings, in which case it becomes a scene about trying to rationalize a horrific situation. In either case, every other character in the scene (not the storyteller) gets one Survivor point. This rule can only be invoked once during the game.

THE RISE OF PORKFACE

During any standard scene, a player may frame their character finding and putting on a rubber pig mask. By doing so, they are condemning their character to be the one who is killed in that scene. The scene is played out like normal, but there is no need to engage the mechanics. Characters who survive the scene still get a Survivor point.

At the end of the scene, we must see Janice picking up and donning the pig mask. The mask has a certain power over Janice, and when she first puts it on, it gives her a surge of hate-filled rage. Only one character can survive the next standard scene.

THE FINAL GIRL VERSUS JANICE GRIGGS

The fate of the Final Girl and killer is determined as normal, with the following requirement: the Final Girl must definitively survive the film.

SESSION 2: DÍA DE LOS MUERTOS 2: REVENGE OF PORKFACE

From the back of the VHS cover: The noche de terror continues as Porkface brutalizes the citizens of the sleepy, semi-rural town of Santa Juanita.

For the second session, you'll play another game of The Final Girl. Use the following procedures and special rules:

THE SETTING

This story takes place immediately after the events of the first film (within a few hours at the most). The survivor of the first film has managed to escape Wedding Island, but Porkface is in pursuit. The story can take place in any location the survivor might have gone to, such as a hospital, their home, a police station, etc.

THE VICTIMS

The victims can be any group of people in the community who might be at the same location as the survivor. For example, if the survivor is at the Santa Juanita hospital, the victims could be hospital staff and/or patients.

Importantly, one of the victims must be the survivor. Take their index card from the first session and erase the relationships, but leave the Survivor points.

THE KILLER

The Killer is still Janice Griggs. As in the first film, no character can ever refer to her as "Porkface."

SPECIAL RULES

SCREAM QUEEN

If the surviving character from the first film tries to explain what happened on Wedding Island before the beginning of standard scenes, no one will believe them. Any other characters in the scene must find a reason to not believe, or otherwise not listen to, the surviving character. Perhaps they think the surviving character is having a mental breakdown, or perhaps they are immediately called away just as the surviving character is trying to explain.

LEGACY

At any point during the game, you can narrate the survivor of the first film finding some kind of evidence linking them to Janice Griggs. Perhaps Janice is a long-lost cousin of the survivor, or the survivor's parents were somehow involved in the incident that fuels Janice's desire for revenge on the town of Santa Juanita. Whatever the connection, it should explain why Janice is pursuing the survivor in particular.

After the connection is revealed, erase all of that character's Survivor points and continue to play out the scene as normal. If the character survives the scene, frame a short interim scene immediately thereafter in which we see the character leave the town of Santa Juanita. Remove that character's index card from the game and then continue play as normal.

SESSION 3: DÍA DE LOS MUERTOS, DIRECT TO VIDEO

During the third session, Direct to Video, you'll play three games of Cheat Your Own Adventure, each depicting one of the next three films in the Día de los Muertos franchise.

Each game will contain the following procedures and special rules: An Overview of what the film is about; Failed Roll, which explains what happens when you roll lower than the lowest Difficulty; and Scene One, which is text the first Reader will read aloud to the group, after which the other players will present options as normal.

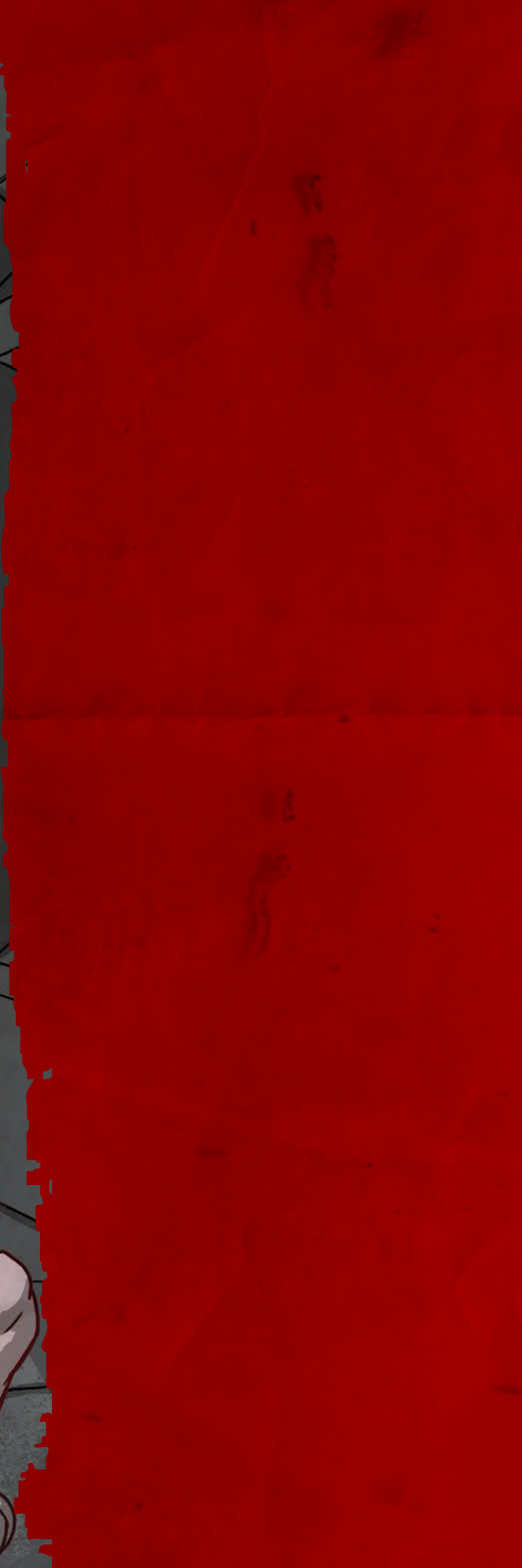
Note: It is not lost on the author of this piece that Cheat Your Own Adventure uses the metaphor of reading a book in its gameplay, which may seem like a weird fit for telling the story of a film. The author recommends you don't worry about it too much.

DÍA DE LOS MUERTOS 3: SEASON DE LA BRUJA

From the back of the DVD case: A talented dancer has been accepted to a school for gifted young women. What will she do when she discovers the school's true purpose: to find a suitable bride for the Dark Lord Satan?

OVERVIEW

Season de la Bruja tells the story of Claudia, a gifted dancer attending the prestigious Lombardi School in Rome. It turns out the Lombardi School is actually run by a coven of witches, and their goal is find and groom an exceptional young woman to be Satan's bride.



FAILED ROLL

Narrate Claudia becoming the Bride of Satan (and possibly giving birth to the Antichrist).

SCENE ONE

You've been at the Lombardi School for several weeks now. Most days are pretty boring—classes, dance practice, etiquette lessons, more classes and more dance practice—but lately you have started to notice strange things: an unusual number of black cats turning up on the school's steps; weird noises, like whispered voices, coming from the vents; and several crosses that have been turned upside down.

Tonight, as you were about to get ready for bed, you were disappointed to find that the girls from the East wing are using your wing's lavatory, as theirs is having some plumbing issues. It was too crowded for your taste, and so you decided to use the small bathroom near the faculty lounge.

As you approach that small, out-of-the-way bathroom, you hear some strange noises coming from the faculty lounge. Singing, possibly, or chanting? Yes, definitely chanting. And it's getting louder and louder... What do you do?

DÍA DE LOS MUERTOS 4: RETURN OF PORKFACE

From the paper Netflix sleeve: A young boy gifted with psychic powers must explore his family's past and learn the truth of his connection to the legendary killer Porkface.

OVERVIEW

Return of Porkface tells the story of a young boy, Michael, who has latent psychic abilities and who has managed to make contact with the spirit of the legendary Killer Porkface. Throughout the course of the game, he will be tempted to commit violence by the spirit. He may also learn of his family's secret connection to the killer.

FAILED ROLL

Narrate how Michael and Porkface have become one, usually by showing Michael committing a terrible act of violence.

SCENE ONE

Your family just moved to the small coastal town of Santa Juanita, CA. While your dad is unloading boxes from the U-haul truck and your mom is unwrapping dishes in the kitchen, you decide to go exploring. After carefully examining every room and closet in the two-story house, you decide to next go into the basement.

The basement is dark and piled high with junk: old paint supplies, mouldering furniture, and, hey, an old popcorn machine, like in the circus, so that's pretty cool! You see a trunk, too. And then you hear something. Like a voice, a soft whisper. You've heard whispers like it before. Unseen things are always whispering to you. You've learned to ignore it. But where is this whispering coming from? Is it coming from the trunk?

You slowly, carefully undo the dingy brass latches and raise the lid. You are startled to see the head of a pig staring back at you from the bottom of the trunk. But no, not an actual pig. A mask. A rubber pig mask... What do you do?

DÍA DE LOS MUERTOS 5: NOCHE DE TERROR

From the film school dissertation trying to convince you this movie is a classic: A screenwriter has been asked to deliver a script for a new entry in the legendary Día de los Muertos horror franchise. But can he keep himself together as the line between fantasy and reality begin to blur?

OVERVIEW

Noche de Terror tells the story of a Hollywood screenwriter, James, who has been tasked with the job of writing the script for Día de los Muertos 6. He begins to realize that the world of his script is starting to invade the real world, and that the fictional character Porkface may be trying to kill him.

FAILED ROLL

Narrate the first appearance of Porkface in the real world and then show how she kills James.

SCENE ONE

"You promised us this script weeks ago!" your producer yells on the other line. "How hard can it be? Hot chick goes into woods with boyfriend, hot chick bangs his brains out, hot chick is murdered by killer in pig mask. It's just. Not. That. Difficult!"

You hang up the phone. He'll get his script when you're damn well ready.

You turn back to the scene you were working on, the apartment scene. Sure, the apartment looks just like yours—same carpet, same leather couch, same poster of John Lennon on the wall—but the audience doesn't need to know that, do they?

SCENE: Allison gets up from the leather sofa to make herself a drink. As she is placing ice in a tumbler, she hears a noise coming from the closet—

Wait a second. Did you just hear a noise coming from the closet? No way! What are the chances that the precise moment you are reading about your main character hearing a noise in the closet, you hear a noise coming from your own closet?

But there it is again. Some kind of... thumping noise. What do you do?

SESSION 4: DÍA DE LOS MUERTOS 9: ALIEN VS. PORK-FACE

From the iTunes description: Get ready for Porkface... in space! The crew of the U.S.S. Noche have taken on some very unfortunate cargo. Can they survive a battle between two of cinema's most terrifying monsters?

In the fourth session, you will play another game of The Final Girl. Follow these procedures and special rules:

SETTING

This is a far future, science-fiction story. The setting takes place aboard a space faring cargo ship called the U.S.S. Noche.

KILLER

The Killer is Porkface, brought aboard the Noche in a cryo-chamber, to be transported to a science lab across the galaxy. At some point, the cryo-chamber is turned off (or fails) and Porkface comes out of her stasis and begins terrorizing the people aboard the ship.

There is a secondary Killer, a monstrous alien of some sort. The alien is hiding aboard the ship and occasionally reveals itself to do battle with Porkface. The rules for introducing the alien into a scene are detailed in the special rule Fan Service, below.

VICTIMS

The victims are passengers and crew aboard the Noche. One of the victims must be the ship-wide artificial intelligence.

SPECIAL RULES

INTRODUCING THE KILLERS

At some point during the introduction scenes, the following must be shown: Porkface being freed from the cryo-chamber. The alien appearing on screen for the first time.

If you forget to show these two details during the introduction scenes, narrate two short interim scenes showing them before beginning the standard scenes.

FAN SERVICE

Include the two Jokers when preparing your deck of playing cards. Once the Killer begins targeting victims in a standard scene, a Joker may be played to interrupt the scene. The first player to play a Joker chooses one of the following options:

- The alien interrupts the scene and does battle with Pork face. All the victims escape the scene, earning their Survivor points as normal.
- The alien interrupts the scene by brutally killing every victim and then does battle with Porkface.

The Joker is not re-shuffled into the deck. The second Joker can be played in a later scene. In this case, the scene outcome is the option from above that was not chosen by the player of the first Joker. The second Joker is not re-shuffled into the deck.

SHOWDOWN

If all of the victims are killed during the endgame due to a Joker being played, the final confrontation takes place between the alien and Porkface. The player with the most dead characters in front of them gets to narrate how this plays out.

WHAT ABOUT DÍA DE LOS MUERTOS 6, 7, & 8?

This piece doesn't include procedures for the sixth, seventh, and eighth movies in the saga, but there is certainly no reason why you can't create your own! Come up with settings and scenarios for The Final Girl and Cheat Your Own Adventure, or play an entirely different game, such as Dread by Epidiah Ravachol or Dead Teenager by Robert Nolan.

FADE OUT.

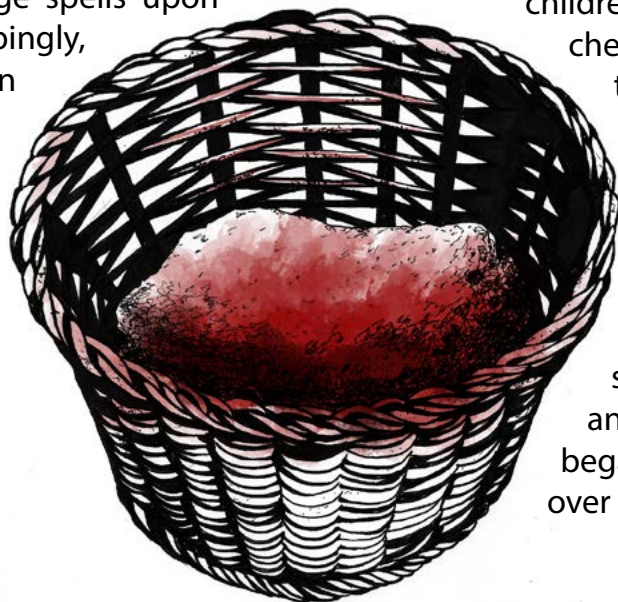
FIVE MORE BLOOD-SOAKED MAGIC ITEMS FOR DUNGEON WORLD

Illustrated by Jesse Ross

THE EXECUTIONER'S SPONGE

by Ben Kramer

Found at the bottom of an executioner's head-basket, this mottled gray bread-loaf sized sponge has collected the final blood, sweat, and tears of the condemned as their heads came to rest at the bottom of its vessel. From the basest murderers to the noblest royalty, everyone bleeds in the end. Some headsmen swear they've seen a sponge reject the blood of victims they suspected as innocent. Others whisper of rare visits from cloaked figures who pay handsomely for some time spent in private to "examine" a sponge, no doubt to perform dark rituals or strange spells upon it. Most disturbingly, even when freshly soaked, nothing can ever be squeezed out of it.



CLAN ENDER, AXE OF THE BETRAYED

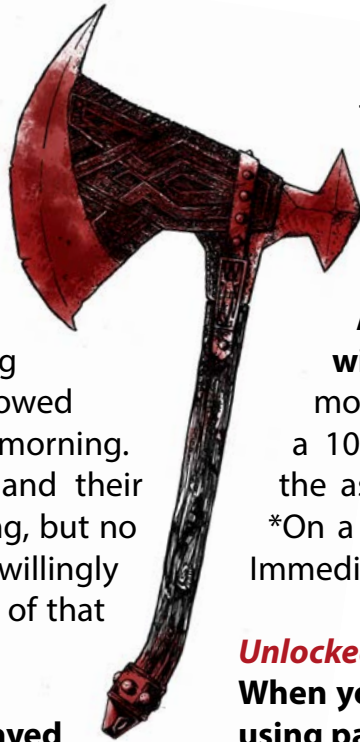
by Daniel Fowler

hand, close, messy, shunned by dwarves, 2 weight

This once fine dwarven axe has been harshly used and is crusted with blood and grime. The most thorough cleaning will never make it shine again.

The name of its original owner has been lost to history, but dwarves still tell of a proud lord, betrayed by his own kin. He had grown too rich, had lived too long, and had too many eager children. Plied with rich food and drink, they cheered his name and danced for him into the night while trusted men barricaded the doors from the outside. They did not wish any servant or coward to escape with word of their deeds. No one dared approach the lord with naked steel until he was dozing peacefully on his throne. Each of his many family members stabbed him in his sleep. Finally, his sons and daughters declared him dead and began dividing his property while standing over his bloody form.

The strongest son, a mighty warrior in his own right, declared he would have his father's axe. But yanking the heirloom weapon from the corpse's belt, he found his father's hand gripping the handle. The dwarves outside heard screaming and banging upon the door, but followed their orders and did not unseal it till morning. The clan was later declared lost and their properties were adopted by the king, but no respectable dwarf has ever again willingly entered that hall, spoken the name of that clan, or touched that weapon.



Name someone who has betrayed your trust. When in combat with them or their kin, you may ignore any damage that would cause you to lose your last hit point. Instead, set your hit points to 1 and grimly fight on. Death comes for you shortly after the fight ends. Roll Last Breath with a -1. Take an additional -1 on the roll if you failed to kill your foe.

THE CERSANGUINIS ASSEMBLY

by Rach Shelkey

This disquieting device of metal pipes, glass tubes, and piercing needles was developed by the war mage Dicoumar. The exposed surfaces are covered in a sticky residue of grease and blood. Cracked leather straps fasten the assembly to a person's limb, allowing it to extract and sort blood samples into two vials: a vial of waste blood and a vial of yellow serum.

According to Dicoumar's accompanying research notes, the serum is a substance called Potential. The mage proposed that magical Potential flowed in the veins of all creatures. Dicoumar's experiments conclude that the safest way to use Potential is to inject it back into

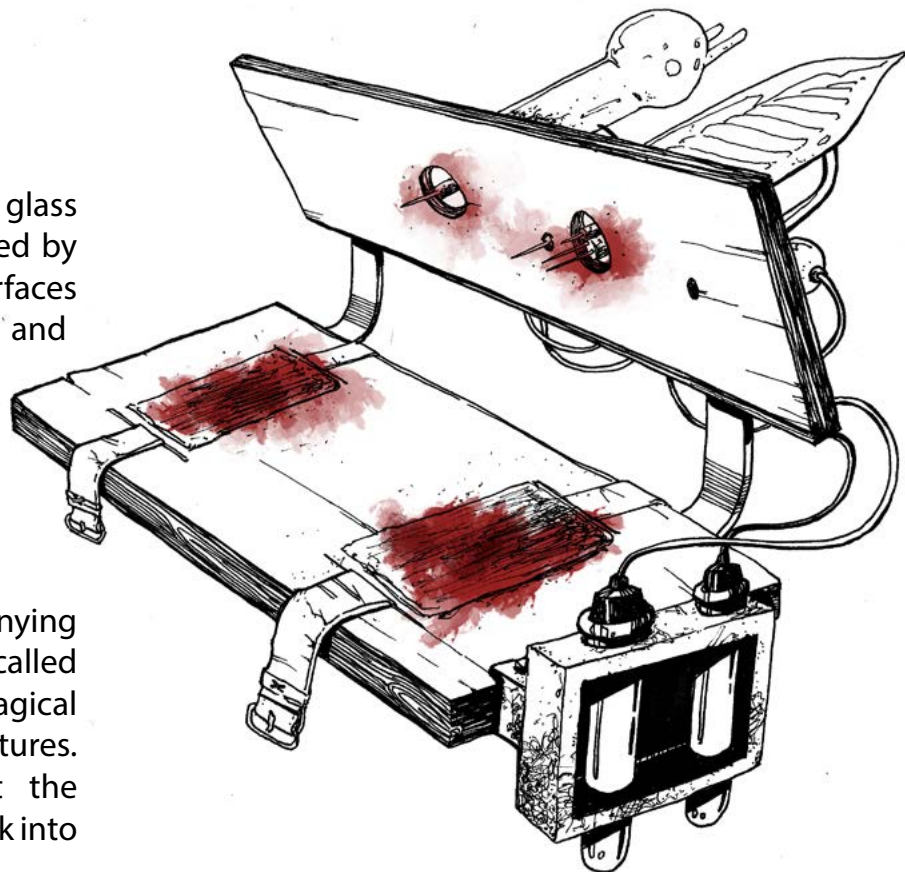
the original source, although injecting one's Potential into another person could act as a poison.

When you strap on the Cersanguinis Assembly to extract the Potential within, you gain a single use of the move Unlocked Potential. Roll +CON. *On a 10+, you escape unscathed. *On a 7-9, the assembly rends your flesh. Mark Weak. *On a miss, the assembly lances too deeply. Immediately make a Last Breath roll.

Unlocked Potential

When you inject your Potential into yourself using parts from the Cersanguinis Assembly, hold 2. Spend your hold 1-for-1 to select from the following:

- You realize your true strength. Your damage die increases one size for one scene.
- You gain a heightened sense of awareness. Ignore all damage from an incoming attack.
- You sense the darkest depths of your capabilities. Use a Monster Move right now.



NURTIKWENDLR (AKA: THE TONGUE OF NURTIK)

by Logan Howard

close, 0 weight

Nurtikwendlr is easily identified by its yellow bone handle carved into the shape of an elongated goat head. Even more striking is the porous, glass, tongue-shaped blade with traces of blood still lingering within.



The dagger is the pride of the secretive Nurtikanti cult, viewed as the door through which all worshippers must pass. Every member of the cult has, at some point, taken their own life with the Tongue of Nurtik.

When you first gaze upon Nurtikwendlr you will be struck with an urge to take it and stab it into your own heart. If you do so, mark 1 XP.

When you joyfully stab into your heart with Nurtikwendlr, you will be transported to the Black Gate. Describe what you see as well as the demon Nurtik, who has come to bargain on your behalf. Choose one:

- Pass through the gate leaving a zombie to be controlled by Nurtik.
- Return to the living with a pledge to do Nurtik's bidding.

If you return, the GM gets 3 hold. She may spend this hold to suggest a course of action that conforms to Nurtik's desires. If you take the course of action, mark 1 XP. If you refuse, the GM gets one more hold. If you refuse a total of three suggestions, you immediately explode into a bloody, pulpy miasma.

THE BOOK OF BLOOD BOILED

by Kate Bullock

Made from the potential of youth's promise and smelling of broken dreams, the Book of Blood Boiled was borne from the hunger of man. Its pages feel like silken skin flushed with need, and it whispers of greatness when opened. Within lies the writing of every person who has dared to bend the world to their will. Within, the threads of destiny once wielded by a fatespinner have bound the book, granting it the impossible: to manifest destiny as one would wish.

To use the book, one must spill their own blood, enough to write their deepest desire. Let it rest over fire until it comes to a boil. On the first page with space for your thoughts, write the one thing you desire most. **When you write your heart's desire on the page of the book in your own blood**, decide how much blood you let (up to 9 HP). Then roll +1 per 3 HP of blood let. *On a hit, you get what you wish. *On a 10+, choose one. *On a 7-9, choose two:

- It is twisted and evil in an unforgivable, absolutely noticeable way.
- It is horrifically deadly and will be the death of you.
- It is, and will always be, damned and hunted by demons.
- It has forbidden hungers and must be fed frequently to remain.
- It irrevocably possesses someone you love truly as its new vessel.

*On a miss, your true destiny becomes apparent and it is exactly as you feared.





THE CROATOA

*by Maxwell F. Arnold, for Lamentations of the Flame Princess
Illustration by Sean Poppe*

A small village sits waiting for the party to encounter it in the wilderness. A village where no one lives. A village that is alive.

And hungry.

Part 1 - The Lure, Arewa

Wait until the party is either lost and beginning to starve, or returning from a difficult delve. Wait until they are vulnerable and desperate or overconfident.

A young girl lies on the road bleeding. Her name is Arewa. There is an upturned wagon with a dead mule still yoked to it, and an old man also dead from the crash.

If the party investigates, they will find Arewa awake and in shock. She asks if the mule is alright. She will seem to think they are her father at first. When she sees the old man, she will cry pitifully.

She needs desperately to get back to her village before nightfall to warn her mother and brothers that evil men are coming to kill them. Surely they are after her too.

She will not ask for help. She will wait until it is offered.

Part 2 - The Snare

Make sure it is nearly night when the party comes upon her village, sitting dead in their path.

The party will encounter a 2' high stone fence set around the village, seemingly made of a single piece of polished dolomite. The wall is nearly as deep as it is tall; more of a stumbling block than a barrier. Arewa will say it keeps unwelcome spirits out, which is true.

No creature can be summoned inside the barrier, because the space inside the barrier does not exist.

A 20' polished stone statue of a Faceless Woman draped in a translucent linen veil towers over the huts and thatch-roofed buildings, her waist-height palms and hands inclined slightly towards the sky like a weeping Madonna.

The houses themselves are all humble one-room stone cottages.

D 6, THE HOUSES HAVE:

- 1 - Had their windows stolen
- 2 - Blood drenching their roofs
- 3 - Padlocks on the front doors
- 4 - Genuine deer skull doorknockers
- 5 - Rune-carved walls
- 6 - Many chimneys ushering from each roof

There are no bodies anywhere.

D 8, IF THE PARTY VENTURES INTO THE VILLAGE THEY COME UPON A:

- 1 - Smouldering campfire
- 2 - Dry well
- 3 - Dollhouse
- 4 - Wrecked carriage
- 5 - Vine lattice
- 6 - Faceless mannequin
- 7 - Stringless harp
- 8 - Leather-bound book

Lying in the road.

D 8, IT IS:

- 1 - Sticky
- 2 - Wet
- 3 - Humming
- 4 - Beautiful
- 5 - Frozen
- 6 - Blackened
- 7 - Foreign
- 8 - Stinking

D8, IT IS ALMOST AS IF
THERE IS A SORT OF:

- 1 - Soft music
- 2 - Moaning
- 3 - Foul wind
- 4 - Rumbling
- 5 - Soft glow
- 6 - Warm breeze
- 7 - Piano trill
- 8 - Heavy breathing

Coming seemingly from nowhere, so quiet it could be imagined. The first player to ask if they can hear anything will barely be able to hear this sound. That player will be the only one who can hear it. Once the Croatoa begins to stalk them, this sound in their skull will grow louder the closer it gets.

Nothing except the statue's veil moves.

D10, THE VILLAGE SEEMS TO
HAVE BEEN:

- 1 - Quite a happy place
- 2 - A cult's headquarters
- 3 - Once heavily fortified
- 4 - Blessed with symbols
- 5 - Moved from somewhere else
- 6 - Slowly sinking into soft sand
- 7 - Ancient and very foreign
- 8 - Built from bones
- 9 - Infested by vines
- 10 - Much larger once

D10, THE PHRASE:

- 1 - Ullalla
- 2 - Certainty
- 3 - Two Tongues
- 4 - Trial
- 5 - Lovely, lovely
- 6 - Coriander
- 7 - No
- 8 - Jale Dream
- 9 - Beneath
- 10 - Liars

Has been carefully, painstakingly, and almost idly carved into the second door they encounter

D12, EACH HOUSE THEY
INVESTIGATE HAS INSIDE IT:

- 1 - Boxes of fingerbones
- 2 - Framed mirrors everywhere
- 3 - Many chairs and no tables
- 4 - Pools of water on the floors
- 5 - Xs cut into ceilings
- 6 - Wreaths of human hair
- 7 - Featureless masks of all sizes
- 8 - Fresh raw hides stretched on tresses
- 9 - Spilled teeth
- 10 - Images of torture in ochre on the walls
- 11 - A single velvet glove
- 12 - A tapestry showing a scene of the party's first adventure

D12, A CHEST HIDDEN
BENEATH A BED MAY HAVE A:

- 1 - Dog's heart
- 2 - Sack of dried tongues
- 3 - Letter from far away
- 4 - Model ship
- 5 - Purse of silver
- 6 - Ruby and onyx chess set
- 7 - Ream of flawless vellum
- 8 - Spider and a box of flies
- 9 - Map of a castle
- 10 - Love poem in iambic pentameter
- 11 - Beautiful carved face in its bottom board
- 12 - Black handkerchief

Each house has a trapdoor in a corner of the floor.

There are four large structures in the village.

Church - Set into the wall behind the pulpit is one huge pane of stained glass, depicting the true form of the Croatoa. The pews have all been pushed to the sides of the church at jagged angles. A tall steeple rises from the center of the chapel, with a BRONZE BELL hanging by a pulley. The rope near the bell's anchor is frayed and creaking.

Windmill - a complicated system of gears and chains turns a huge grain pulverizer. A maze of grain sacks and barrels will lead to a BALLISTA hidden under waxed canvas.

Storehouse - a BARREL OF GUNPOWDER and 100' fuse (120 seconds to burn from end to end) sits in a special alcove amidst shelves of tools and supplies. The shape of the barrel is specific to those holding powerful explosives.

Scaffold - A SPRING-LOADED GALLOWS connected to a stout beam and crossbar extends from a raised gallows. The mechanism is fragile and easily broken, but anything caught in the rope will be inextricably tangled in the machinery. The only way to open the trapdoor beneath the crossbar is to pull down hard on the noose. This maneuver will drop the puller into the pile of bodies in the burrow below.

A snare made from any two DEVICES will kill the the Croatoa outright.

THE BURROW

Each house and all the large buildings (except the church) are connected via a network of earthen tunnels, which are mapped ad hoc as the party explores them. The Croatoa may appear at any trapdoor at any time as long as it has not been recently spotted in a place from which it wouldn't have had enough time to travel.

If the party explores the burrow, they will find a roughly dug 6' round earthen tube. Tunnels will branch each nearby trapdoor. There are no ladders, so getting up through a trapdoor will be difficult for an average-sized character.

Under the storehouse will be a pile of non-currency pewter coins reaching almost to the trapdoor.

Under the gallows will be a pile of rotting human corpses reaching almost to the trapdoor (which only opens if the noose above is pulled down).

Under the mill will be a bottomless pit, making its trapdoor extremely difficult to reach. (The Croatoa knows the pit is there. However, if it can be tricked into falling through the trapdoor and into the hole, it will not be able to escape.)

Under the church, which has no trapdoor, is a large room which mimics the style and construction of the cottages. It smells pleasant and is decorated like any little girl's room of your campaign world might be. This room is the center of the Croatoa's lair.

In a chest beneath the bed lies the only thing of true value in the village. Make it something powerful or important, or both.

Part 3 - The Croatoa

D4, THE CROATA IS

- 1 - It is the village, like a venus fly-trap poised open and ready to snap.
- 2 - It is Arewa, a concentration of malign energy dressed in innocence.
- 3 - It is the monster, an expression of the fear inside the one who sees it.
- 4 - It is a hunger spirit sitting in a camouflaged web waiting for prey. And it would manifest itself to a pack of wolves in a completely different way

More practically, the Croatoa:

- > Will scream pitifully in the girl's voice to lure them to different parts of the village
- > Can hear them from anywhere under the village
- > Will predict where the party is likely to head next
- > Can access any house via trapdoors
- > Will retreat if wounded
- > Understands what fear is, and knows what will make them feel it
- > Knows its burrow very well, and can move much faster than them when travelling through it
- > Will come for any of them who split off on their own
- > Will set traps using string and stakes
- > Always approaches from behind
- > Will retreat if seen

D20, THE CREATURE HAS ONE WEAKNESS. IT:

- 1 - Fears fire
- 2 - Has no limbs
- 3 - Compulsively taps each door it passes three times
- 4 - Cannot see
- 5 - Is very, very ill
- 6 - Hates all light
- 7 - Must sing in a low drone incessantly
- 8 - Is poisoned by metal
- 9 - Has fallen truly, deeply, in love with one of them
- 10 - Fears the mention of any good and all holy things
- 11 - Has beloved, vulnerable babes in the burrow
- 12 - Must ask permission before entering a house
- 13 - Cannot move faster than a shuffling walk
- 14 - Must ask a question of each intended victim
- 15 - Is poisoned by the moon
- 16 - Must prey to a dead god for 5 minutes after each kill
- 17 - Has a neck that is the thickness of a child's wrist
- 18 - Lacks any sort of object permanence
- 19 - Is paralyzed by its own reflection
- 20 - Will sleep if sung to (at the table, in real life) by a player

This weakness will be written on a scrap of cloth in blood, found either in the first large building they explore or on the first bed they encounter.

Its true name has been tattooed on its throat by an evil god. If this name is spoken aloud the Croatoa, and the village it pretends to be, will vanish without a trace.

And it will be morning.

Part 4 - Running the Encounter

Several things will happen the moment they enter the first house:

The wall will immediately spring to a height of 20' and the statue sitting at the center of town will disappear, revealing a large iron trapdoor, 10' sq. with no handle.

The little girl will disappear into the nearest trapdoor while they are distracted, and will begin following their progress through the village by the sound of footfalls on wooden floors. She will now be in her true form.

The Croatoa can look however the Referee wishes, but the party should be able to discern it as the girl if they happen to see it.

At this point the last of the light should be about to fade. The only available light will be that which the party has with them.

Once darkness is complete, begin counting down 1 half-hour in real time. Every 5 minutes some visceral evidence of the creature should be revealed. Make it feel like it is circling, closer and closer, taking its time. (Remember that one of them can "hear" it.)

At the end of 1 half-hour it will begin picking them off; any who split off, become separated, or cannot be seen. It will start with animals, then retainers and NPCs, and save the party itself for last.

It will never attack outright in an "initiative-style" battle, and it must be goaded into a trap by feigned vulnerability or trickery to be defeated.

Morning will not come until either the Croatoa is dead, or the last player character has disappeared.

Never tell the players what happens to them when they disappear.

Part 5 - Mapping the Village and Burrow

Divide a piece of graph paper into quadrants.

The Veiled Statue sits where the X axis meets the Y axis.

Draw a large circle radially equidistant from the center. This is the barrier.

Draw one white rectangle in each quadrant and label them 1-4. These are the large structures.

Draw four small black squares around each large structure. These are the houses. Number them 3-18.

Appendix - Suggested Guidelines

Time should be defined and tracked rigorously. (Even though it is not moving in-game.)

If they spend the time given to set a trap using the devices in the buildings it should work.

All-out battle with the creature should be made untenable in a way other than superior hit-dice or armor.

The village should be an unexpected obstacle rather than a destination. It is horror, not action.

Treasure should be sparse or not there at all. This will discourage time wasted looting random chests.

This encounter should take about 2 hours start to finish.

GAUNTLET DADDIES #005

Illustration by The Duchess

Name

Fang Bang

Favorite cleric spell

Turn On Undead

Favorite blood type

O Face

Favorite clan

Assamite

Prince he is loyal to

He prefers queens

Favorite thing to say during sex (Ventrue only)

"Who's your sire?"

How he was turned into a vampire

Had the misfortune of looking like Count Strahd's old rentboy



THREE DOZEN CULT HORROR MOVIES

ROLLER BLADES (1996). Summary: A gang of rollerbladers terrorize a small coastal town, bringing down a reign of bloody terror upon the locals. Best kill: At the climax of the roller blade race, as Catherine, leader of the gang, appears to lose, all the other racers are beheaded by the piano wire she strung across the finish line.

MURDER SO DEADLY (1984). Summary: An about-to-retire police detective must track down a serial killer specializing in elaborate and bizarre murder schemes in the three days she has left on the force. Rarely seen, as the distributor went bankrupt before release. Best kill: One of the killer's victims is tied to one side of a moving drawbridge and smashed in full view of rush hour traffic.

IL SANGUINOSO PICNIC (1917). Summary: Fiegro and Maria Pilcadrio decided to enjoy the fine spring weather with a picnic. They packed all their favorite delicacies save one, human flesh. This Italian masterpiece of early cinema is one of the first slaughter flicks, and was instantly banned from just about every country that valued its bourgeoisie. Best kill: The old head in the top hat reveal.

PAPA ZOMBIE (1982). Summary: This mid-period Italian zombie epic was promptly banned in most European countries and only made its way to the US by crappy bootlegs. A cardinal called in for an exorcism is bitten during the rite, and his appetite for human flesh goes unnoticed until after he has returned to the Holy See. Mayhem ensues as ranks of cardinals and Swiss Guard are either devoured or turned, leaving only a pair of tough-as-nails novice nuns, one Italian and one American, standing to end the outbreak. Best kill: Sister Therese, half naked from ripping her habit up for bandages, fends off Zombie Pope Paul, finally dispatching him with a crucifix through his eye, destroying his brain. (This was the scene notoriously played at the director's trial for blasphemy.)

BROKEN EAGLE (1996). Summary: The crew of an American stealth fighter shot down over the Balkans are taken prisoner by a murderous clan of Serbian hillbillies who have never heard of the Geneva Convention. Best kill: Major Lawson blows off the top of Ratko's head with an improvised shotgun made from a dog cart axle, New Year's fireworks, and his own agonizingly-extracted teeth.

VAMP-PILE DRIVER (2002). Summary: This direct-to-video horror-themed pro wrestling special featured all the wrestlers fans had come to know and love, slightly recast as vampires or vampire hunters. The amount of fake blood used in this special meant it wasn't fit for regular television channels. Best kill: Wayne "the Boulder" Jackson, playing the character Hell-Sling, drives a four-foot prop spike into the chest of Dreamboat Alex, playing an unnamed vampire, causing the prop to start showering fake blood out of both ends.

EX-VILE (1982). Summary: An old house serves as the prison for beings exiled from another dimension. In order to steal their skin and fashion a human disguise for themselves to facilitate their escape, the beings begin to kill the hapless fools who wander in. Best kill: One of the exiles, who has fused with a vacuum cleaner, plunges their suction-arm down the throat of a teenager who has entered the house on a dare and sucks out all their internal organs, leaving their skin largely intact.

EYE OF THE BEHOLDER (2001). Summary: We witness the disintegration of the lives of people trapped in a slum apartment building in Chicago through the eyes of a mouse. Through seemingly innocent actions, the mouse triggers murder, mayhem, and betrayal among the residents. Best kill: Big Mama's clever-swinging rampage to "kill that damned rat" and the carnage and chaos that ensues.

THE BISHOP'S TOMB (1977). Summary: Melancholic Susan discovers a haunted chess board in the attic of her new Rhode Island family home. Soon she is caught in a deadly game—her as white, the unseen Bishop as black—and with each taken piece the murders get closer to home... Best kill: Some excellent editing during a scene of a white rook being knocked off the board and rolling down the stairs cut with Susan's husband Sheriff Waldon's truck tumbling off a ravine, eviscerating him.

DEATH RATTLE (1990). Summary: In a shameless attempt to cut production costs, the studio that created *Look Who's Talking* shot this horror movie at the same time. The story follows a baby's commentary (voiced by Bruce Willis) on how much he despises adults, and subtly influences adult behavior so they inexplicably die. The baby winks after each kill. Best kill: The baby wails for attention causing his father, an electrician, to mishandle a repair, electrocuting himself for an extended 43 seconds as the baby applauds.

SLAAAAAY, QUEEN (2015). Summary: Ginger Vitus, a feral, vampire drag queen, is terrorizing the streets of New York City. Best kill: Ginger slays a rival vamp by staking him in the heart with the heel of a size 13 stiletto pump.

MIDNIGHT SCREAMING (1999). Summary: There's a killer loose at the all-night 1980s slasher movie marathon at the on-its-last-legs local cinema. However, nobody notices the bodies piling up amongst the gimmicks and stunts the cinema's putting on. Can the marathon save the cinema? And will any of the patrons be left at the end? Best kill: Dale the projectionist is strangled with the last reel.

SEW (2005). Summary: Chet Kramer and Jordan Collins, two strangers, wake up chained to opposite sides of a dirty shipping container, each with a giant tag stitched into his back. Halfway between them is a sewing machine hooked up to a car battery. Written on each of their tags are instructions to kill the other by midnight; then, using the patterns etched on the walls, cut and sew the other's skin into a key to escape. The scenario is set by Zigzag, whose face is hidden below a hood of bird's nest knots of thread and bobbins. Best kill: When the men decide to work together to escape, Zigzag tricks Chet into betraying Jordan, knocking him out and then sewing his lips and nostrils shut to suffocate him.

DEATH RATTLE: THE TERRIBLE TWOS! (1991). Filmed a scant ten months after the original, what this quickie sequel lacks in voice talent (Bruce Willis did not return, prompting the director to do the voiceovers himself, thick Ukrainian accent and all), it makes up for with increasingly outlandish ways the now-toddler (called simply "the tot" in the credits) lures concerned adults to their dooms before smirking at their grisly demise. It ends ambiguously, with the tot hurled from a moving train by the babysitter before he could crash it into the President's motorcade. Best kill: Though more a collection of splatter sketches than a coherent narrative, the movie's best kill is inarguably when the tot manages to induce a tanker truck to crash through a nursing home, giving us possibly the most notorious shock cinema moment of the 90s, as a phalanx of elderly victims hobble agonizingly from the inferno with walkers, wheelchairs, and gurneys all utterly engulfed in flame before finally collapsing one by one, allowing the murderous tot to light a pre-wink cigarette from the last charred septuagenarian corpse.

FESTIVAL OF LIGHTS (1999). Summary: Can Mac Abie and his family escape after they are taken across the frozen wastelands as a sacrifice for the Cult of Corrupted Gifts? Best kill: Youngest sister Hannah threatens the workshop lord's throat using a candelabra with nine candle necks and then lets loose the hidden retractable blades therein.

SINFONIA (1991). Summary: A young cellist is invited to attend an elite, secretive music conservatory. Little does she know, the instructors are actually a cult dedicated to a dark, primordial god. They are gathering gifted musicians to put on a grand, ritualistic performance to summon this dark being into our world. Best kill: A hypnotized violinist re-strings her bow with razor wire and then "plays" her body to Camille Saint-Saëns's *Danse Macabre*.

INDEPENDENCE SLAY (1987). Summary: When a suburban community decides to set off fireworks for the holiday, they disturb their night-shift neighbor who has a mean streak a mile wide and revenge on their mind. Best kill: The "Screaming Eagle" decapitation scene when teen son Donald looks into the artillery shell tube. The whistling sound his mouth makes is to the tune of "The Star Spangled Banner."

THE WORKING DEAD (1995). Summary: A low budget parody movie. Convenience store clerks Darryl and Dan T. have to fend off hordes of zombies in this post-outbreak society while keeping sane till the end of the shift. The real monsters, of course, are the customers! Best kill: At the end of the movie, Darryl throws the Complaining Old White Man (as named in the credits) into the zombie horde and watches as they rip his vocal cords out.

ZIG-A-ZIG-AAAAGH (1996). Summary: No budget shameless girl-power cash in. Set in Britain but obviously filmed in LA with awful accents throughout. Five teen girls throw a party at the one-time home of legendary serial killer Beefeater, but is he still at large? In a hurried and unsatisfying finale it is revealed that the Ginger One is Beefeater's daughter and the party was a set-up. Best kill: During an impromptu garden "soccer" match, the Posh One is decapitated by an errant football covered in razor blades.

WASPS (1988). Summary: A family from Connecticut moves into the long-abandoned parcel on the hill of an otherwise backwater Mississippi town. They import their entire painted lady Victorian House with them, assembling it lovingly amongst the oaks and Spanish moss. When Cletus van Buren, local delinquent, disappears along with three of his cronies after bragging about vandalizing the place, his plucky kid sister must uncover the horrible truth of the articulate, well-bred insectoid Yankee monsters in human flesh and tasteful cardigans that now threaten to overrun the community. Best kill: When the Queen Mother dryly dismisses Dolly van Buren's can of Raid, only to have Dolly whip out her dead brother's Lynyrd Skynyrd Zippo to convert it to a makeshift flamethrower, igniting the inferno that eventually consumes the house.

PREP SCHOOL (2006). Summary: It's the eve of graduation day at the Dwight G. Simpson Survival Academy, a ten-day school for hardcore disaster preppers, when the students are forced to put their new skills to the test. Clevis Bell, a classmate who washed-out on Day Six has returned to take his revenge on the school. Best kill: Clevis stuffs a pocket-sized, inflatable emergency shelter into a student's mouth and then pulls the inflate tab, slowly blowing his victim's head apart as it inflates. Clevis quips "First rule of survival: keep your head clear."

CUT PRICE (1999). Summary: Scream meets Clerks. Set entirely in a Baltimore convenience store during a night shift from Hell, join depressed supervisor Philip, acerbic law student Tracey, and stoner new start Mike as they deal with stick-ups, shoplifters, and supernatural stalkers! Best kill: When mild-mannered vegetarian Phillip wakes from a fugue to learn he has eaten the dead robber's corpse, he cuts open his stomach with a tin can and drinks bleach until it dissolves through his open gut onto the floor.

CLUCK (1998). Summary: In a surreal and unexplained alternative universe, humans are kept as livestock by a creature that is never directly seen on camera. Most of the movie is centered around conversations between the humans about their plight, how they would never wish their caged existence on anyone or anything. Best kill: The shadowy form summons one of the humans, who reluctantly goes. Next, the audience hears a single chop, the sound of a chicken, then sees the silhouette of a headless person run about with liquid spewing into the air.

CRACKERS (1993). Summary: This Disney film gone wrong is about three young animal crackers escaping the slaughter of their box by hiding under the car seat where adventures and new dangers await. Best kill: A toss up between Giraffe's head being bitten off and her still crunchy body flung out the window, and the family dog gulping Lion in one chomp.

DIE SCHOOL (1989). Summary: Masked high school dropout Smiley murders district school teachers with a grading system kill gimmick. Release was briefly popular with under 18s; everyone else wanted to see teenagers being murdered, not the other way around. Best kill: Smiley uses a paper cutter to grade Mr. Kendrick the math teacher with a D... for Decapitation.

TERMITES! (1979). Summary: Scientist Bob Mortiss attempts to make the world a better place by creating a breed of termite that doesn't eat wood. Unfortunately, he gives them a voracious hunger for human flesh! Best kill: Killer termites burst out of a mirror ball onto the packed dance floor of the local discotheque. Off-brand cover of "Staying Alive" plays for entirety of scene.

BRUNCH (2000). Summary: A group of friends meet at an upscale restaurant for brunch. As their server goes around the table getting drink orders, Billy tries to order a Bloody Mary. However, the server can't hear the order because Billy is picking his teeth and holding a compact mirror in front of his face, so he says his order again. Still not hearing him, he repeats "Bloody Mary" a third time. When the food is brought out, the plates are full of the eyeballs, ears, and fingers of the kitchen staff, and the table of friends realize that's not their server. It's Bloody Mary, dressed as wait staff and covered in gore, who then begins to systematically slaughter the diners. Best kill: Trying to hide in the kitchen, Billy's friend Scott has his head pressed into a deli slicer by Mary. Mary turns to Billy, handing him a slice of Scott's face and asks "Good? Or you want it thinner?"

RAINBOW BLIGHT (1989). Summary: A collection of toys from the 1980s have been brought to life in order to do the bidding of a dark sorcerer. The pack of murderous toys, led by Rainbow Blight, includes Hex-A-Sketch, Savage Patch Kid, and Deaddy Ruxpin. Best kill: In what can only be described as a commentary on the braindead consumer culture of the 1980s, Deaddy Ruxpin smashes a victim's head into a large TV.

NOAH'S SHARK (2014). Summary: A horror retelling of the biblical epic where the evil sharks who have escaped God's punishment attack the ark and feed off of the creatures Noah is trying to save. Best kill: Noah sets up his last unicorn to spear the next shark, but the one that leaps out of the water is the giant hammerhead, which "nails" the unicorn through the neck.

CALLED BY EVIL (1956). Summary: A black and white British portmanteau film with the framing device of a family having a new phone fitted in their home. Each of them in turn receives a mysterious call on it, with the caller relating an horrific story to them. Best kill: In the Tea for Two sequence, Edna's body is eventually discovered boiled to death in the urn, after the lovers have already enjoyed their cup...

1372 SARRANTONIO AVENUE (2015). Summary: Found footage. Super dull. Basically nothing happens for the first 80 minutes, but the producer figured out that found footage horror movies with addresses as titles will always get picked up by Amazon Prime. Best kill: The last 90 minutes of your life.

DEATH RATTLE 8: OCTOMOM (2005). Summary: In the eighth installment of the unlikely successful franchise featuring cribbed killers, we enjoy the mass of monsters who claim all manner of victims who visit their mom. Voiceovers include the attempted debut of the multi-voice talents of Joe Pesci and Danny DeVito. Best kill: Mom's new lover steps out of the shower directly onto legos, jumps, then slips and falls, impaling himself on the central stick of a rock-a-stack while sixteen eyes watch glistening in the dark closet nearby.

SLAP MASSACRE (1996). Summary: Taking advantage of the slap bracelet fad, a psychotic tinkerer creates trendy neon bracelets that slap around your wrist—and rip into your delicate flesh with hidden razor blades! Best kill: Brenda "Boots" McMullin skates in to slap the razor collar on the tinkerer, decapitating him in an XTREME bloody explosion.

HARVEST DEATHSTIVAL (1988). Summary: At the 1968 Campbell Falls Harvest Festival, little Johnny Poe was crushed by the stack of food tins collected by the school when he tried to take one from the bottom. Twenty years later, it looks like Johnny's back and collecting donations—of corpses! Best kill: Chuck the jock is chased through a cornfield by a thresher. It's reaaaaaally slow. He still dies.

THE CLEANSING (1981). Summary: A ski-masked 'Nam vet with a machete stalks New York, killing sex workers, people of colour, and gay stereotypes. Writer-director John McMarron later went on to espouse his right-wing political views on a hit talk radio show. Best kill: McMarron's career, currently in its death throes due to allegations of sexual misconduct.

BLACKLIGHT (1933). Summary: Clara (Mary Pickford) is hired as governess for a mysterious Italian noble (William Powell). His young son cannot stand the daylight, but his presence is felt throughout the villa. As his adolescent tantrums grow worse, servants are lost into the shadows. Darkness descends as Clara discovers father and son are far closer than she imagined. A torch-lit last stand in the family crypt make this a classic from the Golden Age of Hollywood.

CODEX KEEPERS

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

Rob Abrazado, Keeper of the Purple Falsehood

Joaquín Aguirrezabalaga, Keeper of the Blood of Lursiss

Vendevogel Alain, Keeper of the Omegatherion of Fasar

Alan, Keeper of the Wanting Widows of Thon the Promiscuous

Zach Alexander, Keeper of the Weeping Cells

John Alexander, Keeper of the Child Whose Face is a Mirror

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 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

André Bogaz e Souza, Keeper of the Refined Rose Dust of Daar Angúl

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

Darren Brockes, 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

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

Philippe Delmott, Keeper of the Last Light of St. Lannen the Pure

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

Simone Di Rubbo, Keeper of the Goddess in the Letters

Mark DiazTruman, 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

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

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

Richard Evans, Keeper of the Milk Caves

Joshua Faller, Keeper of the Shrine of Melchior

Luis Farebrother, Keeper of the Songs of Satyrn's Sounding

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

Eddie Hardy, Keeper of the Crown of Good King Edwall

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
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
Fada Joe, Keeper of the Skull Which Catches the Blood
Wright Johnson, Keeper of the Cliff of the Crying Saints
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
Martin Larsson, Keeper of the Mutinous Younglings
Rolan Le, Keeper of the Starlit Tomes of Astromancy
C Leary, Keeper of the Dreary Island
Dirk Leichty, Keeper of the First Lines
Petri Leinonen, Keeper of the Cavernous Bile Ducts
Arthur Lender, Keeper of the Dire Pigs of Moloch
Daniel Lewis, Keeper of the Unspeakable Fixation
David Lewis, Keeper of the Titan's Skull
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