

# Codex

The Gauntlet's monthly RPG zine



# DRIFTHOUND

A CARD-BASED STORY GAME FOR 3 TO 6 PLAYERS, BY LUIZ PAULO FERRAZ



- > YOU WILL NEED A REGULAR DECK OF
- > **PLAYING CARDS WITH A JOKER**, AND A
- > **TIMER THAT CAN COUNT DOWN FROM UP**
- > **TO 60 MINUTES.**
  
- > THIS GAME WAS INSPIRED BY THE SHORT
- > AND EASY JAM, SO YOU SHOULD BE ABLE
- > TO PLAY IT IN LESS THAN 2 HOURS.
  
- > THANK YOU TO PLAYTESTERS **LORENA**
- > **PIÑEIRO, THALES FONSECA,** AND
- > **VANESSA RAPOSO.**
  
- > **THEMES:** CONFUSION, EMERGENT
- > CHARACTER CREATION, TENSION,
- > SUSPICION, VIOLENCE, DEATH, REGRET.

## Playing Online

**Setup:** Have each player split their screen in four windows: one for the video call, one for the rules, and one for each of the resources listed below.

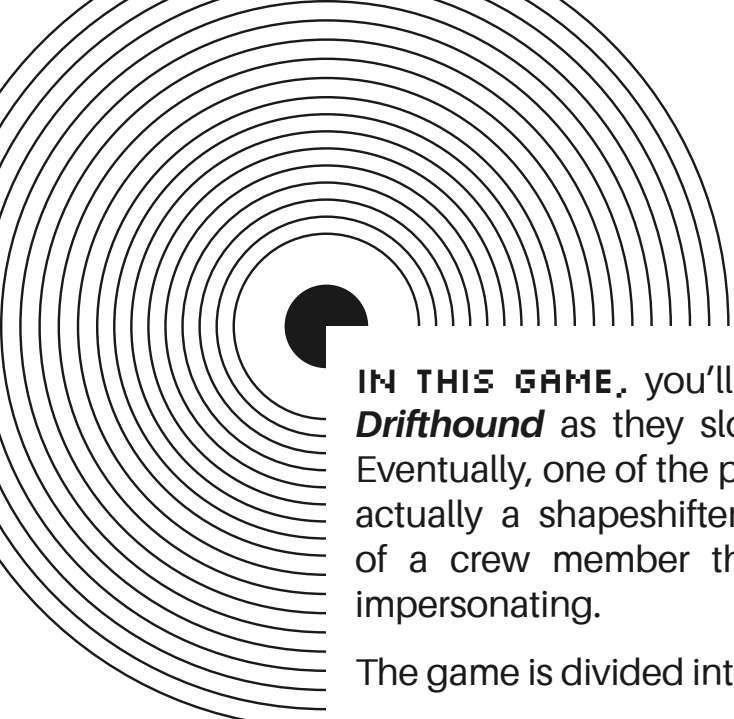
**Cards:** You can use <http://playingcards.io> to create a simple board with a deck that has no Joker. Players should draw their cards in the open and then move them to their "hand" on the bottom section of the screen. Once it's time to add the Joker, access Edit Mode, click on the deck, add the Joker card, go back to play mode, draw one card from the deck (it will be the Joker), and press Recall, which will shuffle the Joker (as well as any loose cards on the table, so make sure everyone has safeguarded their hand in the white box) into the deck. **DO NOT PRESS RECALL ALL! AT ANY POINT!**

**Timer:** You can use <https://cuckoo.team> for access to a shared timer that allows for pausing and resuming the countdown.



ALL OF US WERE ABOARD THE SPACESHIP  
**DRIFTHOUND**. SOMEHOW, A SHAPESHIFTING  
 INVADER INFILTRATED THE SHIP AND STARTED  
 TAKING OUT THE CREW. IN A DESPERATE ATTEMPT  
 TO UNCOVER THE INVADER, WE, THE LAST  
 SURVIVING CREW MEMBERS, SET OFF SAFETY  
 PROTOCOL SIGMA AND LOCKED OURSELVES IN  
 THE SHIP'S VAULT. WE WERE GOING TO SOLVE  
 THIS MESS ONCE AND FOR ALL.

THEN, AS A DESPERATE LAST RESORT, THE  
 'SHIFTER USED THEIR MENTAL POWERS TO SEND  
 A POWERFUL MEMORY BLAST THAT KNOCKED  
 OUT EVERYONE IN THE VAULT, INCLUDING  
 THEMSELVES. ALL OF US ARE WAKING UP NOW,  
 AND WE CAN'T REMEMBER ANYTHING...



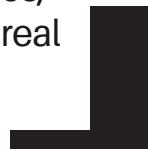
**IN THIS GAME,** you'll play the surviving crew of the *Drifthound* as they slowly recover their memories. Eventually, one of the players will remember they are actually a shapeshifter using the stolen memories of a crew member they killed and are currently impersonating.

The game is divided into three phases:

- ✧ In **Phase 1**, you'll establish facts about your characters as their minds start clearing up. At a certain point, the ship will alert you about the Safety Protocol that was activated before the collective memory wipe, and then you'll enter Phase 2.
- ✧ During **Phase 2**, a timer will start and the tension will grow between the characters as they confront each other with questions about themselves. One of the characters will remember they are actually the shapeshifter.
- ✧ Eventually, the tension will get too intense for the characters to keep focusing on their memories, and you'll enter **Phase 3**, where the characters get desperate. At this point, the possibility of killing another character becomes available.

**The game ends when the Safety Protocol timer runs out, or when the shapeshifter is killed.**

This game should not be treated as a competition. The goal isn't for the crew players to strive for victory over the shapeshifter, but to gradually create compelling characters and play out tense and dramatic dialogues. Some possible endings may seem like "victories," while others may seem like "failures," but the real achievement is creating an entertaining story.



## Playing the Game

**REMOVE THE JOKER(S)** from the deck and shuffle it. We'll call this the **Memory Deck**. Set one of the Jokers aside—you'll need it later. All players will draw from the same Memory Deck.

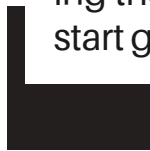
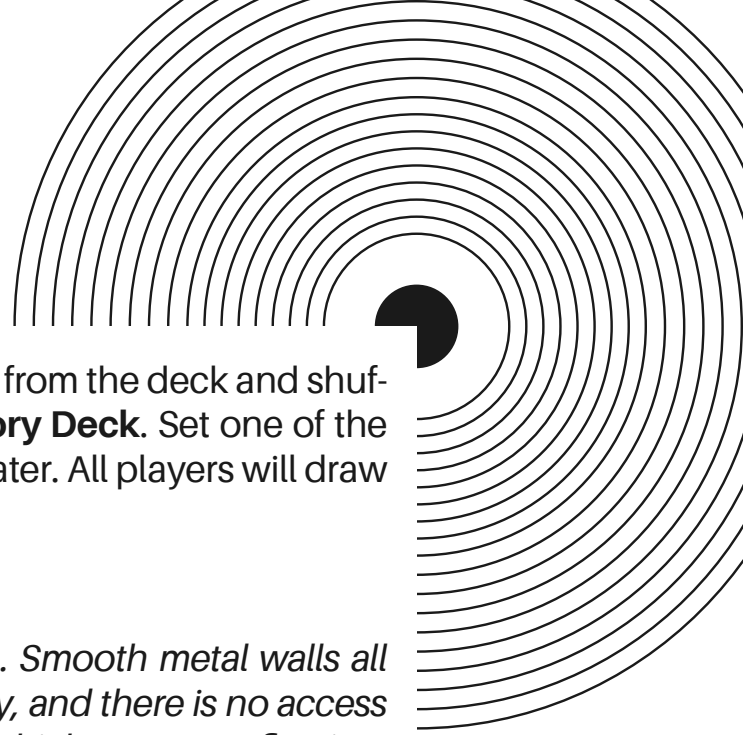
### Phase 1

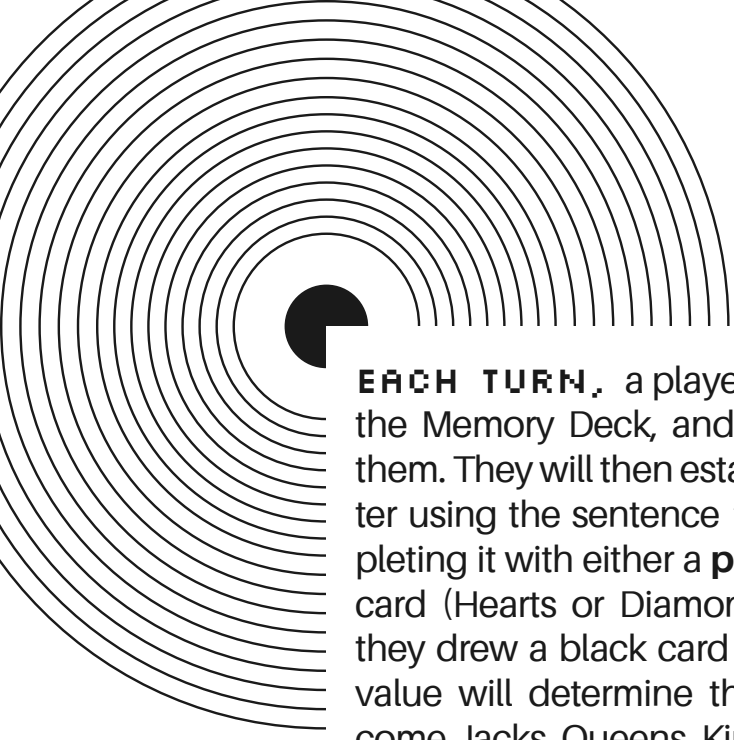
*There is nothing in this room. Smooth metal walls all around. The door looks sturdy, and there is no access panel. There is nothing with which to see a reflection. I don't even remember the color of my eyes. I start checking my pockets.*

#### Principles:

- Establish details about your character that give them nuance and complexity
- Add to the setting and ship's past as you go
- Never establish any direct links with the other characters or determine facts about them (your shared memories have been scrambled)
- Make characters with worldviews and personalities that clash with the others
- Be interested in the others, but from a distance

In this Phase, the characters are just waking up after the mind blast. They're starting to figure out who they are by looking at and feeling their bodies and checking their belongings. The player who is most eager to start goes first, and then play moves around in a circle.





**EACH TURN,** a player will draw a face-up card from the Memory Deck, and set it on the table in front of them. They will then establish a fact about their character using the sentence “*I just remembered...*” and completing it with either a **personal fact** if they drew a red card (Hearts or Diamonds), or a **professional fact** if they drew a black card (Clubs or Spades). The card’s value will determine the fact’s importance (after 10 come Jacks, Queens, Kings and Aces, in that order).


**Personal facts** refer to the character’s look, their interpersonal relationships, significant moments in their life, their opinions, and their beliefs.

**Professional facts** refer to the character’s position within the ship’s crew, what they did before joining the crew, how they learned their skills, how they chose their profession, and meaningful events from their career.

There is bound to be some overlap between the two categories when establishing facts, and that’s fine.

*It may seem weird for the characters to say some of the facts out loud, but that’s part of the game. As players, you’ll always have one foot out of the door when playing your character, since you’re not just acting out what they’d do—you’re creating a story with an audience (your fellow players) in mind. So we’ll forgive a lack of verisimilitude if it allows us to more easily step into a tense, dramatic situation. Just blame the mind blast.*

**Once every player has drawn 6 cards, Phase 1 ends. Time for The Alert.**



**AT ANY MOMENT, YOU CAN ESTABLISH YOUR CHARACTER’S NAME AS PART OF A FACT.**



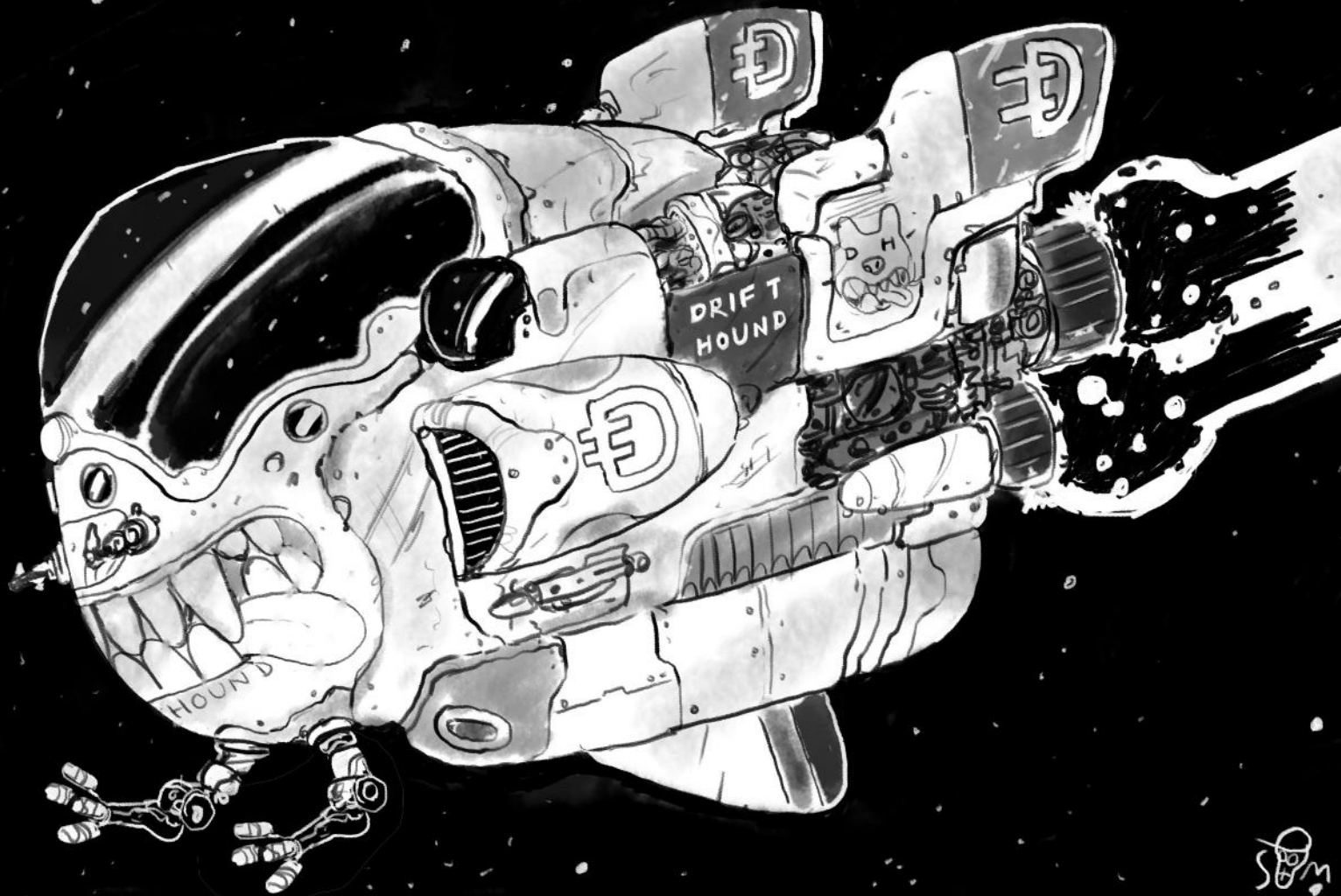
# Guidelines for Establishing Facts

## RED

- 2** PHYSICAL APPEARANCE, SIMPLE OPINIONS, PUBLICLY AVAILABLE INFORMATION, PERSONAL STYLE.
- 3**
- 4** SIMPLE FACTS THAT ANYONE CAN SEE OR THAT GET CASUALLY MENTIONED IN A CONVERSATION.
- 5**
- 6** PERSONAL BELIEFS, FAMILY LIFE, ROMANTIC LIFE.
- 7**
- 8** PRIVATE FACTS YOU WOULD TELL A FRIEND OR CLOSE ACQUAINTANCE, THINGS YOU MAKE NO EFFORT IN HIDING BUT AREN'T FORTHCOMING IN REVEALING.
- 9**
- 10**
- J** SAME AS ABOVE, BUT MUCH MORE INTENSE.
- Q** CONTROVERSIAL THOUGHTS AND SHOCKING MOMENTS FROM YOUR PAST.
- K**
- A** FACTS YOU WOULD NORMALLY ONLY REVEAL AFTER VERY CAREFUL CONSIDERATION OR IN EXTREME SITUATIONS.

## BLACK

- 2** POSITION IN THE CREW, GENERAL SKILLS, LINE OF WORK.
- 3**
- 4** SIMPLE FACTS THAT ANYONE CAN SEE OR THAT GET CASUALLY MENTIONED IN A CONVERSATION.
- 5**
- 6** PREVIOUS JOBS, CAREER GOALS, WHAT YOU SPECIALIZE IN, WHY YOU'RE IN THIS LINE OF WORK.
- 7**
- 8** PRIVATE FACTS YOU WOULD TELL A FRIEND OR CLOSE ACQUAINTANCE, THINGS YOU MAKE NO EFFORT IN HIDING BUT AREN'T FORTHCOMING IN REVEALING.
- 9**
- 10**
- J** SAME AS ABOVE, BUT MUCH MORE INTENSE.
- Q** CONTROVERSIAL THOUGHTS AND SHOCKING MOMENTS FROM YOUR PAST.
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## THE ALERT

A HIDDEN COMMUNICATION BOX FILLS THE VAULT WITH THE SMOOTH MONOTONE OF THE COMPUTER'S VOICE:

"SAFETY PROTOCOL SIGMA IS STILL IN EFFECT. FINAL COUNTDOWN FOR SELF-DESTRUCTION INITIATED. THE PROTOCOL CAN ONLY BE SUSPENDED BY [TERMINATING] THE [SHAPESHIFTING INVADER] WHO IS [TRAPPED IN THE VAULT WITH THE SURVIVING CREW]."

A PANEL SLIDES OPEN TO REVEAL BIG RED NUMBERS ON A BLACK SCREEN—A TIMER.

AT THIS POINT, THE CHARACTERS ARE INFORMED OF WHAT YOU, THE PLAYERS, ALREADY KNEW—AND THEN SOME. SET A COUNTDOWN TIMER OF 10 X [NUMBER OF PLAYERS] MINUTES. MAKE IT VISIBLE TO EVERYONE, BUT DON'T START IT NOW.

TAKE THE REMAINING CARDS IN THE MEMORY DECK AND SHUFFLE THE JOKER AMONG THEM.

THEN, MOVE ON TO PHASE 2.

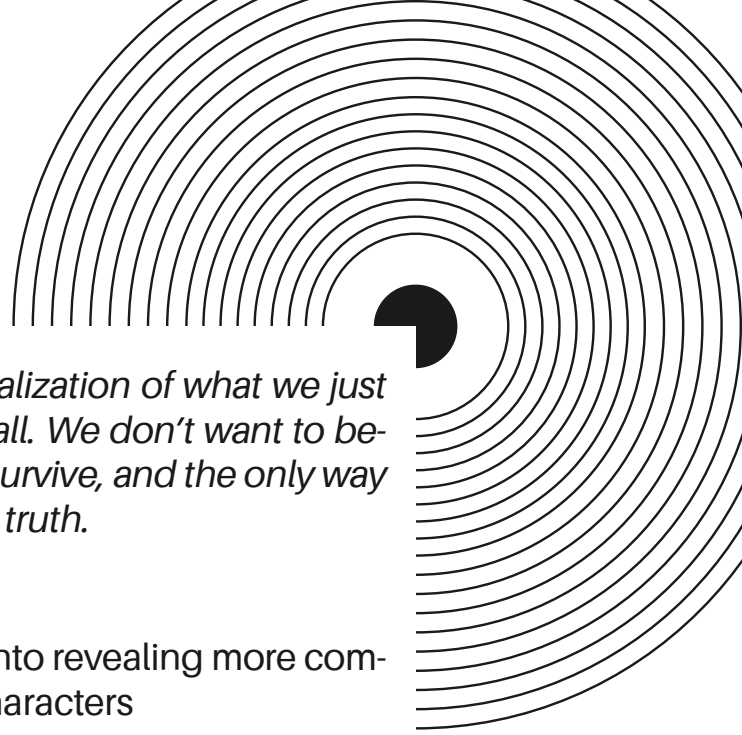
## Phase 2

*We look at each other, the realization of what we just heard slowly dawning on us all. We don't want to believe it's true. But we want to survive, and the only way to do that is by finding out the truth.*

### Principles:

- Prompt the other players into revealing more compelling facts about their characters
- Reveal shocking details about the setting and the ship
- Openly cast doubt on the other characters' revelations as suspicion grows
- Hold off on physical conflict

In this Phase, players will continue drawing cards and establishing facts, but some things have changed. Firstly, they can only answer what they are asked. Secondly, there is a chance a player will find out they are the shapeshifter after every draw.






**READ THE RULES BELOW. Once everybody understands them, start the countdown timer.**

Keep following the turn cycle, but instead of drawing a card on their turn, each player will confront one of the others with an in-character question that **can't** be answered with “yes” or “no.” The player who got confronted will then draw three face-down cards and choose which one of them they'll play to answer the question. They don't have to strictly adhere to the card's color, and the value now dictates how much information they'll include in their answer. Make sure to spread the questions around as evenly as possible.


After playing a response, discard the remaining cards face-down in a personal pile—they will become each player's **Survival Deck** (which will be crucial in Phase 3). Each player must keep the cards in their Survival Deck secret from the rest of the group.

If a player draws a **Joker**, that means they're the shape-shifter. The Joker must go into the Survival Deck. The player must keep their truth secret by establishing compelling facts about their character's fake identity to avoid being terminated by the ship's crew.

At one point, there will only be two cards left. As usual, a player will be confronted, draw the cards, play one, establish a fact about their character, and put the other one in their Survival Deck—but then they will pause the timer. You will enter the last phase.



IF THE TIMER REACHES 10 MINUTES AND THERE ARE STILL CARDS LEFT TO DRAW, PAUSE IT, DISTRIBUTE THE REST OF THE MEMORY DECK EVENLY, GIVE EVERYONE A MOMENT TO ORGANIZE THEIR SURVIVAL DECK AND SEE WHETHER THEY'VE DRAWN THE JOKER, AND THEN END THE PHASE.



## Phase 3

*Time is running out. We have to figure this out already. I feel the weight of the blaster gun hanging from my belt. Everyone else has weapons, too. Who do I shoot? What if I'm wrong? Why won't they stop getting on my nerves so I can THINK?*

### Principles:

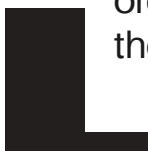
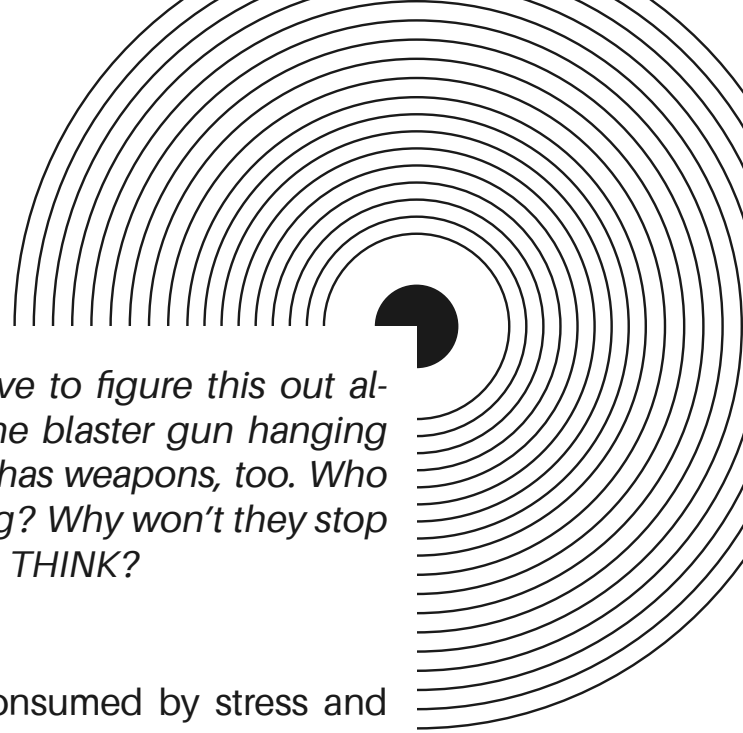
- Let your character get consumed by stress and desperation
- Have the tension built over Phase 2 finally explode
- Fight for survival and/or the preservation of innocent life


This is the point where people start snapping, and the weapons come out.

**Read the rules for Phase 3. Once everybody understands them, resume the countdown timer.**

Clear everything from the table except for the timer and the Survival Decks. The stress of the decreasing timer is getting to the characters, and they can't remember anything new with all the adrenaline pumping through their veins. Things are about to get messy.

In this phase, the players will fully step into their characters' shoes and start making accusations to figure out which of them is lying. Stay in-character as much as possible, and use the facts established so far to escalate the situation. You don't have to follow the turn order anymore, but be mindful of other players' time in the spotlight so everyone gets to be a part of the mess.





**FROM NOW ON**, all characters can use lethal force. If a character decides to try and kill another character at any point, they will begin a **Deadly Struggle**—a violent action scene.

The attacking player names a target and chooses a card from their Survival Deck to play. Then, following the turn order, the other players will pick and play cards from their decks to determine their character's reaction. A player can choose not to play a card as well.

If they play a card of lower value or no card at all, they don't react—either by choice or shock.

If they play a card of equal value, they delay the attack by struggling with the attacking character.

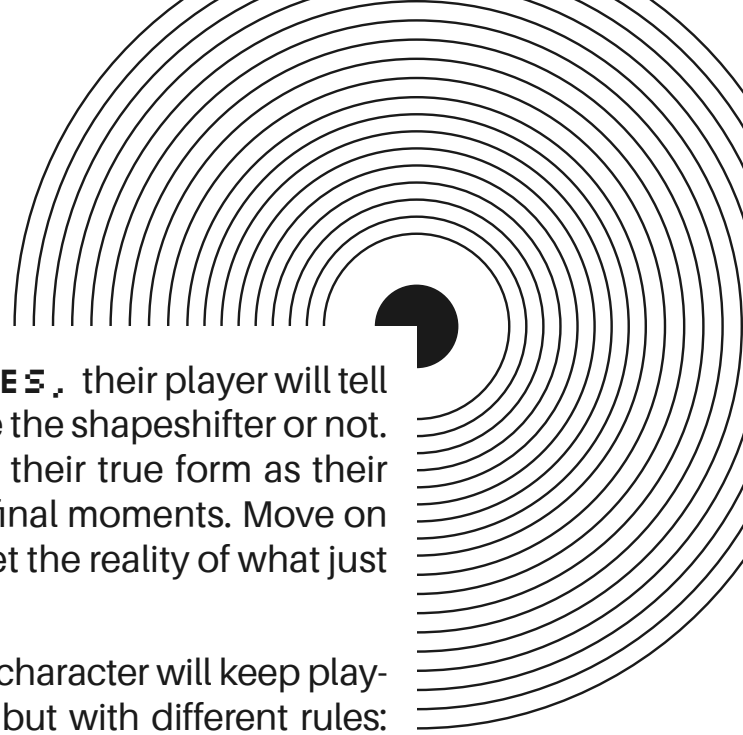
If they play a card of higher value, they kill the attacking character.

If no one has died after everyone else has played a card, the attacking player can back out or keep attacking by playing another card, restarting the cycle. A Deadly Struggle ends when the attacker backs out or when someone dies.

IT IS PERFECTLY VALID TO TRY AND KILL ANOTHER CHARACTER NOT BECAUSE YOU BELIEVE THEM TO BE THE SHAPESHIFTER, BUT BECAUSE THEY'VE SAID SOMETHING THAT PUSHES YOUR CHARACTER PAST THEIR LIMIT. DO THINK OF THE CONSEQUENCES OF POSSIBLY KILLING AN INNOCENT IN THIS SITUATION, AND DON'T USE VIOLENCE FREELY. MAKE IT MEANINGFUL.

REMEMBER THAT AFTER 10 COME JACKS, QUEENS, KINGS, AND ACES, IN THAT ORDER.

THERE MUST ALWAYS BE AT LEAST ONE CARD IN EVERY PLAYER'S SURVIVAL DECK. IF THEY ONLY HAVE ONE CARD LEFT, THEY CAN'T PLAY IT UNLESS THEY ARE PARTICIPATING IN THE FINAL STRUGGLE. OTHERWISE, THEY DEFAULT TO THE "PLAYED NO CARD" OPTION OF THE DEADLY STRUGGLE.



**WHEN A CHARACTER DIES**, their player will tell the others whether they were the shapeshifter or not. If they were, they'll describe their true form as their body changes back in their final moments. Move on to the Epilogue. Otherwise, let the reality of what just happened sink in.

The player who just lost their character will keep playing with their Survival Deck, but with different rules: Now, they can play any card they have left, regardless of number or suit, to establish new facts about the other characters and the setting. They have to respect the facts already established, but they can add to them in a way that impacts the other players. The goal is to keep the fiction vibrant, compelling, and dramatic.

**WHEN THERE ARE** only two characters left, their players must keep the identity of the shapeshifter hidden from the group and move on to the **Final Struggle**. The two players will pick the highest card left in their Survival Deck, and play them at the same time. In this case, there can be no tie. If the cards played have the same value, decide who lives by checking the suit: hearts beats diamonds beats spades beats clubs. If the only card left for the shapeshifter is the Joker, they lose.

There must always be a Final Struggle, since the ship's safety protocol will not open the door until the shapeshifter has been terminated.

**Once the Final Struggle has been resolved, or the countdown timer reaches zero, move to the Epilogue.**





## Epilogue

### **Scenario 1**

The shapeshifter is eliminated before the timer reaches zero

*The big metal door slides open. I step around the blood and walk out. As the adrenaline fades, the rest of my memories come flooding back. There are things I wish I could forget.*

The players with surviving characters narrate a brief description of what life is like for their characters after going through this traumatic event. If the players with deceased characters introduced living side characters during the game, they each narrate a brief scene of what one of them is doing just before receiving word of the incident. The shapeshifter's player should do the same for a side character who had a connection to the crew member they'd been impersonating.

### **Scenario 2**

The shapeshifter survives

*They are all gone. The countdown continues. It is so quiet now.*

The shapeshifter's player gives an internal monologue, informing everyone of their final thoughts just before the countdown reaches zero and the ship explodes (ignore the actual timer at this point). It's a great opportunity for the shapeshifter to disclose their motive and show their true personality.

Then, play out Scenario 3.

## Scenario 3

The timer reaches zero

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> [NEWLANDS STATION TRAFFIC REPORT] ALL  
> SHIPS AVOID QUADRANT BRT, SECTION 141.  
> A SHIP HAS EXPLODED. CLEAN-UP CREW  
> EN ROUTE.
```

If the players introduced living side characters during the game, they each narrate a brief scene of what one of them is doing just before receiving the news of the explosion. The shapeshifter's player should do the same for a side character who had a connection to the crew member they'd been impersonating.

### Debriefing - It's Full of Stars

After the story concludes, take a short break, and then talk about the game.

Give **stars** to the people who made the experience entertaining (you just have to say, "A star to [player] for [cool thing they said or did]"). Make comments about the story you might have saved for yourself throughout the game. Really take a step back and look at what you all made together.



# Save Us From This Perilous Void

New occupations, backgrounds, drives and saints.

## Stars & Charts

A dozen discoveries on the open sea.

## That Silent Howl

A raiding party finds more than treasure  
on this deadly nautical incursion.



# TROPHY

MIKE MARTENS

# Save Us From This Perilous Void

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The following are new options for seafaring treasure-hunters, whether venturing into *That Silent Howl* or stranded amid unforgiving dirt and flora in any other session of Trophy.

## OCCUPATIONS

Captain (*skilled in commands, negotiation, sacrifice*)

Carpenter (*skilled in fortification, repair, tools*)

Cook (*skilled in food, inventory, poison*)

Deckhand (*skilled in orderliness, service, strength*)

Marine (*skilled in athletics, ropes, weaponry*)

Navigator (*skilled in charts, stars, weather*)

Salvager (*skilled in appraisal, dismantling, history*)

Surgeon (*skilled in amputation, anatomy, disease*)

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# SAVE US FROM THIS PERILOUS VOID

## BACKGROUNDS

Accomplished Thief (*skilled in breaching*)

Complotting Broker (*skilled in lore*)

Estranged Heir (*skilled in valuables*)

Failed Pilgrim (*skilled in saints*)

Fleeing Refugee (*skilled in hiding*)

Injured Whaler (*skilled in hunting*)

Retired Admiral (*skilled in connections*)

Unexpected Automaton (*skilled in perseverance*)

## DRIVES

Create life by your own design

Fund a voyage to the edge of the world

Get far, far away from the forest

Locate the Company's missing founder

Preserve the body of your dearest Vess

Procure weaponizable magics

Purchase your old crew's freedom

Return biological discoveries to the Academy

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## SAVE US FROM THIS PERILOUS VOID

Choose up to 3 of the following saints, which function similarly to Rituals. You've done dubious things in fealty to them, expecting some whisper from the heavens and often hearing only mute silence in return—increase your starting Ruin by 1 for each. The effect does seem delivered more faithfully when accompanied by intense foci: a hymn, flagellation, oblation, or the like.

### SAINTS

St. Antonia the Living Elegy (*appear as the deceased*)

St. Barthus the Immolating Beacon (*engulf your body in flame*)

St. Exodias of the Leviathan (*draw forth a beast of the deep*)

St. Gliv of Night Travelers (*move untraceably through darkness*)

St. Rosslyn the Null Walker (*walk without gravity's pull*)

St. Torii of the Drowned (*breathe underwater*)

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# Stars & Charts







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A dozen discoveries when delving into the navigation equipment of the flagship of the East Passage Company.

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**Stars:** Telescopes and astrolabes might reveal the following.

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-  The constellation of St. Gliv is missing its eyes, an omen of losing one's way at sea. Cling to this instrument if you want any hope of surviving this night.
  -  The distant planet Tandis has reached its culmination. Your homeland has strong superstition about this moment. What is it? Do you believe in it?
  -  The edge of the waning moon holds a red cast... It is "the thieves' glimmer," and wariness for the things one values is the only way to move forward.
  -  The final star in the constellation of St. Torii, has dipped below the horizon. Her followers believe she can only be called on when submerged.
  -  This device shows nothing. Even your naked eye sees more. Checking to determine if something is wrong, you find the name of the Company's missing founder etched in its side.
  -  Instead of the dark sky over the Salt Sea, you see the canopy of Kalduhr. It seems you can even feel the warm breeze and hear the shuffle of leaves, but when you remove your eye there is just the dead, windless cold of your current predicament.
- 

**Charts:** Maps and records might reveal the following.

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-  The course of the Nicodemus is clearly marked, from the mouth of the Naveh River to your current location. The destination appears familiar to you: Why?
  -  A series of notes are tucked under the page you were examining. Many are in unfamiliar languages, but the one you can read ponders whether this voyage should be completed or if the Nicodemus should simply be scuttled with crew and cargo still on it.
  -  The document is covered in sketches of familiar creatures in strange form, as if drawn directly from a nightmare... Twisted, dark, ridged, and intensely contrasted, but somehow recognizable.
  -  You find a dedication signed by the admiral of the East Passage Company, Eloise Bourel. "Godspeed, you pale rider. You'll never want for reward again, so perhaps this is goodbye as well."
  -  A map is marked with annotations for countless locations, inventorying the quantity of coin and notable treasures obtained in each. Many are smeared and illegible, but one catches your eye, clear as day.
  -  Scrawled across the more rational data is a note in dried blood, "Speak our cargo. That muted visage calls."
-

## INCURSION

# That Silent Howl

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*“The sea is nothing except the plane that severs the heights from the depths, a turbulent void which seeks us separated from our ships, from our crews, and from ourselves.”*

– Admiral Eloise Bourel, East Passage Company

The boarding of the *Nicodemus* opened with a strong gale—smashing your raiding ship, the *Ribald Fowl*, into its prey—and ended with the singed clouds of battle suspended around the battered vessels, a crimson fog of sulphur in the falling sun. As if a harsh penance for targeting the most renowned of the East Passage Company’s merchant fleet, the wind died as the battle labored on. After the final howls of the gnarled crew of the *Nicodemus*, neither torn sails or the Salt Sea itself shows an inkling of life.

With the sun ceding its daily claim on the heavens, a horde of envious stars creeped forth—a milky slurry fermented with constellatory pacts. Beneath, like black glass, the untampered sea reflects its entirety with unfathomable precision, suspending in a seemingly infinite void the *Nicodemus* and the *Ribald Fowl*—hobbled and lashed together, their fates now intertwined.

The treasure-hunters have two aims on their minds: survey their loot and repair one or both ships.

### THEME

Void

### MOMENTS

- ◇ Another East Passage Company ship can be seen in the distance, its sails limp as it signals seeking a report on who won the earlier battle and promising aid (or recompense) once the wind returns.
- ◇ Bodies line the upper deck in rows like irrigated crops, and as you pass by, you notice the motion of larvae nibbling at open wounds.
- ◇ Staring overboard at the black water lapping against the vessel, you seem to see empty patches moving along the hull.
- ◇ A mangy-but-cute ship cat nuzzles up to your legs. It soon bursts open with a larva.

## INCURSION: THAT SILENT HOWL

- ◇ A powerful crack splits the air as a mast breaks and crashes onto the deck of its ship. Some are caught beneath its giant tattered sail.
- ◇ A severely injured crew member struggles with a larva hellbent on entering their mouth, ripping at and squeezing its body and spraying acidic bile across the deck.
- ◇ A dark patch of ink on a drenched map flows across the canvas, engulfing whole regions with its hue.
- ◇ The rolling landscape of flickering stars fills you with a deep dread of insignificance. This all seems infinitesimal, like a marginal illumination on a single page in a vast library.
- ◇ A soot-covered prisoner with a broken arm and leg lunges awkwardly from between storage crates, thrusting a dagger that demands attention with its beauty.
- ◇ A pack of adult creatures sit, unmoving, outside a hold like patient hounds, staring in with eyeless faces.
- ◇ A flock of migratory birds fly overhead. As they approach, they break formation into two wide lines avoiding entering the perimeter of the ships.
- ◇ The weakened floorboards of a store filled with coin collapse, pouring the treasure and anyone inside downward into a locked, half-flooded hold.
- ◇ A face you recognize stares out directly at you from inside the folds of the queen. It smiles and licks its lips.

## CONDITIONS

- ◇ A maggot incubates inside your body. You feel it twist and turn, and fear what the others might do if they were to find out.
- ◇ Apart from reality, you believe you can smell a maggot incubating in a companion's body.
- ◇ You are convinced your companions are all secretly automatons.
- ◇ You no longer believe yourself to be a living being.
- ◇ The whispers of a lost companion persistently follow you.
- ◇ A drip of the creature's fluid has burned and cauterized a hole through your body.
- ◇ The sea calls like a siren, demanding you. You bind yourself to fixed objects to prevent a weak moment from claiming you.
- ◇ Sea water is all you can drink. Naturally, it never quenches.
- ◇ Your eyes are black as night. You see dark as light, and light as dark.
- ◇ You have no patience for prayers to the gods and saints, silencing any who call to them.

## INCURSION: THAT SILENT HOWL

- ◇ You seek to destroy all records of where you have come from, feeling it will free you from the burden of your history.
- ◇ Memory of your background only serves you when associated record of it can be referenced.
- ◇ You keep to shadow, dousing light wherever it prevents your sanctuary.
- ◇ You cover yourself in the blood of the slain to prevent your own tracking.
- ◇ You grow convinced the road to absolution means giving the spoils of the *Nicodemus* to the sea.
- ◇ A specific creature stalks you but will not harm you.
- ◇ The smell of bile overwhelms you with hallucinations of a long-passed time in your life.

### THE CREATURE

*NOTE: This information shouldn't necessarily be revealed to the treasure-hunters, but is provided to give GMs a better sense of the lifecycle and role of the creature.*

The creatures found aboard the *Nicodemus* were developed through dark science amidst the crooked bark of Kalduhr—they exist as a tool precariously held in check, commissioned to end an unwinnable war down the Naveh River and far across the Salt Sea. They are pure predators, conjured and bred to wipe out entire species, quickly and with little discrimination.

The lifecycle of the creature begins in the form of six-inch **maggots**, seeping from the bile-filled egg sacs of a queen, entering the bodies of biological hosts as they sleep.

There, the creatures incubate, accumulating soul and flesh alike as they assemble an architecture for their adult hybrid form. This modeling provides them an innate sense of the pursuit and slaughter of the host species. Encoded for this hunt, the **larvae** then forcibly exit the host body, prepared to rapidly grow.

Over the course of hours, these spidery spawn expand into their inky black, fully developed **adult** forms, merging their own form with traits of their assigned prey. Their bones are a silvery metal, the only surface in their bodies that openly reflects light. Their bodily fluid is a thick, faintly pearlescent oil: on immediate exposure to air, it burns through most organic material, making the creatures a fatal threat even when harmed. Over time it thickens into a far-less acidic form, forming a sticky shimmering goo.

The **queen** represents the purest form of the creature, but fiercely seek singular rule. Once dominance is established, egg sacs begin developing across the queen's expanding body. Unintended by the creature's creators, subsequent generations of queens develop an appetite for the consciousness of their initial



## INCURSION: THAT SILENT HOWL

prey. Rather than digesting her provisions, a queen sustains segments of them as part of her body... Whatever minds her victims retain experience memories of the lineage while being largely overcome in a euphoria of empty endlessness. Their mouths may whisper, but they will not scream.

### RING 1

**TERRORS:** The boarding party was a bloodbath for both sides, but a few prisoners have been taken on the *Nicodemus* and some badly injured crew tend their wounds on the *Fowl*. The *Fowl's* cook has absconded with exotic-looking provisions and concocted a bone broth stew. As dinner is served, the crew—in high spirits—rib each other over their sordid pasts.

One crew member responds to a treasure-hunter exaggeratedly—in coarse laughter or dazed aggression—before collapsing to the ground. A few moments later, in a seizure-like state, the unconscious crew member begins clawing in panic at the base of their rib cage. Whatever the treasure-hunters feel they are resolving, the following occurs. (Any rolled actions to aid the crew member should determine if and how the infliction inadvertently extends about the *Fowl*.)

Ivory spider legs pierce through the crew member's skin, tearing back into the victim's flesh in tandem with their own hands. After carving an opening, the legs invert outward, suspending a tankard-sized thorax. The creature makes shrill chirping noises and its body pulses—pained by rapid growth. It aggressively wants space and scurries quickly. A number are likely gestating in the bodies and corpses still occupying the ships.

**TEMPTATIONS:** In these initial moments, the treasure-hunters are ravenous and tired, having fought an arduous battle. The *Nicodemus's* holds have not yet been explored, but other crew members whisper about the hefty locks and volumes of inventories they caught glances of during the skirmish. The *Nicodemus* is also plainly superior to the *Fowl*, and if forced to choose between the two vessels, it'd clearly be an upgrade.

### RING 2

**TERRORS:** Presaged by electric tendrils scabbling across the sky, a storm breaks the serenity of the void with sublime violence. Cold, salty waves rush knee-deep across the decks, and the severely hobbled *Ribald Fowl* smashes against the hull of the *Nicodemus* with each blow—threatening to drag both ships into the abyss. Every movement above deck threatens to claim the crew

## INCURSION: THAT SILENT HOWL

members. Meanwhile, below deck, structural wounds seep the sea's black brine into the ship.

TEMPTATIONS: The Company's complex navigational equipment scatters from the deck-level cabins and threatens to plunge into the void. Meanwhile, ornate and alluring rarities tumble about the decks of the *Nicodemus*, washing past treasure-hunters. The chaos of the maelstrom could provide a surreptitious chance to sweeten a treasure-hunter's share.

### RING 3

TERRORS: The fodder of thunder drifts into the horizon as the seascape settles into equilibrium. The lingering chop of the water's surface dizzyingly scatters its celestial reflection, and the treasure-hunters' attention has turned to inventorying the ill-omened spoils of the *Nicodemus*. Although naturally disarrayed by the torrent, the hunters discover tools and relics conspicuously damaged, disassembled, and missing by unnatural means... A glint of self-reflection would be enough for a treasure-hunter to realize the storm provided plenty of opportunities for freelancing among the *Ribald Fowl's* crew-mates.

Any prisoners unattended during the storm have disappeared from their restraints—although the shredded remnants of at least one body suggest this was not a rapturous opportunity for them. Anyone still paying mind to the ship's seaworthiness would also notice holes burned cleanly through boards and beams. The hallmarks of sabotage are all here.

TEMPTATIONS: Among the disheveled objects were likely many of particular significance to the individual hunters. This is particularly clear in the volumes of inventory and annotated cartography once stuffed into desks in the officers' quarters.

### RING 4

TERRORS: Separated among the holds of the *Nicodemus*, the treasure-hunters begin sensing something beyond their expectation is on the ship. Deck planks creak in unnatural ways, accompanied by sharp hisses and deep screeches. Acidic smells waft through corridors seemingly without source. Shadows shift unexpectedly.

An escaped prisoner crosses paths with at least one of the hunters, their arm severed and dripping profusely despite a makeshift tourniquet. As this Company member backs away in desperate fear, a heavy obsidian clump falls to the deck floor from the darkness above. It silently unfolds upright: a full-grown

## INCURSION: THAT SILENT HOWL

creature with a twisting predatory body that reflects only a few catches of light; silver teeth bare, dripping with thick, glassy liquid. A tail of segmented blades curls into the air before piercing the torso of the Company member in a whiplike motion. A pack of creatures have been prowling the decks, concealed in shadow, and now expose their positions, slaying challengers and herding the rest downward toward each other and the ship's lowest hold.

**TEMPTATIONS:** The *Nicodemus's* lowest ballast-level hold sits behind a perplexingly constructed vault door, an enormous, bulkhead-to-bulkhead, deck-to-deck, bulbously-carved face. Thick soot ropes stretch from between its lips to iron cleats around the space, tethering the gate shut. However, a fresh, heavy crack splits through the right side of the face, passing like a scar over a space where a polished ebony eye has been dislodged. That eye rolls along the floor planks with the pitch of the ship. The gap itself sits blankly dark... an unlit portal to this deepest compartment. Within its hollow stare, the hunters can feel a voice deep in their minds beckoning them through.

### RING 5

**TERRORS:** The final hold practically suffocates with a warm musk. Sludgy tissue drapes and piles throughout the dark room. Although concealed in the void of light, the space is dominated by a hulking queen, sacs of eggs bubbling beneath patches of translucent flesh. She wants life and soul to feed her power, but cannot gather it for herself. A shrill mental reverb emanates from her massive, elegant skull... relieved only when someone approaches her maw, whether by their own will or through another's. This is not something that the hold's disembodied temptations would leave unrealized to the treasure-hunters.

**TEMPTATIONS:** Human faces protrude from the queen's folds, whispering memories of the forest and its horrible magicks. When engaged, they ask about the state of the stars, reflecting on the seeming eternity they have been part of the queen. Most promise peace, wisdom, and endlessness. One demands to be killed.



# Children of the Revolution

New occupations, backgrounds, drives and rituals.

# Thirty-Six Royal Secrets

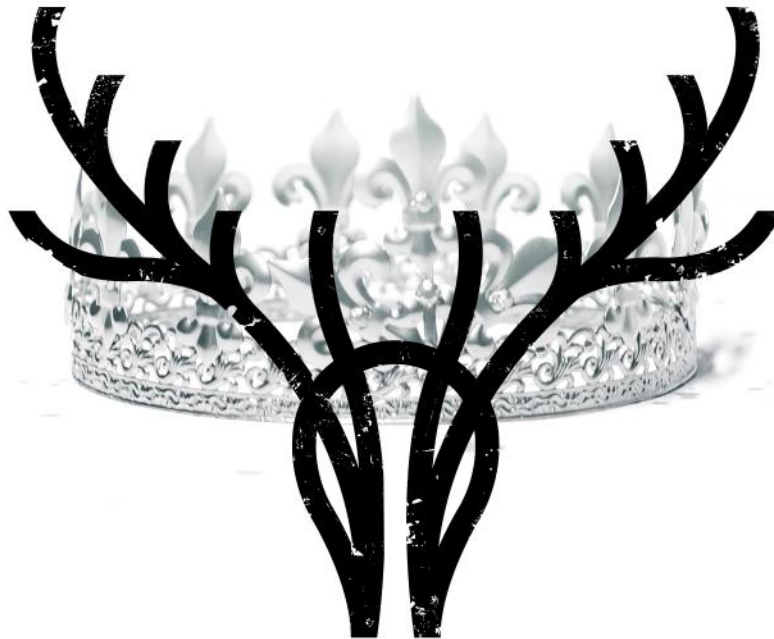
Things kept hidden by the keepers of the realm.

# Noble Beasts

A bestiary of aristocratic nightmares.

# Regicide

An incursion during the first chaotic hours of the revolution.



# TROPHY

LUDOVICO ALVES

# Children of the Revolution

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The following are new options for treasure-hunters for use with the IncurSION *Regicide*, or any other session of Trophy.

## OCCUPATIONS

Gazetteer (*skilled in barter, gossip, writing*)

Procurer (*skilled in chase, laws, lies*)

Seamstress (*skilled in needlework, terror, vigilance*)

Wageworker (*skilled in commiseration, labor, making do*)

## BACKGROUNDS

Political Prisoner (*skilled in insurrection*)

Proximity to Power (*skilled in flattery*)

Repentant Soldier (*skilled in the wages of war*)

Secret Monarchist (*skilled in treason*)

## RITUALS

Artifice (*create a perfect fruit of your craft*)

Heartblood (*trace a drop of blood to one's kin*)

Mill (*grind a wheel to a halt*)

Whetstone (*sharpen the blunt end*)

---



## DRIVES

Escort the last royal scion home

Liberate a piece of art from unworthy eyes

Make something beautiful from a symbol of oppression

Protect your family from the revolutionaries

Sate your hunger in the excesses of kings

Steal the fruits of the labor of generations







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# Thirty-Six Royal Secrets







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The nobility have too many closets in which to hide their skeletons. Roll a dark and light die to see what is behind this door.

---

-  Purple slippers, comfortable for hoofed feet
  -  Ajino's masterpiece *The Surrender of the Kingsguard*
  -  Letter from a prisoner in Barsul Prison cell 733
  -  Duchess Pastry, meowing for treats
  -  Reenactment of a family dinner, immortalized in dessicated flesh and platters of wax
  -  Earl Jagrati Melino, never the same after they replaced his blood with lead
- 

-  Non-Euclidian family tree
  -  The true reason for the war
  -  Deed to land held by another power
  -  Aunt Ophelia Keshibel, still in her coffin
  -  Lost symphony of Maestro Alexandra Jayfex
  -  Forgery of a diamond diadem—whose original you already stole
- 

-  Embroidered handkerchief, folded over a royal kiss
  -  Spectral curator of the Museum of Royal Conquest and Plunder
  -  Peculiar diplomat of the Basalt King
  -  Liver-soaked peach tree; its fruit heals the ailing old blood
  -  Bottled, enchanted Serpent Starwatcher
  -  Pickled hearts of patriarchs
-



## 36 ROYAL SECRETS

- 
- Glorious hand of Kurius the Usurper, still grasping their crimson knife
  - Atlas of unconquered worlds and tearful seas.
  - Imperial Lepidoptera and their purple appetites
  - Hourglass holding five stolen centuries
  - Bleached bones of the visage-thief, Countess Karine Hoggard
  - The last manifold-gemmed egg
- 

- Malign mouth of the royal confessor
  - Records of the royal observatory
  - Prince Luise Jefferer, visiting for the executions
  - Gauntlet of the Abdicating Dictator
  - Heir-Apparent's special wild cartoon diet
  - Flooded Moonwell, still holding the latest victim of monarchic caresses
- 

- Fae princess, sealed away in a cameo; revenge for her wife's fate denied
  - Kingsguard-appointed, good old uncle Klaus, forgotten behind a wall
  - A secret hour, habitable only by those of royal blood
  - Toy meteoric-iron sword
  - Disturbing, lifelike statue of the last monarch of the previous dynasty
  - True name of the king and instructions on how to banish them
-




# Noble Beasts

Nobility deals in stolen power, be it by seizing the works of the people or through unlawful marriage to the land. These interlopers between the desires of the people and the power of bound nature are able to live unburdened, ostentatious existences. But they languish on borrowed time. People may rebel and take their heads, or the land may twist them into more befitting forms.

Below is a system you can use for generating aristocratic monstrosities.


First, roll a dark and light die to select the monstrosity's **desire** and **ability**:


 suffering


 wealth

 life


 dread


 memories


 mercy


 mimic you

 deliver cruelty without end

 lead you astray

 reveal your secrets

 command enslaved nature

 raise the dead

Then, roll again and add the two dice to see what **guise** the monstrosity takes:

2 innocent      5 authority      8 construct      11 incomprehensible

3 pious      6 angelic      9 law-abiding      12 awesome

4 tempter      7 telluric      10 familiar

Finally, roll again and add the two dice for its **features**:

2 badge of office      8 elaborate mask

3 blood-soaked crown      9 a sword and an orb

4 impeccably-tailored suit      10 pronounced grooves and tusks

5 intricate suit of armor      11 shining goo

6 vain nationalism      12 a dozen grasping hands

7 tiara and lappets

## INCURSION

# Regicide

---

*Let the damned of this land  
Into the gilded pigsty  
Let the hungry condemned  
Into the final feast.*

*Upon our bones you set your tables.  
Your walls divide the world.  
Horns of the forest raised us up.  
From twisted branches we conquer bread.*

*Turn the tables, turn the world!  
We that were nothing, we will be all there is!  
For tomorrow has come to this land.  
And tomorrow has no use for TROPHIES.*

The gates of the Royal Palace have been breached. You are among the first to break ranks and seize the bounty the most Exalted Majesty seized for themselves. The realities of power are not what you expected.

### THEME

Purple

### MOMENTS

- ◇ Revolutionary chanting.
- ◇ Untarnished beauty.
- ◇ Uncanny sense of familiarity or déjà vu.
- ◇ A lifelike, painted mannequin has real hair.
- ◇ Perfect replica of your home or workplace.
- ◇ A diorama of their biggest regret.
- ◇ A perfect house, unwitting crime scene.
- ◇ Rare moment of silence, interrupted by breathing and ruffling leaves.
- ◇ A doll in the corner, missing its clothes.
- ◇ Fluttering of wings in an empty room.
- ◇ Two gilded carriages side-by-side.
- ◇ Filigree ivy, climbing decorative marble columns.

## INCURSION: REGICIDE

- ◇ Ghosts of dances past.
- ◇ Music box playing in a loop.
- ◇ Majestic bed, purple curtains embroidered with gold; they do nothing to stop the sobbing.
- ◇ Scratching of fingernails into wood.
- ◇ A thousand condescending stares.
- ◇ Family portrait ripped to shreds.
- ◇ Rotten flesh mixed with saffron and roses; disturbingly sweet.
- ◇ Mute warnings from those that came before.
- ◇ Grunts and grinding as the Hall grows impatient with your insubordination.
- ◇ Purple drapery, hanging from rods and rails carved of galvanized bone.
- ◇ Bloodstains marking where you are expected to kneel.

## CONDITIONS

- ◇ A nasty gash, purple and of sulphurous stench.
- ◇ Enmity of corvids.
- ◇ Compulsion to exchange clothing with one villager.
- ◇ Murmur a working song.
- ◇ Address a mannequin as one would a relative or friend.
- ◇ Obsessing with the flaws of a scene.
- ◇ Scent of warm, upturned earth.
- ◇ Itching and feathers.
- ◇ Unable to keep secrets.
- ◇ Conspiring against long-dead plots.
- ◇ Ready for the ball.
- ◇ Urge to collect shiny gossip.
- ◇ Incessant chirping.
- ◇ Regal affectations and delusions of grandeur.
- ◇ Sharp, dangerous edge that cuts both ways.
- ◇ Twisted tongue, with venom to match.
- ◇ Overburdened by loot and running out of pockets.
- ◇ Aesthetic overload.
- ◇ Claimed by the princeling.
- ◇ Zealous dedication to the royal family.
- ◇ Lost "scion" here to claim their "birthright."
- ◇ Curtsies and bows uncontrollably.
- ◇ Collects trophies and medals.
- ◇ Unable to see the color purple.
- ◇ Serpentine.

# INCURSION: REGICIDE

## RING 1

**TERRORS:** Open with the treasure-hunters making their way across the vast Royal Park which separates the upper aristocracy from mundane concerns and the consequences of misrule. The Royal Park is a charmed location, beautiful under the moonlight, filled with artificial grottoes and cascades, transplanted ancient trees, lovely arcadian huts, and marbled belvederes. The idyllic paths lead to the entrance of the Royal Palace: a red wall and a purely decorative gate, the stone decorated with intricate tiles. Those with plebeian perception of reality are assaulted by headaches and terrors as they study them.

Questions to ask the treasure-hunters:

- How did you find your way through the Royal Park?
- Which wonder do you find within, and what rumors have you heard about it?

**TEMPTATIONS:** Hooded lanterns illuminate a rag-tag, diverse group, armed with improvised tools and with two pikes among them. The smell of grease and sweat clings to them. They will salute the treasure-hunters and welcome them, especially if they have drinks or bread to share. They are members of the Corvine Militia, volunteers keeping nobles, loyalists, or arsonists from entering the palace. Though bored and cold, they are optimistic about the dawning future. Despite their duty, they are cordial and attempt to de-escalate any hostilities. They only raise concerns if someone is carrying flammable material or displays symbols of nobility; if that is the case, they will try to turn the treasure-hunter away, claiming they cannot allow entry to anyone that plays with matches. The Corvines will stop no one else from entering the Royal Palace—these are not the first looters they see tonight, and they will not be the last.

Questions:

- Why did you abandon the Corvine militias when it was time to storm Ambaret?
- Which of your possessions would comfort the guards?

## RING 2

**TEMPTATIONS:** The trees thin beyond the gate, barely thick enough to preserve the seclusion of the Royal Palace. The towers and halls of the Royal Palace loom over mazes, statuary, tennis courts, and pavilions. The path takes the treasure-hunters across vegetable gardens, leading to the low, humble houses of what one would assume to be the servants' quarters.

## INCURSION: REGICIDE

Treasure-hunters find instead a village, or rather, a mockery of one. A hyper-real depiction of bucolic life as seen through the eyes and imagination of the obscenely wealthy and the grotesquely powerful. Fake houses, life-scale dioramas, simple and joyful dolls and mannequins; a colorful joke at the expense of the masses.

Questions:

- What makes you realize this place is not real?
- Which precious trinket lays at the center of the village?
- Where do you find a clue to what you desire?

TERRORS: The Hunter appears. A headless huntswoman skilled in flame and axe hunts them across the mock village, slashing at meat and straw alike. It is hellbent on driving the hunters out of their hunting grounds and once the thrill of the hunt consumes them, they will only stop pursuing the treasure-hunters once they enter the Royal Palace.

Questions:

- Why do you believe the Hunter has marked you as its prize?
- What trap has the Hunter laid as you explored the village?
- Why do you fear the Royal Palace more than the Hunter?

## RING 3

TERRORS: The treasure-hunters make their way to a massive ballroom, decorated with paintings of magpies on the ceiling. Each magpie is an executed courtier, bound to the painting by the secrets of the royal family. Without the cowering presence of royalty, they see an opportunity for mischief and freedom. They will try to flutter invitingly, luring the treasure-hunters. They ask if the treasure-hunter would hear their secret; if they do, the magpie can release itself from the painting and fly free. However, the Palace gains a foothold in the mind of the treasure-hunter.

Questions:

- What makes you feel small and insignificant?
- Which secrets would you rather have the magpies keep?
- Why do you return to the ballroom?

## INCURSION: REGICIDE

**TEMPTATIONS:** All the secrets are absolute truths, but the magpies have experience twisting words and meaning. The magpies will try to manipulate the treasure-hunters into learning more, be it about their companions, about the royal family, or about the treasures within the Palace. The cursed birds will try to set up situations that can be easily resolved by letting a magpie reveal a second secret—and invite further darkness into the inquiring treasure-hunter. Once a magpie unloads its second secret, it can leave the Royal Palace.

Questions:

- What knowledge do you hope to gain?
- How has a secret eroded your drive?
- Why do you trust another treasure-hunter despite what you learned?

### RING 4

**TERRORS:** The Royal Quarters are filled with monstrous horrors of the nobility: petulant sycophants and royal advisors. They will chase the treasure-hunters down, trying to drive them into traps. False succor presents itself as a secret passage leading into the private quarters of a forsaken princess. Ask the treasure-hunters about the children of the royal family, what object in the room confirms what they heard about the princess and what they find hidden that reveals their complex character. But this room no longer belongs to them.

Questions:

- You could swear one monstrosity got to you, but you see no wound. How do you explain this to yourself?
- Which monstrosity resembles a treasure-hunter?
- You are sure that was another human! Are they an innocent trapped within or a rival treasure-hunter? Why are they running away from you?

**TEMPTATIONS:** A princeling lives in the room, a living patchwork blanket of skin, eyes, silk, and ermine — a squirming assembly, a legion of discarded heirs. The princess was its last victim, but they will not be the last. It moves impossibly fast, a flat millipede with extremities of teeth and broken bone. It can fold into a ball and slingshot itself over incautious treasure-hunters. The princeling hides its monstrous nature with saffron and pine resin, playing to the treasure-hunters' assumptions. Once provoked, it will try to kill any "rival" with low Ruin and wrap itself around the last survivor, turning it into a living puppet. A dangerous horror, but the wealth of its room makes it all worthwhile. Keep dropping treasure to tempt the treasure-hunters.

## INCURSION: REGICIDE

Questions:

- Which words muttered by the princeling resonate with you?
- What here is worth more than your life?
- How does the princeling attempt to convince you to support them against the Royal Patriarch?

### RING 5

**TERRORS:** The Hall of Patriarchs is filled with portraits, statues, and funerary masks of previous monarchs, all facing the throne with stark admiration. The air reeks of perfume and rotting flesh; the soft but disquieting scratching of crass fur against silk fills the hall. Behind the throne, you can see the half-open doors of the treasury, its bounty of silver and gold awaiting liberation. As one approaches the throne, they find a figure leaning against it. Proximity delivers clarity: the figure is the statue of a decapitated triton with serpent-headed legs, awkwardly propped against the throne. Ground rotten meat, wrapped in radiant purple robes, drips from the statue's torso and oozes all over the throne. The trophy of the Heart-Beast of Kalduhr replaces the missing stone head, bleeding from its glass eyes, an iron crown hanging from its unbroken horn.

Questions:

- What remains of the last victims of the Royal Patriarch?
- Where lies the head of the triton?
- Why are you not running?

**TEMPTATIONS:** The Royal Patriarch promises you anything you desire. Wealth beyond measure. Lands and a title to match. A position in court. The life of your enemies. The illusion of freedom. All you need to do is kneel and kiss its ankle snakes.

Questions:

- The crown is just there, within reach. Dare you?
- How will you prove loyalty to the royal family?
- Can you bring fire to this place?

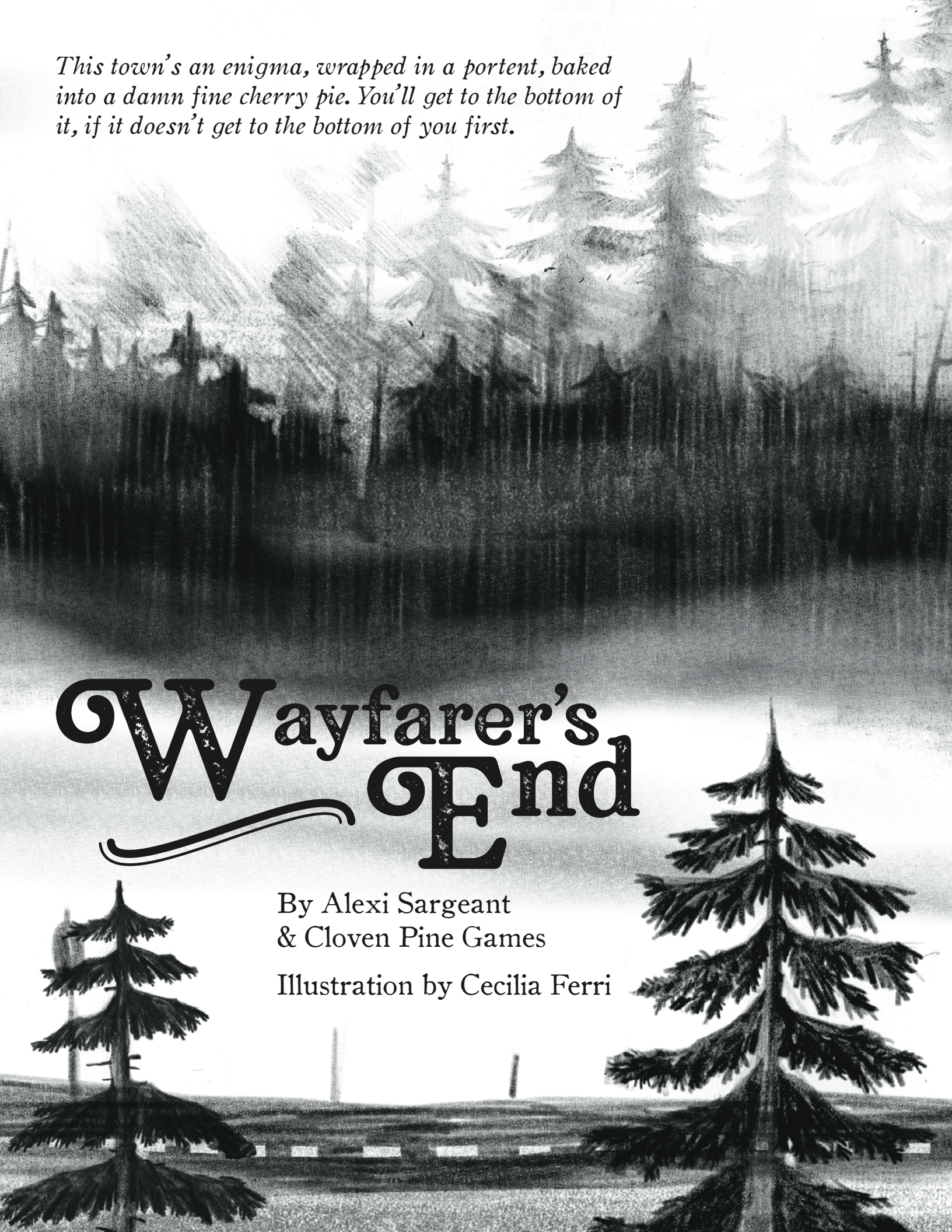


*This town's an enigma, wrapped in a portent, baked into a damn fine cherry pie. You'll get to the bottom of it, if it doesn't get to the bottom of you first.*

# Wayfarer's End

By Alexi Sargeant  
& Cloven Pine Games

Illustration by Cecilia Ferri





# Wayfarer's End

**T**HE TOWN IS KNOWN BY MANY NAMES, and found in many places. You can decide where it is and what it's called in your game. But locals all know it's nicknamed Wayfarer's End. There's just something about the place—some sort of gravity, or just the none-too-shabby local cooking—that causes many a rolling stone to rest here and start gathering moss. Or whittling miniature rocking horses. Or collecting clues about the townsfolk who've disappeared over the years after venturing into that yawning sink-hole behind Old Lady MacReady's...

Wayfarer's End is a microgame of UNSETTLING mysteries in HOMESPUN towns (or vice versa).

## TO PLAY, YOU'LL NEED:

3-5 FRIENDS OR STRANGERS game to explore the town with you.

Some INDEX CARDS and WRITING IMPLEMENTS.

A VINTAGE COOKBOOK. The more used, the better. Borrow it from grandparents, perhaps. Or buy it secondhand.

# Town & Character Creation

**D**ISCUSS THE TONE you want for your game and the safety tools you will use (recommended safety tools include the X-Card, Lines and Veils, and the Open Door Policy).

Create your town. Each player should write one HOMESPUN and one UNSETTLING detail about the town. Discuss.

*One playgroup names their town Small Oaks, Indiana. A player suggests an annual Miss Apple Picking Festival as a HOMESPUN detail. Another specifies the UNSETTLING detail that each festival features a masked figure called The Bad Apple in the Bunch whose identity is secret. Someone suggests that everyone in town owns a gun, and the group debates whether that is HOMESPUN or UNSETTLING. We're off to the races!*

*A different playgroup ventures to scenic Tarrytown in New England. HOMESPUN details include a world famous candle shop and a summer literary festival celebrating the beloved author who is the town's namesake. UNSETTLING details include the persistent rumors of the headless horseman from the author's stories galloping through the woods, and significantly lower literacy rates than surrounding towns.*

Each player should create at least one character. If the tone of your game is open to character death, you probably want a second character on the table just in case.

Give each character a name, an adjective, and a role in town.

*Small Oaks boasts Zephaniah Wheelwright, the Loquacious Local Historian, and Lucinda Macoun, the Suspicious Former Mayoress.*

*Tarrytown counts among its residents Mackenzie the Hardworking Police Chief and Callum the Boy Detective.*

Write a HOMESPUN and an UNSETTLING detail about your character.

*Zephaniah Wheelwright is always wearing a sweater knit by his mom (HOMESPUN) and is convinced the town has two parallel, contradictory histories (UNSETTLING).*

*Mackenzie collects vintage stamps (HOMESPUN) and, despite her young appearance, no one can recall a time when she was not Tarrytown's chief of police (UNSETTLING).*

Decide on some relationships together as your fellow players introduce their characters. Which one is your best friend? Former spouse? Bitter rival on the parade-planning committee?

If you need to formalize these relationships, pick up the cookbook and propose a relationship to the player to your left from the list below—they can veto or modify it. Then pass the cookbook to them, and that player will propose a relationship to the player to their left. Keep going till the cookbook has gone all the way around the group, and have it go round more if folks have made more than one character.



## CHARACTER CREATION

Here's a table of adjectives and roles in town if you want inspiration. If you'd like, leave it to fate by flipping the cookbook open at random and checking the ones digit of the page number. Mix and match by flipping twice and picking a combination of adjective and role:

0. WONDERSTRUCK  
OUTSIDER
1. LOVELORN LIBRARIAN
2. CHOLERIC PREACHER
3. BELEAGUERED  
HANDYMAN
4. PARANOID LOCAL  
CELEBRITY
5. CURIOUS SCHOOLCHILD
6. IDEALISTIC UNDERTAKER
7. HYPOCHONDRIAC  
SHOPKEEP
8. UNTESTED SHERIFF
9. HAUNTED DRIFTER

## RELATIONSHIPS

Here's a table of relationships to inspire you. You can randomize your choice by flipping the cookbook, checking the ones digit of the page number, and then finding the corresponding entry here:

0. LIFELONG FRIENDS
1. FIERCE SOCIAL RIVALS
2. (MOSTLY) AMICABLY  
DIVORCED
3. BOSS AND EMPLOYEE
4. ESTRANGED SIBLINGS OR  
COUSINS
5. TIGHT-KNIT SIBLINGS  
OR COUSINS
6. UNREQUITED CRUSH
7. MENTOR AND PROTÉGÉ
8. CORDIAL COMPETITORS
9. LIKE A CHILD/  
GRANDCHILD TO ME

# Gameplay

**T**AKE TURNS setting scenes. When you set a scene, state a question, large or small, your character wants an answer to. Describe the scene's location, looking back to the town's details for inspiration. If you want other characters in the scene, invite their players to be part of it. Invite any remaining players to jump in with HOMESPUN and UNSETTLING details about the place, the weather, the passersby...

*Start, perhaps, with smaller questions—like will Lucinda agree to go as my date to the Miss Apple Picking Festival. You can build up to bigger mysteries later...*

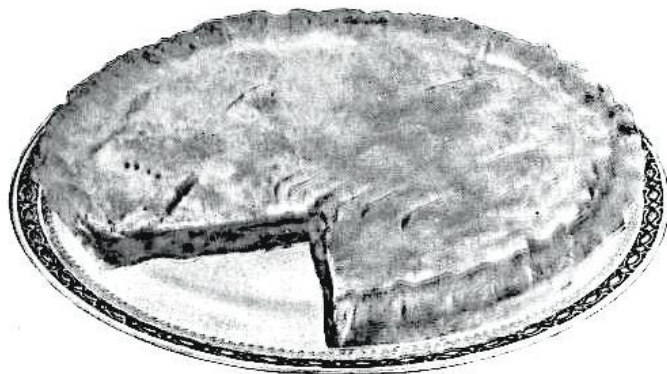
Play out the scene, and when you are on the cusp of answering your question, open the cookbook to a random page. If you dislike the recipe, describe an UNSETTLING resolution. If not, a HOMESPUN resolution. If anyone disagrees with the recipe, that player must add a detail of the opposite tone. Draw inspiration from the cookbook's words—especially verbs.

Either way, write down any lingering mystery left by the scene. Aim for most if not all scenes to leave some manner of mystery.

If you flip the cookbook open to resolve a scene and land on a recipe you've already seen this game, resolve the scene as usual

in HOMESPUN or UNSETTLING fashion, but also take it as a cue that the next scene should aim toward resolving a mystery. You can also circle or underline a few words of the recipe, in tribute to the obvious specialness of that particular page.

*beloved artifact lifted from the exhibit. She stumbles upon it in a clearing. Her player pages through the cookbook and lands on an unappetizing photo of broccoli crepes. UNSETTLING it is. The stick is matted with blood*



*Zephaniah investigates the gaping hollow that's been uncovered in Small Oaks's famous Tree That Owns Itself. As Zephaniah, who takes a swig of cider for courage, reaches in to grope around, his player flips through the cookbook and finds a cozy recipe for split pea soup. Zephaniah pulls out of the tree a squirrel's nest made of shredded book pages. HOMESPUN enough. But piecing together the pages leaves a lingering mystery: What is the Great Pine War mentioned in this destroyed book?*

*Mackenzie sweeps the woods around Tarry House in hopes of recovering the late writer's walking stick, a*

*and surrounded by a mix of human and bestial footprints. Another player who's not as put off by the crepes adds the HOMESPUN detail that one of the trees boasts a graffito of "M+K" in a heart. Lingering mystery: What beast stalks these woods?*

When it feels right (or after you've turned to an already-seen recipe), set a scene to resolve a mystery. Set the scene as normal and turn to the cookbook when the solution to the mystery is in sight. If you like the recipe, resolve the Mystery with GRACE. If not, resolve it with VIOLENCE. (Anyone who disagrees can add a pinch of the other flavor.)

## SCENE SETTING

When it's your turn to set a scene, you may set any scene your heart desires. If you want inspiration, flip the cookbook open at random and look at the page number. Take the ones digit and consult the following table for prompts:

0. A NEWCOMER questions a long-standing local tradition.
1. CHARACTERS COLLABORATE or compete on a mundane project while something supernatural brews in the background.
2. A LOCAL ESTABLISHMENT faces an unexpected scarcity or setback.
3. ONE CHARACTER confronts another about a long-simmering tension between them.
4. FACED WITH a dire problem, a character seeks help from the place they least want to.
5. TWO CHARACTERS pursuing different mysteries meet and realize their cases are interrelated.
6. ONE CHARACTER enacts petty revenge on another.
7. ONE CHARACTER declares their true feelings for another.
8. A TERRIBLE ACCIDENT or crime affecting multiple characters is uncovered.
9. THE NATURAL WORLD is roiled by strife, complicating characters' agendas.

As you use each prompt, cross it out. From now on, anytime you'd use a crossed-out prompt, instead use the following:

A CHARACTER or characters gaze into the abyss.

Take this as permission to set heightened scenes, like visions, dream sequences, or spelunking expeditions into the town's dark and hidden depths. Consider whether it is time to resolve a mystery—the abyss may grant more opportunities for both VIOLENCE and GRACE.

*Lucinda is getting increasingly suspicious of Marlene, the newcomer to town, who is asking pointed questions about the floats in the Apple Picking Festival parade. The time has come to reveal what happened to Small Oaks's lost sister town. The cookbook serves up a lentil soup recipe calling for "bruised garlic cloves" and a ham bone. The table agrees it sounds like VIOLENCE is called for. Lucinda reveals that the sister town was razed to keep Small Oaks safe—and Marlene is next. The townsfolk break out axes and clubs and converge on Marlene, chanting menacingly.*

*Zephaniah has pieced together the last page of the destroyed book, and turns up unexpectedly to confront the deranged veteran Earl. He says he knows everything now, and tacks his page up onto Earl's conspiracy board. Earl nervously fingers*

*his holster. Time to solve the mystery of the Great Pine War. The cookbook opens to a spinach pie recipe that looks good. In a note of GRACE, Zephaniah explains that Earl was right about the Great Pine War all along: it really did happen, and his fellow veterans are out there somewhere, in the parallel version of the town it created. Earl breaks down in tears at the thought.*

The game ends when players agree enough mysteries are resolved, or when the abyss swallows the town. Copy lingering mysteries into the cookbook. What will happen when future readers or players encounter such marginalia? That's a mystery that lies outside the scope of these rules.



## Bibliography

TELEVISION: *Twin Peaks*, *Wayward Pines*, *Pushing Daisies*

FILM: *Hot Fuzz*, *The Wicker Man*

GAMES: *Swords Without Master* by Epidiah Ravichol (for pioneering Tones), *Fiasco* by Jason Morningstar (for spotlighting collaboration and scene-setting), *The Valedictorian's Death* by Paul Czege (for identifying the ludic possibilities of vintage texts)

# AN ELEGY FROM THE HIVE WITCHES

BY SHARANG BISWAS

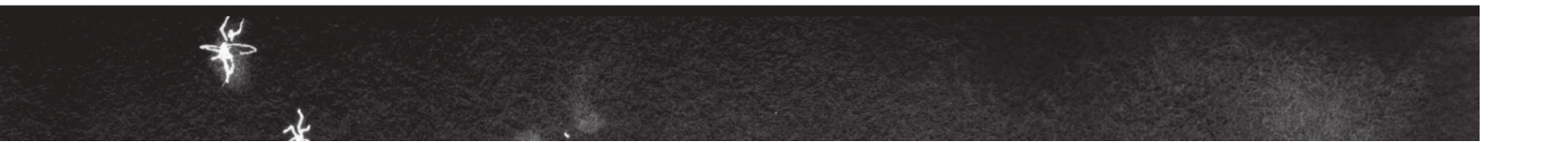
Through tunnels darkened by the Holy Void-Breath, the astronauts squirm like newly-hatched grubs. It does not matter why they are here, or what they seek. All that matters is the warmth of their circulatory systems...

Are you listening, my maggot? Can you feel their heat signatures on your cilia? Do you detect the disruptions they carve into the pheromone streams?

They will be sanctified, made fit for communion and sacrifice. Come, my larva, let us listen to the hymn the Hive-Witches have prepared for them. Perhaps they will disperse within the Sacred Reticulum? Perhaps they will commune with the Consecrated Ones and dissolve into enzymatic Ecstasy? Let us listen.

For surely, the Void will Feast today.





An Elegy from the Hive Witches is a storytelling game for exactly three players, who each take on the role of a Void-Worshipping Hive Witch. You will narrate the fate of seven astronauts who have ventured into your Hive, and how they perish one by one until the last, sanctified astronaut is sacrificed to the Void.

This game's tone is that of weird, alien horror and tragedy, set in a futuristic time on a far-flung planet. Keep this in mind when building your fiction.

**NOTE:** The Hymn of Separation, Warren of Chambers, and Platter of Threats are found in the Appendices to this game.



## YOU NEED

- Exactly three players
- 45-90 min
- Writing implements (preferably of two different colors)
- 12 blank index cards, each cut in half
- An index card to act as the Crew Roster
- An index card to act as the Record of Motifs
- A printout of the Platter of Threats
- A printout of the Hymn of Separation

# STRUCTURE OF THE GAME:

I

Create the Crew

II

Create fragments through the Hymn of Separation

III

Play through six Verses

\* Each Verse is made of three narrations: the Crone, the Mother, and the Maiden

IV

Play out the Epilogue

\* This involves both choosing the Mourner, and then narrating the Epilogue

## SAFETY

This is a horror game with a tragic ending. Gruesome details and body horror will likely emerge through play.

Before starting, it is a good idea to discuss any boundaries players have, and subjects they do not wish discussed.

Eg: "Let's not describe any gore in detail!"

Additionally, I recommend using the "X-card" mechanic developed by John Stavrapoulos. Simply write a large "X" on an index card and place it on the table. Whenever a player says something that makes another player uncomfortable, they can tap the X-card and describe what they would like to veto. Other players then revise their statements without protest. See the following link for more information: <http://tinyurl.com/x-card-rpg>

# PREPARING FOR THE SONG

## Create the Crew Roster

On one index card, create your crew of seven human astronauts, like so: take turns writing down the name of one astronaut and an adjective describing them, until you have all seven. It's helpful if each astronaut is on a new line.

Example of a complete crew:

Karl, nervous.  
Saffron, clumsy.  
Olivia, competent.  
Baton-Smithers, tall.  
Mayuka, graceful.  
Nebuchadnezzar, fastidious.  
Arjun, semi-robotic.

Over the course of the game, the astronauts will die one by one until the final astronaut faces the Void.

## CREATE FRAGMENTS

The fragments are words that will be combined to make motifs, which will act as story prompts.

- \* Divide the halves of the index cards into two equal piles.
- \* Refer to the Hymn of Separation in the Appendix, and go around the circle of Hive Witches.
- \* Each Witch, fill in the blanks for one statement in the hymn using a noun (N) or adjective (A), and decide which astronaut(s) the statement applies to (you don't need to write down the astronauts).
- \* Write each noun and adjective on a separate, blank half-card from its respective pile.
- \* This half-card with writing on it is now referred to as a fragment.
- \* Return the fragments to their own piles.

Note that adjectives include but are not limited to gerund forms of verbs (e.g. "vibrating", "gestating", "syncing")



**W**ITCH'S COUNSEL: My beauty, your photoreceptors are attuned to a vast array of wavelengths of light! Use them, my pretties! Use a different color for each pile! It will make it all easier...

Alternatively, for a quicker game, use the following adjectives and nouns:

## ADJECTIVES

- |              |               |
|--------------|---------------|
| 1. Murmuring | 7. Growing    |
| 2. Sticky    | 8. Hungry     |
| 3. Predatory | 9. Miniscule  |
| 4. Hidden    | 10. Plentiful |
| 5. Sickly    | 11. Blessed   |
| 6. Sulphuric | 12. Toroidal  |

## NOUNS

- |             |               |
|-------------|---------------|
| 1. Phlegm   | 7. Corpses    |
| 2. Limbs    | 8. Simulacrum |
| 3. Gaps     | 9. Pincer     |
| 4. Steam    | 10. Mutant    |
| 5. Minerals | 11. Tools     |
| 6. Arcs     | 12. Whispers  |

At this stage, you should have two small piles of fragments. One with 12 nouns and one with 12 adjectives. Arrange these piles so they they are NOT at the center of the table.

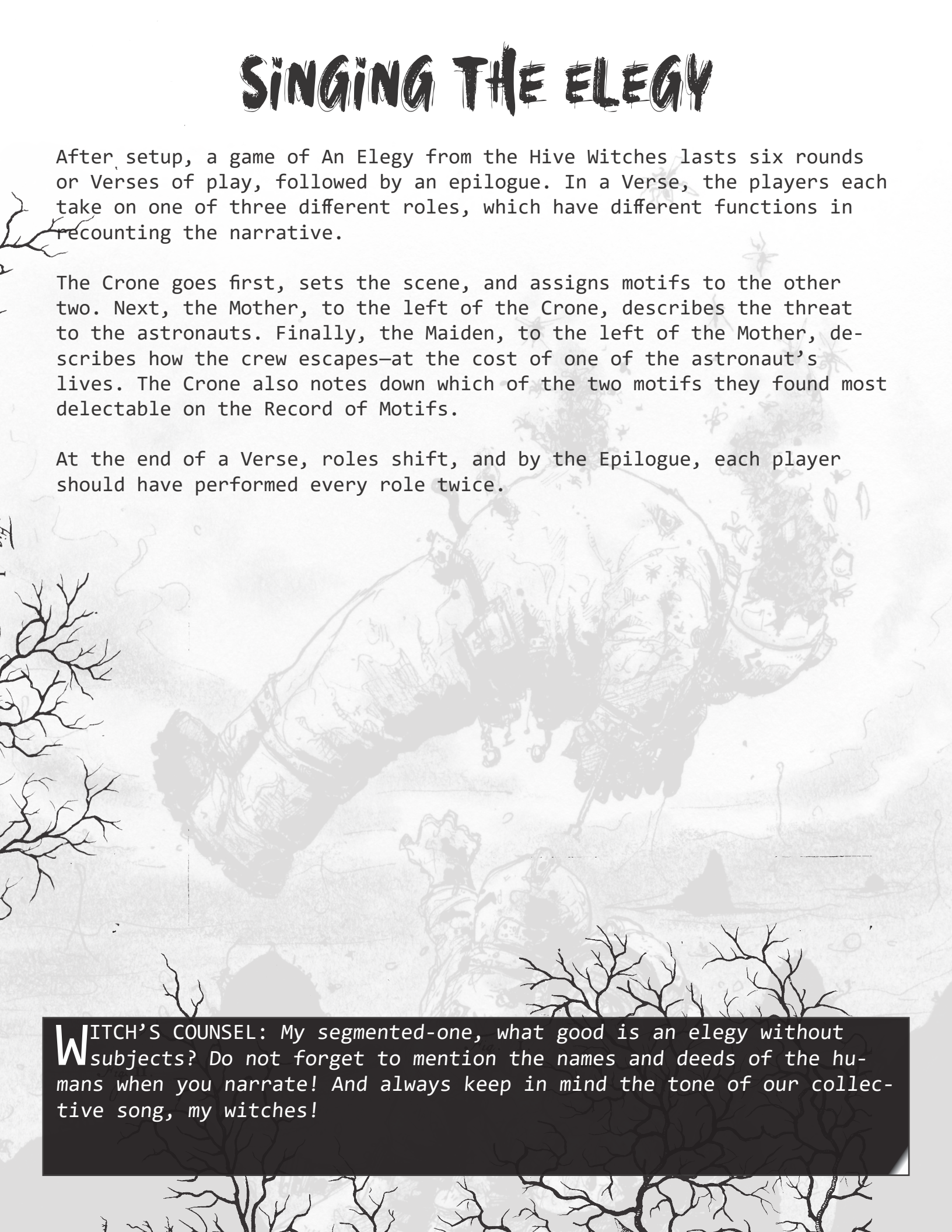
Later on, adjectives and nouns will be paired to form motifs.

# SINGING THE ELEGY

After setup, a game of An Elogy from the Hive Witches lasts six rounds or Verses of play, followed by an epilogue. In a Verse, the players each take on one of three different roles, which have different functions in recounting the narrative.

The Crone goes first, sets the scene, and assigns motifs to the other two. Next, the Mother, to the left of the Crone, describes the threat to the astronauts. Finally, the Maiden, to the left of the Mother, describes how the crew escapes—at the cost of one of the astronaut's lives. The Crone also notes down which of the two motifs they found most delectable on the Record of Motifs.

At the end of a Verse, roles shift, and by the Epilogue, each player should have performed every role twice.



**WITCH'S COUNSEL:** My segmented-one, what god is an elegy without subjects? Do not forget to mention the names and deeds of the humans when you narrate! And always keep in mind the tone of our collective song, my witches!

# VERSES...



# CRONE

The first player in a Verse is the Crone, who subtly influences the Hive.

1. Refer to the Warren of Chambers.
2. Randomly select a chamber based on how many astronauts are left alive
  - \* For seven or six astronauts alive, select from the outermost complex of the Hive, the Epicomplex.
  - \* Once the astronauts have penetrated deeper into the Hive and there are five or four astronauts left, select from the Mesocomplex of chambers.
  - \* Once only three or two astronauts are left, they're venturing into the heart of the Hive and you should select from the Endocomplex.
3. Describe how the astronauts first step into the chamber and the chamber itself.
4. Randomly pull out two fragments from the adjective pile and two from the noun pile.
5. Pair the adjectives with the nouns in either of the two possibilities to create two motifs.
6. Assign one motif to the Mother, and the other to the Maiden. Hand over the fragments.

## Example:

It is the 1st Verse of the game. Seven astronauts are alive, so the Crone randomly picks a chamber from the Epicomplex: "The Egg-Sponge Labyrinth: where fresh eggs birthed by the Void are cleansed."

"Guided by Arjun, whose visual implants allow him to see in the Dark", the Crone narrates, "The crew scrambles over rocky terrain and finds itself in a vast chamber with a high ceiling that glows faintly blue, like a faux-sky. The chamber is densely packed with dark eggs, each the height of a person, each standing upright in the soft, spongy ground. Here and there, gaps between the eggs might allow for single-file movement. Every so often, a jet of steam erupts from the ground, engulfing one egg completely in vapor. Karl, always nervous, gulps audibly."

The Crone draws the adjectives 'Sticky' and 'Hungry,' and the nouns 'Simulacrum' and 'Limbs.' She creates the motif 'Sticky Limbs' and hands the two fragments to the Maiden. She creates the motif 'Hungry Simulacrum' and hands the fragments to the Mother.

# MOTHER

To the left of the Crone is the Mother, who senses and directs the Hive.

1. You will be describing a threat to the crew inspired by the Crone's description of the Chamber
2. Refer to the Platter of Threats. Select one to use as a threat and cross it off the list.
3. Pause. Take some time to consider your selection from the Platter and your motif, and how you will combine the two.
4. Describe a threat to the crew based on your choice from the Platter, and include the assigned motif. Feel free to narrate a little of the crew's reaction.
5. When you are done, tear up both of the fragments you used into two new pieces and fling them into a pile at the center of the table.

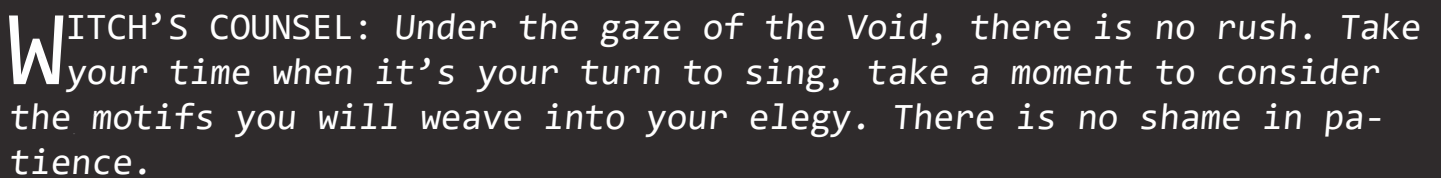


Example:

The Mother has been assigned “Hungry Simulacrum.” She looks over the Platter of Threats and picks “Tempt the astronauts with treasure or knowledge.”

“One of the eggs,” she begins, “starts to crack.

Clumsy Saffron, who’s been leaning on it the whole time, yelps in surprise and jumps away. The egg-shell shatters to reveal a strange sight: a humanoid figure, coal-black in color, but resembling Saffron exactly. The creature looks at the crew and begins to lick its lips. The astronauts start to back away – except for Nebuchadnezzar, who’s fascinated by this. Creatures that mimic form to this degree? What wonderful things he could learn! He approaches the hungry simulacrum, whose mouth has now opened to reveal multiple rows of sharp, inhuman teeth.”



**W**ITCH'S COUNSEL: Under the gaze of the Void, there is no rush. Take your time when it's your turn to sing, take a moment to consider the motifs you will weave into your elegy. There is no shame in patience.

## MAIDEN

To the left of the Mother is the Maiden, who coaxes sacrifice from prey.

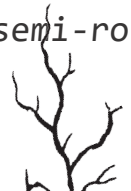
1. Take a moment to consider the motif you were given.
2. Describe how the crew manages to escape the threat and the chamber they're in.
3. Describe how one astronaut does not make it out alive and is caught in the Hive's clutches.
4. On the Crew Roster, cross out the name of this astronaut.
5. When you are done, tear up both of the fragments you used into two new pieces, and fling them into a pile at the center of the table (do not worry about the evenness of your tear).

### Example

The Maiden's motif is 'Sticky Limbs.' At the moment, poor Nebuchadnezzar is walking towards the hungry simulacrum, consumed by a lust for knowledge and oblivious to the danger, while around them, multiple eggs begin to crack.

"Unfortunately, Nebuchadnezzar is still entranced by the simulacrum. As Mayuka, always graceful, starts rapidly leading the others through the gaps between the eggs, he's still approaching the simulacrum, which keeps eyeing him hungrily. Arjun, seeing his teammate in peril, rushes to grab him. But at that precise moment, the simulacrum leaps. Faster than the eye can see, Arjun activates his arm implants, electrifying them, and places himself between the creature and his teammate. His **sticky limbs** deliver a painful shock and the smell of sizzling flesh wakes Nebuchadnezzar from his trance. 'RUN!' Arjun yells, holding down the creature, whose form is now shifting and writhing. Nebuchadnezzar does so, without a backward glance."

The Maiden then emphatically crosses out 'Arjun, semi-robotic' from the Crew Roster.





## CRONE REDUX

The Crone has one final task at the end of a Verse.

Once both the Mother and Maiden have finished, on the Record of Motifs, write down which of the two motifs you found more delectable. This motif now has a chance to reappear in the epilogue.

## END OF THE VERSE

This is now the end of the Verse. If there is only one Astronaut left alive, begin the Epilogue. Otherwise, rotate Crone, Mother, and Maiden roles. Start a new Verse in the same way as before.





# EPILOGUE

When there is only one astronaut left alive (after six Verses), begin the Epilogue.

## Selecting the Mourner

At this stage, you should have a sizable pile of torn fragments in the center of the table. Without looking, each of you should reach into the pile with one hand, and pluck out a torn fragment.

Whoever has the fragment with the highest proportion of empty space on it (the least writing) has been chosen by the Void as the Mourner. The Mourner will be the one to narrate the Epilogue.

## Singing the Epilogue

At this stage, the Record of Motifs should have six motifs on it.

Mourner, you should now narrate an epilogue where the final astronaut comes face to face with the Void and, now sanctified and pure, is sacrificed to or subsumed by the Void for the betterment of the Hive.

You should use at least one but are encouraged to use more of the motifs listed on the Record of Motifs.

When you are done, cross out the last name on the Crew Roster.

You have now concluded an Elegy from the Hive witches.

Sing for us, O witches three, a song of human misery...  
A song of want and pain and loss, a Void-song, an elegy...





# HYMN OF SEPARATION

1. Watch the humans, my pretties, as they land on the planet surface. They are inquisitive, are they not? See how that one reacts to the beautiful thirnska plant, with its (A) seeds shaped like (N)? They do not know its dangers.

2. Foolish, foolish. That one touched the thirnska with bare flesh. Now their (N) is (A). Oh, how pained it looks!

3. And that one? See how it fiddles with its outer garment, so cold, so metallic, unlike our Holy Vestments. Is it worried? Its garment is flashing a warning with a (A) noise. Perhaps the garment is badly made? The (N) seems out of place, or ill-fitting...

4. Is that their leader? It is trying to fix the issue, but it seems (A). And I do not know much about humans, my grub, but they seem to be missing a (N). Left on their transport, perhaps?

5. Ah, they have encountered a tsofza beast. It is so (A), my grub, is it not, with its enlarged (N)? One human foolishly approaches it...

6. Run, soft ones, run! Foolish to tempt the tsofza! Ah, they found a shelter. It should suffice. It has (N) even if it was a little (A).

7. They are sitting around a heating device and... telling stories? Are these humans witches? Perhaps they are more cultured than we give them credit! Listen: one of them tells a story from their childhood, a myth about a stealing a (N) that cursed people to become (A).

8. See how they complain about their nourishment? Humans are so... strange... What is that one saying? That the nourishment is unlike the food from their homeland, which is more (A). And that other, contrarian, likes the nourishment, saying it tastes like (N)... I wonder how they themselves taste... the Void will know soon enough, of course.

9. Ah that one moans and tosses during its circadian dormancy. Let us peer into its dreams... it is running through a forest of (N) while carrying an (A) object. I wonder what this means?

10. And that one... it dreams of its last mission where its partner was killed by a (A) (N). We will record these dreams in the Sensorium...

11. Ah... they are proceeding at last. And... my grub, they have reached the Narthex of the Hive! You are still juvenile and have yet to venture to the surface, but it is a beautiful entrance. A (A) structure that juts out of the earth, acid-etched with (N) motifs.

12. They stumble inside, the humans. The witches sing that humans are (A), but that they are delicious to the Void. They sing that (N) makes them more delicious. The Void will feast, my grub, the Void will Feast.

# WARREN OF CHAMBERS

EPICOMPLEX (More than 5 astronauts alive)

- \* *The Egg-Sponge Labyrinth*: where fresh eggs birthed by the Void are cleansed.
- \* *The Nursery*: where 2nd-instar larvae are allowed to expend their energy.
- \* *The Nourishment Apse*: where food for the larvae is pre-digested and blessed prior to consumption.
- \* *The Fermentation Comb*: Where shed pupa husks are unravelled and chemically recycled.

MESOCOMPLEX (More than 3 astronauts left alive)

- \* *The Treasury Receptor*: where gifts or curios from intruders, prey, and visitors are probed.
- \* *The Sensorium*: where the memories of the Hive are condensed and assimilated.
- \* *The Echo Chamber*: Where the keening of 1st-instar larvae is interpreted for prophecy.
- \* *The Vestmentery*: where the ceremonial outer-garments are cultivated and bestowed.

ENDOCOMPLEX (3 or fewer astronauts alive)

- \* *The Pharynx*: Where the silence of the Void is studied and meditated upon.
- \* *The Void Chapel*: where the ceremonial rites to the Void are enacted.
- \* *The Nucleic Vaults*: where Void-scripture is transcribed and translated into sacred protein.
- \* *The Caliginous Conduits*: where the blessings of the Void are channeled for distribution throughout the hive.

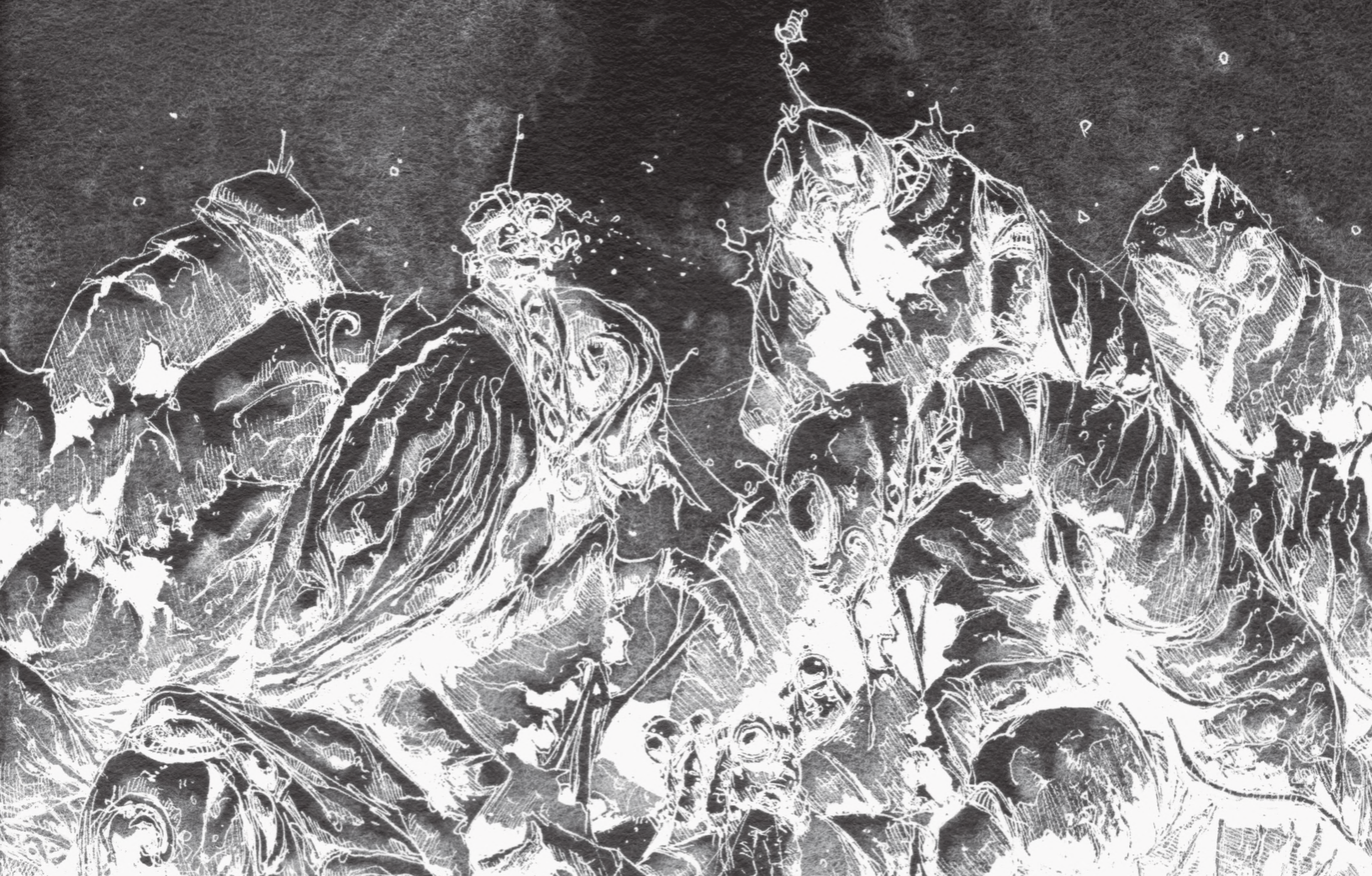
# PLATTER OF THREATS

- \* Physically harm the astronauts
- \* Trap the astronauts in the chamber
- \* Reveal an awful truth to the astronauts
- \* Tempt the astronauts with treasure or knowledge
- \* Test the astronauts' morals

# CREDITS

- Game Design and Writing by Sharang Biswas
- Illustration by Chris Spence.
- Layout by Lu Quade.
- Extra public domain elements are depictions of the strange anatomical and botanical dioramas of Dutch anatomist Frederik Ruysch (1638-1731).

Special Thanks to Nick Tyson, Mallory Hagmann, Mary Georgescu, Kate Conover, Hakan Seyalioglu, and Clio Davis.



# Three Dozen Incidents in Degoya County, New Mexico

•  
• August 6th, Feast of the Transfiguration, 1992: Carmen Montoya, an elderly widow, reported missing. No body was ever found, but her home was absolutely full of silvery moths and burnt-down votive candles. A number of puzzling manuscripts from her home, possibly records of vivid mystical experiences, were entrusted to the local convent of the Sisters of the Agonizing Heart for study or safekeeping.

•  
• April 3rd, 1987: A group of teenagers who thought of themselves as evil and Satanists decided to take peyote and have a bonfire on top of a nearby mesa. The medical examiner was still trying to figure out which part belonged to which body when the only survivor was found walking down Main Street, wearing nothing but soiled pants. "We met the Devil," he was reported to have said. "And he didn't like us very much."

•  
• The old folks of Degoya County remember the warnings of their forebears: never go out during the corn husk moon in June. That's when the angels come down from the heavens, seeking grain to bring their little ones. They also remember what happened the year there was no corn harvest, and why there is no La Fresca Senior High Class of 1937.

•  
• 2017: MMA welterweight Mira Riviera competed in a match with an off-brand promotion in Degoya. The bout took place in a circle of pickup truck headlights in the desert. Her opponent was a ferocious, deformed brawler. Riviera finally managed to get her opponent grounded, but the ref wouldn't stop the match. "Kill her" came the cry from beyond the headlights. "Be our champion." Riviera fled and only tells this story when very drunk.

•  
• November 11th, 1956: Two men, Edgar Aguilar and Joey Mathers, enraged with each other about a business deal gone sour, have a standoff in the middle of La Fresca. They stare at each other for nearly three minutes—seething and snorting—before an unidentified woman approaches and gives them each a gun. The woman then walks back to wherever she came from, and the two men shoot each other dead in the street.

•  
• August 16, 1983, "The Great Cattle Burn": Jackson Winkler, an aging local rancher of some renown, walked naked into his grazing pasture with some kind of improvised flamethrower strapped to his back. He proceeded to set his herd ablaze, heedless of the dry season or which way the wind was blowing. It took fire crews from several surrounding counties days just to contain the fire. Winkler's blackened bones were finally discovered with breaks in nearly every one, presumably from stampeding cattle. The truly curious mystery, however, was that Winkler's left hip ball and socket were intact. Everyone and their dog knew he'd had that hip replaced the year before.

-  July 7th, 1976: The body of Silas Rodenbecker is discovered in his trailer, his head lodged completely inside the mouth and throat of Shelly Cruzado's escaped 18' green anaconda. Both were killed by multiple gunshot wounds to the head from the nickel-plated Colt .45 fired by Silas himself. Authorities are unsure whether he actually intended to shoot the snake, himself, or both.
-  February 15th, 1993, approximately 8:07pm MST: Mr. Rutkowski was "Walking down the street minding my own damn business when a vampire, I say again, a vampire crawled out of the sewer and attacked me! If it wasn't for Joni's garlic pasta, I'd a died that very night!" This story can be heard by anyone up late at Two Taps bar. It should be noted Mr. Rutkowski is seldom seen anywhere besides Two Taps bar, and never arrives before sundown.
-  Aug 17th, 1987: A group of 419 New Age spiritualists gathered atop Tombstone Mesa to welcome the Harmonic Convergence and usher in the "collapse of the false structures of separation." During the celebration, nineteen individuals threw themselves off a cliff, where they plummeted 200 feet to their deaths. The Degoya County medical examiner noted that all nineteen had the same abstract geometric tattoo on their left shoulder, and that all had high levels of peyote and LSD in their systems. Oddly, nobody ever came forward to claim any of the bodies or their cremains.
-  1984: Over the summer, four junior high kids calling themselves "The Mystery Gang" are arrested after trying to burn down the Municipal Library. The kids insisted they were trying to foil a terrible evil, and that the library's Antique Texts section was key to its schemes. They disappeared the day after their release, never to be seen again. Librarian Esther Whateley expressed her sincere hopes for their safe return.
-  1933: The first known appearance of the Big Man—a tall, wide, jowly old man in a cowboy hat and pale yellow suit—at a community picnic, where he can be seen standing in the background of several photos. No one from that day can recall him, but many folks in Degoya County—right up to the present day—have a story about meeting him. He usually offers witnesses a cigarette and then tells them a little-known secret about the community... just before vanishing completely.
-  June 1st, 2008: A traveler, John (full name withheld by request), was found stumbling into the Golden Spur Saloon after 10pm in Pie Town from the direction of Interstate 10, covered in dust, blood, and a clear, sticky substance. They reported that upon reaching the bar, he looked at the bartender on duty and said, "That thing from the sinkhole is coming!" before passing out in dramatic fashion. Authorities later found John's red Jeep Cherokee floating in water 15 feet below the surface of Interstate 10 where a sinkhole opened up.



July 7th, 1952: The body of Hy Rodenbecker is discovered atop his trailer, a single gunshot wound to the head, apparently self-inflicted via his nickel-plated Colt .45. His body is significantly dehydrated and sunburned, as if he spent a full day or more atop the trailer before taking his own life. A wide, smooth, round track worn in the dust around the trailer has baffled authorities since the incident, as have the whereabouts of Hy's two hunting dogs.



May 4th, 1863: The California 33rd Grenadier Regiment, en route to central New Mexico under orders to establish a way station for future expeditions, is waylaid by a brutal sand storm. Remnants of this failed expedition still exhumed themselves during early summer storms: a dessicated hand, a much-chewed tibia, a dream filled with gold, blood, and fear.



October 28th, 1911, a report in the Degoya Clarion: "Local sportsman Hector Ramirez reports seeing 'a great, black, flying creature with a mouth like a crocodile and huge bat-wings' near Wilbur's Ford on the San Degoya River. Ramirez said he was duck hunting when 'the monster swooped out of nowhere and grabbed a bluebill out of the air.' Ramirez said he fired both barrels of his shotgun, at the monster, but it was too far away to hit, and that the gunshot 'scared it off.' Anyone else who sees this creature is urged to report it to the County Department of Fish and Game."



Summer, 1988: Five local children vanished while out playing on their bikes. Missing for 58 days. Found in a disoriented, excitable state just outside of Degoya, near the old flooded quarry. Insisted they had returned from some strange "other" place, but swear they were only gone a few hours.



Approximately 690,000 BP: The Great Render of Flesh, pleased with the wanderers for making copious sacrifices of blood and bone before his impossible altar, gifts them with a titanic pillar made of screaming skin, infused with ancient magicks—a weapon they can use to destroy the fire cults once and for all.



January 1st, 1990: Andre Sanders, a local teenager, goes missing for some time during the night of the New Year celebrations. Alex and Camilla Sanders, his mother and father, organize a search party with the local police and the rest of their neighborhood, but no trace of him is found. A month later, Andre's family finds his dismembered remains neatly arranged on his bed in a natural sleeping position, with a note reading "You should have looked harder :)" stapled to his forehead. The suspect remains at large.





July 7th, 1812: Ezekiel Rodenbecker and a small but dedicated band of religious pilgrims embark on their crusade to "rid The Holy Degoya of Serpents and Make It Unto a New Eden." They will eventually flush, kill, and publicly display 666 snakes over the course of the next seven years.



Oct. 7th, 2009: Strange reports from witnesses claim a great beast tore apart one of the tourists at The Cowboy Skeet Club in the ghost town retreat of Los Pesos, New Mexico. According to witnesses, Jeff Binsun, a club regular, hit a huge beast just beyond the range with his shotgun shell. In response, the "monster," as one witness called it, instantly disappeared and reappeared in front of them, dragging Jeff into the nearby desert where his body was later found.



Approximately 28,000 BCE: The first pact was made between the Flame Keepers and the Sky-Stone Dwellers, activating places of power in the desert wastes that would keep the bone-wolves and other Great Hungers at bay, so that no harm would come to the children and that the people would sleep at night again, dreaming the Dream of their bright future under the watchful stars.



July, 1953: The quiet hamlet of Haresville is terrorized by the Riot Motorcycle Club. They emerged from the desert in a violent frenzy, drowning the town in mayhem, arson, and murder. They abruptly returned to the desert three days later. The few survivors reported preternatural howls, unspeakable acts of gruesome brutality, and their eyes... their inhuman eyes... Official reports blame drugs and communism.



1986: The La Fresca Senior High prom ends abruptly when a fire breaks out mid-dance in the school's gymnasium. Over 100 students and teachers lose their lives. Curiously, not all the victims die of burns or smoke inhalation. Several die from blunt force trauma, two from wounds that suggest an animal attack, and one is decapitated.



July 12th, 1884: Madame Dora Dubois of Chloride, New Mexico was hanged for the first degree murder of Joseph Sweetman after her last defiant words, "He deserved it." Joseph had been investigated for the theft of Madame Dubois' silver ore, but no evidence was found at the time. The day after the hanging, Joseph was found dead, his skin a bluish-grey color from argyria (silver absorption).





1938: The people of Rio Canyon had seen their share of dust storms. But when that gray color blew into town, families sealed their doors and windows or hunkered down indoors to avoid the pale dust. The kids at the time never forgot the screaming, begging, and pleading of those caught outside. Schoolchildren were avoiding their neighbors' bodies in the streets for days before the clean-up was finished.



December 25, 1954: A light dusting of snow was blowing across Pine Avenue when residents looked out their windows and saw a horse bearing a skeletal rider. The rider was clad in the cowboy styles of at least a century before, including a Colt pistol on each side and a Henry rifle in a scabbard on the saddle. The Degoya County Museum Curator, Christine Hialeah, later confirmed the clothes were not new, but were in fact very well-preserved. The horse died the next day.



1919: Walter J. Hennison founded the Ra-Do-Lyte company, producing patent medicines infused with radioactive salts from the defunct Broken Cactus Silver Mine north of Degoya. Ra-Do-Lyte Curative Mineral Water was its most popular product, and by 1926 the bottling plant produced over 75,000 gallons per month. Ra-Do-Lyte went bankrupt in 1930, and its long-abandoned factory was listed as an EPA superfund site in 1982. A 2004 study by the CDC estimates that over 1200 deaths can be linked to ingestion of Ra-Do-Lyte products.



1937: The Degoya County life-size replica of the Biblical Ark was stolen, some say by hand. The reverend William Hendrox started the project in 1931 as a combination charitable works project for migrant labour and demonstration of the glory of God. But by 1937, it was still only a skeleton. Then, in March, a dust storm swept across the whole region. When it disappeared, so too did the Degoya Ark. Only the reverend and a dozen or so workers made it out of the site alive, and only one of them wanted to talk about what took the ship away. The reverend praised God; the workers cursed him.



1835: Halley's Comet streaks across the sky. That night, during peak viewing time, there are no fewer than thirteen stabbings among the farmers in the area. While not all the stabbings are fatal, the pattern of wounds is identical in each attack.



Christmas Day, 1962: Nearly every occupant of every home on Murphy Street in Rio Canyon disappeared without a trace—over 250 people. No bags were packed, no cars were missing, and, in most cases, Christmas dinner was still in the oven. The only person accounted for on Murphy Street was little Tommy Vallejo, who police found carefully unwrapping his presents near his family's Christmas tree. But even little Tommy eventually went missing, shortly after the U.S. military and federal law enforcement conducted their investigation of the strange, mass disappearance.





1892: What they later called "The Drunken Drought" lasted for almost five months and nearly broke the normally resilient farmers of Degoya County. In a fit of hopelessness, what started as a few sorrowful souls overindulging grew into a raucous mix of bacchanalia and riot. It ended two days later when some inebriated wanderers found the bloated, drowned corpses of the Namaporte family in the middle of a bone dry playa. The rain fell the next day.



Although not mentioned by any of their authors to any other person, all diary entries in Degoya County on Saturday, November 21st, 1987 are an arresting variety of shapes, colors, and figures. These scrawlings fill the page, depicting scenes that are alien, horrifying, and religious. If shown their own page, diary authors will stare blankly at it for hours before vomiting and passing out.



In much of the state of New Mexico, one can ask for one's burrito, sopapillas, huevos rancheros, and the like to be prepared "Christmas"-style, and it will be presented slathered in both green and red chile sauces. This is not true in Degoya County, where that particular flavor combination is called "The Orphans," and outsiders who ask why are met with sad smiles and silence at mealtime.



1909: For approximately two minutes on September 20th at 3:12 p.m., the entire county fell asleep. Many suffered serious injuries, with four fatalities confirmed. Those most maimed or scarred from the event became known as Accidentals. While stories of comically odd predicaments initially circulated around tables and in newsprint, the tales that spread over time are those of Accidentals who were in no position to be harmed and nonetheless awoke with affliction.



The caves beneath Tombstone Mesa are a constant attraction for kids wanting to party out of the public eye. On June 15th, 2009, a mix of drugs, alcohol, and a campfire cost the lives of four teenagers. Last week's edition of the Degoya Clarion (dated June 10th, 2019) included an editorial remembering the victims of the fire. Dave Donald, editor of the Clarion, hasn't been home in the three days since, but his secretary found an envelope with two cuttings from the Clarion dated June 1909 and June 1919. The former celebrates the lives of four young men who disappeared "while on a fishing trip out towards Tombstone Mesa," while the latter memorializes "four recently returned heroes of the Great War while setting out to climb Tombstone Mesa." The dates of both tragedies have been highlighted by Dave, the 15th of the month, 2 days from today...



Most folks forget it when they grow old, but in the kindergarten classes, children trade stories of the Whisper. No one's ever seen it: But late at night, if you stay up as late as you can, you can hear it repeat what your friends really think about you.

# Codex Keepers

A Thousand Faces of Adventure, Keeper of the Drunken Pirate's Forgotten Wish

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

Jesse Abelman, Keeper of the Moon's First Memory

Rob Abrazado, Keeper of the Purple Falsehood

Stras Acimovic, Keeper of the Man Who Dies Every Third Day

Quentin Acord, Keeper of the Word that Binds and Blinds

John Adamus, Keeper of the Endless Page

Benjamin Adelman, Keeper of the Brotherhood of the Black Dragon's Great Saga

Javitt Adili, Keeper of the Arms of Torg the Blasphemer

Joaquin Aguirrezabalaga, Keeper of the Blood of Lursiss

James Aitken, Keeper of the Wendigo Clan's Lost Cookbook

Jesse Aldrich, Keeper of Azurix, the Blue Dust Planet

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

Zach Alexander, Keeper of the Weeping Cells

Jack Alexander, Keeper of the Lies of the Child Kingdom

Brendan Allison, Keeper of the Child Who Creeps and Crawls

Kristin Allison, Keeper of the Bright One's Shroud of Mourning

Brian Allred, Keeper of the Spear Eldfuglinn, Which Burns with the Terrifying Light of the Sun

Bryen Alperin, Keeper of the Sibylline Grimoire

Joe Amon, Keeper of the Astral Blades

Erik Amundsen, Keeper of Pages Touched but Unread

Ancusohm, Keeper of the Stone Queen's Egg

Rod Anderson, Keeper of the Floating Flesh Monolith

Dustin Andrews, Keeper of the Egg of Existential Dreaming

Robert Angus, Keeper of the Keystone of the Many Worlds

Calvin Anthropos, Keeper of the Tomb of the Winter Khan

Apollo, Keeper of the Vein-Seeking Tongue

Vincent Arebalo, Keeper of the Dolm Sarcophagus

Mark Argent, Keeper of the Child Who Has No Shadow

Natalie Ash, Keeper of the Fungoid Blessing

Gene Astadan, Keeper of the Temple of the Viridescent Wyrms

Michael Atlin, Keeper of the Beetle's Teeth

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

Archmage Aulin, Keeper of the Turtle-plate Greaves of Old King Marwen

Tom Axon, Keeper of the Sultana's Blue Dreaming

Zach B, Keeper of the Blood-Soaked Corridor

Aaron B, Keeper of the Eagle Knight's Cloak

Jim B., Keeper of the Two Puppets that Gleefully Interrogate

Michael Bacon, Keeper of the Thirteen Rhyming Spells of Kiesow

Rye Baerg, Keeper of the Mark of False Direction

Eric Bahr, Keeper of the Burrow From Which It Comes

Andrew Bailey, Keeper of the World Teeth

Vincent Baker, Keeper of the Sign of the Tree of Life

Josie Baker, Keeper of the Mutinous Younglings

Chad Bale, Keeper of the Chimes of Misery

Noah Ban, Keeper of the Maze of Unending Pleasure

BansheeGames, Keeper of the Lost Child's Breadcrumbs

Michael Barford, Keeper of the Eternal Chime

Mike Barnes, Keeper of the Hymnal of St. Thibold the

Merciless

Marty Barnett, Keeper of the REDACTED TITLE

Marco Barreto Bittner, Keeper of the Leonine Child That Wails and Stings

James Barta, Keeper of the Dreary Island of St. Lomax the Unseen

Michael Bartman, Keeper of the Sad Tale of Alvin Horoux

Nick Bate, Keeper of the Most Delectable Wyrms Viscera

Jacob Bates, Keeper of the Fleeting Blooms

Joe Beason, Keeper of the True Name of Ashmedai

Scott Beattie, Keeper of the Worm Bone Frescoes

David Beaudoin, Keeper of the Clock's Fourth Hand

Michael Beck Esperum, Keeper of the Recorded Grievances of the Thousand Heretics

Becky, Keeper of the Record of Where We Have Been

Mathias Belger, Keeper of the Spectral Hounds

Del Benjamin, Keeper of the Thunderstorm Chariot

Jeff Bernstein, Keeper of the Grey Queen's Unfettered

Winter

Matt Bevilacqua, Keeper of the Meat of the Beggar Tyrant

Aljoscha Beyer, Keeper of the Orichalcum Engine

Al Billings, Keeper of the Dun Spirit of Disobedience

Sam Birnbaum, Keeper of the Last Light of St. Lannen the Pure

Taylor Blair, Keeper of the Mossy Robes of the Green Monk

Sarah Bolling, Keeper of the Last Lantern Before the Black Gate

Boni, Keeper of the Thirteen Principles of Volmun

Eric Bontz, Keeper of the Flocculent Cathedral

Jason Boucher, Keeper of the Feathers of the Molting

Godling

James Bowden, Keeper of the Child Who is Always Right

Behind You

Michael Bowman, Keeper of the Luck God's Last Hand

Joe Boyd, Keeper of the Epilogue from Writings Beyond the

Black Gate

Kristina Boyd, Keeper of the Traveling Notebook of Faina the

False

Simon Brake, Keeper of the Blight Goat and Its Five Ever-

Hungry, Ever-Gnashing Mouths

Sophia Brandt, Keeper of the Dying Heart

Patrick Brannick, Keeper of the True Name of Abbadon

David Bresson, Keeper of the Tortoise Who Mends the

Heavens

Brett, Keeper of the Seven False Smiles

Brian, Keeper of the Autumnal Princedoms

Logan Bright, Keeper of the Flourishing Spore

Finn Brightwell, Keeper of the Shrine of Melchior the

Maggot

Bromeliad, Keeper of Our Mother's Cool Breath, Bottled

William Broom, Keeper of the Joyous Pit

Bill Brown, Keeper of the Emerald Path

Dan Brown, Keeper of the Drowned Tributes

Bryan, Keeper of the Festering Estuary

Stephanie Bryant, Keeper of the Vessel that Once Held the

Silver Dragon's Eyes

Evan Buchholz, Keeper of the Infectious Mist

Evan Bucholz, Keeper of the Wanting Widows of Thon the Promiscuous  
Russ Brucks, Keeper of the Demon Idol that Spits Yellow Bile  
John Buczek, Keeper of the Gardens of the Tall Makers  
Michael Burdick, Keeper of the Darkest Dream Under the Mountain  
Vicente Burzlaff, Keeper of the Grey Queen's Unfettered Winter  
Agatha C, Keeper of the Ebony Cat and All We Deem Above Her  
Len C, Keeper of the Seven Sisters' Rings  
Sean Cain, Keeper of the Hive Lord's Firefly Legion  
Gustavo Campanelli, Keeper of the Seventeenth Oath of the Silenced Demiurge  
John Campbell, Keeper of the Dark Shard of Nemrath  
Freya Campbell, Keeper of the Litch Child's Last Rites  
Jan Cantor, Keeper of the One Who Sees Through Clouds  
Mike Carlson, Keeper of the Obsidian Forests of Yend  
Andi Carrison, Keeper of the Unknowable Words  
Bill Carter, Keeper of Rengollis's Gaseous Blood  
John Erwin Casia, Keeper of the Grisane Root Poison  
Alice W. Castle, Keeper of the Diary of the Emerald Courtesan  
Mark Causey, Keeper of the Lotus-Dweller's Fortunes  
Christopher Challice, Keeper of the Shambling Madness  
Bay Chang, Keeper of the Heart of Lursiss  
Len Chang, Keeper of Pagliacci, the Wicker Mannequin Who Does Not Sleep  
Matthew Chappory, Keeper of the Ever-barren Barley Fields  
Charles, Keeper of the Roosters that Crow at Twilight  
Andrew Cherry, Keeper of the Broken Bones of Askorath  
Daniel Chiavaroli, Keeper of the Screams of the Unjust  
Marty Chodorek, Keeper of Lugana Castafiel's Secret Gambit  
Jeremy Christian, Keeper of the Spiral Nemesis  
Linda H. Codega, Keeper of the Wreckage of the Bright Pier's Twin  
Glenn Condron, Keeper of the Golden Barge of Ambatoharanana  
Edouard Contesse, Keeper of the Gifted One's Jade Carvings  
Alex Context, Keeper of Our Shared Phantasmagoria  
Barry Cook, Keeper of the Galactic Sextant  
Chris Cook, Keeper of the Star Beyond the Veil  
Robert Corr, Keeper of the Ram That Whispers Lies  
Gastón Costa, Keeper of the Tenth Face of Kali  
Malcolm Coull, Keeper of the Golden Nimbus  
Jason Cox, Keeper of the Vessel of the Devil's Own Whiskey  
David Cox, Keeper of the Bright Eyes of St. Hanneffin the Flame  
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  
Michael Crowley, Keeper of the Argent Lock  
Cubano, Keeper of the Iron Troll's Menagerie  
Jim Cummings, Keeper of the Silver Rods  
Pete Curry, Keeper of the Moon Snake's Leash  
Giuseppe D'Aristotile, Keeper of the Midnight Court of Old Queen Rianne  
Jason D'Angelo, Keeper of the Merry Abbatoir

d6, Keeper of the Endless Grudge  
Love Dahlgren, Keeper of the Last True Pages  
Jerry Daly, Keeper of Time's Aperture  
Shanon Daly, Keeper of the Fire of Nal-K'aa  
Mat Danaher, Keeper of the Three-Sided Coin  
Steven Danielson, Keeper of the Chambers of Gentle Understanding  
Dave, Keeper of the Shrine of the Silent Pantheon  
Rose Davidson, Keeper of the Dark Visage of Leon's Forgotten Year  
Tom Davies, Keeper of the Glossary of Blades  
Will Davies, Keeper of the Holy Seals Carved from Valoña's Bones  
Tim Davis, Keeper of the Ghost Cages  
Kristen Davis-Owen, Keeper of the Whispering Menace  
Kees Dedeu, Keeper of the Last Wish of the Grackle Queen  
Joshua DeGagne, Keeper of the Sword of Aloester Graymantle  
Tim Denee, Keeper of the Crawling Portrait  
Warren Denning, Keeper of the Missives from the First Extrasolar Colonies  
Jacob Densford, Keeper of the Rusted Metropolis  
Rob Deobald, Keeper of the Child Who Turns the Key  
Joseph DeSimone, Keeper of the Secret that Allows Us to Sleep at Night  
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  
DianaMoon, Keeper of the Bones of the Grey Rangers  
Justo Diaz, Keeper of the Ruby Eyes of Olga the Sightless  
Mark Diaz Truman, Keeper of the Clockwork Corvid  
Steve Discont, Keeper of the Kingdom of Amanthi, as Captured in Miniature by an Unknown Sculptor  
Remo Disconzi Filho, Keeper of the Box Into Which We Dare Not Reach  
Fernando Dolande, Keeper of the Amber Crown of Good Queen Melys  
Stuart Dollar, Keeper of the Blossomed Antlers  
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  
Parham Doustdar, Keeper of the Zombie Queen's Pheromones  
Tim Dreier, Keeper of the Bone Crown of Old King Smule  
Josh Drobina, Keeper of the Ash-Piety Subjacency  
Stefan Droste, Keeper of the Razor Grasslands  
Alejandro Duarte, Keeper of the Throbbing Star  
Rachelle Dube, Keeper of the Many-Named Treasure  
Ben Duggan, Keeper of the Tome of the Exalted Interrogator  
Michael Dunn-O'Connor, Keeper of the Bone Golem of the Scrimshaw Pass  
Mark Durrheim, Keeper of the Little Gravestone Doors  
Herman Duyker, Keeper of the Beast Masks  
Cody Eastlick, Keeper of Fathenroke's Deck of Laments  
Eli Eaton, Keeper of the Stone Sparrow's Heart  
Vincent Eaton-Valencia, Keeper of the Orc King's Quivering Regret  
Harald Eckmüller, Keeper of the Invisible Mouth of Molek  
Paul Edson, Keeper of the Secret of the Thousand Cuts

Mark Egelhoff, Keeper of The Cracked Mask of the Gilded Eel  
Matthew Egger, Keeper of the White Bats of Good Queen Jedra  
Jonah Eisenstock, Keeper of the Golden Shroud  
Ryan Elliott, Keeper of the Knight of Mourning Lillies  
Kurt Ellison, Keeper of the Shining Sadness  
Norm Elvin, Keeper of the Refined Rose Dust of Daar Angúl  
Epistolary Richard, Keeper of the Blood-Red Violin of Lagethelin Muse-Taker  
Tor Erickson, Keeper of Brother Elijah's Last Breath  
Jennifer Erixon, Keeper of the Spider Tombs  
Ricardo Esteves, Keeper of the Titan's Heart  
Charlie Etheridge-Nunn, Keeper of the Unsolvable Riddle  
Richard Evans, Keeper of the Milk Caves  
Mitchell Evans, Keeper of the Blackbird's Brides  
Amanda F., Keeper of the Cloud Baron's Ghost Zeppelin  
Katherine Fackrell, Keeper of the Invisible Candle  
Fada Joe, Keeper of the Memory Circus  
Colin Fahrion, Keeper of the Slaughtered Hearts  
Per Falk, Keeper of the Unlit Effigy  
Luis Farebrother, Keeper of the Songs of Satyrn's Sounding  
FelTK, Keeper of the Urn that Holds the Ashes of the Red Poet's Heart  
Dan Felder, Keeper of the Astral Bell Tower  
Mark Fenlon, Keeper of the Undulating Brood of Clarissa Dunlop  
Mike Fedinando, Keeper of the Gaze, Adoring and Wanton  
Scott Field, Keeper of Malvett's Living Dream  
The Fifth World, Keeper of the Wisdom of Emerald Nightmare  
Brandon Fincher, Keeper of the Omegatherion of Fasar  
Finn, Keeper of the Spider Tombs  
Asbjørn Flø, Keeper of the Ten Hidden Keys  
Marcus Flores, Keeper of the Chromatic Gates  
flying grizzly, Keeper of the Silence Between Thunder and Lightning  
Adam Flynn, Keeper of the Six-Tailed Dog-beasts  
Kevin Flynn, Keeper of the Vermin Chaplet  
Nicolas Folliot, Keeper of Dahlia Bleakwood's Bloody Hatpin  
Justin Ford, Keeper of the Tilth Maven's Jaw Antler  
Daniel Fowler, Keeper of the Unidentified Artifacts  
Tom Fowler, Keeper of the Woman Who Witnessed the First Murder  
Josh Fox, Keeper of the Pitch-Black Sails  
Andrew Fox, Keeper of the Child Who Cannot Be Cut, Though We Frequently Try  
Lowell Francis, Keeper of the Black Quill  
Francisco, Keeper of the Blood-Soaked Corridor  
Francisco, Keeper of the Forest with Trees that Fall in Sigils  
Brian Frank, Keeper of the Reflecting Pool of Galaurang  
Michael Friese, Keeper of the Smoke Sylphs  
Jeremy Friesen, Keeper of the Gilded Hour  
Full Metal RPG, Keeper of the Order of the Crimson Knife  
Tomer G, Keeper of the Squamous Beast Below  
Hayley G, Keeper of the Selkie's Secret  
Sean G, Keeper of the Creature Who Is Always Just Behind You  
Cory Garcia, Keeper of the Farmhand's Oracle Bowl  
Angel Garcia Jimenez, Keeper of the Glass Bridges

Bill Garrett, Keeper of the Child Who Has No Shadow  
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  
Andre Gaucher, Keeper of the Forest That Means No Harm At All  
Rowan Gavin, Keeper of the Sentient Mist  
Gregory Gelder, Keeper of the Knight of Mums  
Michele Gelli, Keeper of the Woman Who is a Nest for Serpents  
Walter German, Keeper of Galotta's Scarlet Dance  
Joshua Gilbreath, Keeper of the Elven King Who Never Was  
James Gibson, Keeper of Beltherion Brightlord's Shadow  
John Glass, Keeper of the Malignant Verses  
Christopher Gmelch, Keeper of Lianore's False Lament  
gnapo, Keeper of the Emerald Path  
Goat Throne Covenant, Keeper of the Bronze Sea Tabernacle  
Raymond Goerke, Keeper of the Willow Crown of Old King Celadon  
Edgar Gonzalez, Keeper of the Iridescent Forest  
Ira Grace, Keeper of the Cardinal's Confession  
Jack Graham, Keeper of the Injurious Corpse Flower  
Matthew Gravelyn, Keeper of the Twelve Graven Images  
Gregor, Keeper of the Crowcherry Trees  
Greyhoof, Keeper of the Jale Putrescence  
Timothy Grills, Keeper of the Constantly Weeping Justicar  
Derek Grimm, Keeper of the Spirit Discs  
Tre Grisby, Keeper of the Broken God's Final Indignity  
Andrew Gross, Keeper of the Fell Emperor's Last Breath  
Paul Groudas, Keeper of the Rusted Crown of Old King Murr  
Derek Guder, Keeper of the Red Drums of Bellona  
Matthew Gushta, Keeper of the First Oak  
Lloyd Gyan, Keeper of the Seven False Smiles  
Mark H, Keeper of the Blade of the One-Armed Swordsman  
Tony Hahn, Keeper of the Tongue of Gormakir the Cruel  
Haiduc, Keeper of the Meat Orchards  
Matthew Haines, Keeper of the Hollow Squire  
Charles Hainsworth, Keeper of the Song that Sleeps in the Shadows  
Justin Hamilton, Keeper of the Last Tears They Shed  
Noella, Keeper of the Tome of Forgotten Fae Remedies  
Hans, Keeper of the Last Thought of the Last God A.D.  
A.D. Hardman, Keeper of Volcar the Red's Obsidian Hammer  
Robert Harper, Keeper of the Golden Library of Anduul-Ran  
Harriet, Keeper of the Tainted Feast  
Bethany Harvey, Keeper of the Crying Mirrors  
Andrew Hauge, Keeper of the Malefactor's Tender Heart  
JC Hay, Keeper of the Red Mists of Galmoor  
David Hayes, Keeper of Selinod's Somnolent Clowder  
Matt Hayles, Keeper of the Child Who Cannot Cry  
Blaise Hebert, Keeper of the Living Wick of Gautama's Candle  
Michael Heiligenstein, Keeper of the Child Who Repeats the Numbers  
Vee Hendro, Keeper of the Laments of the Awful Sea  
Adrian Hermann, Keeper of the Harridan's Many-Hued Hex  
Miguel Hernandez, Keeper of the Astral Bell Tower  
Brett Hickinbotham, Keeper of Kultok's Bowl of Hollow Suns  
Edward Hickcox, Keeper of the Bridge of Wanderers

Andrew Hicks, Keeper of the Hell of the Upside-Down Sinners  
Brandon Hinton, Keeper of the Ministry of Embers  
William Hobson, Keeper of the Phantom Penitents  
Kyle Hodnett, Keeper of the Secret of Clovis Stout-Hearted  
Flo Hoheneder, Keeper of the Teeth of the Two-Tail Giants  
Arnie Holder, Keeper of the Mortician's Tesseract Heart  
Nick Hollingsworth, Keeper of Tarnat's Prayer for Peace  
Danny Hood, Keeper of the Fabulous Fish Parade  
Nicholas Hopkins, Keeper of the Passage to Dim Carcosa  
Nicholas Hopkins, Keeper of the Space-Borne Memory that Creeps into Our Dreams  
Libby Horacek, Keeper of the Alabaster Heart of the Gnome King  
Matt Horam, Keeper of the Almadin Eye  
Joshua Horowitz, Keeper of Secata the Owl Mother  
Jake Householder, Keeper of the Sky Tribunals  
Logan Howard, Keeper of the Broken Blade  
Stephen Humphreys, Keeper of the Puppeteer's Shadow  
Ross Hunter, Keeper of the Serpent Sword of Master Iron-Wing Crane  
Sid Icarus, Keeper of the Box Into Which We Dare Not Reach  
indistinctdistrict, Keeper of the Mistletoe Arrows of St. Aryn-dion  
Edward Ingold, Keeper of the Cannibal King's Ancillary Carnassials  
Insanodog, Keeper of the Porcelain Lantern Which Shall Never Be Lit  
insert quest here, Keeper of the Silver Light of St. Lannen the Pure  
IraBulba, Keeper of the Hand of Crador, Blind God of the Kubora  
Spencer Isdahl, Keeper of the Steel Blessing of Ares  
Zachary Isom, Keeper of the Nameless Queen's Sobriquet  
J.F., Keeper of Tolgath, Arm of the Emperor  
Curt Jackson, Keeper of the Mandrake's Most Secret Spell  
Sarah Jacobson, Keeper of the Lion Child Who Wails and Stings  
Dana Jazdia, Keeper of the Current Between Worlds  
Jake Rides Again, Keeper of the Woman Who Scrawls the Symbols  
Salamander James, Keeper of the Agony Songs  
Jason, Keeper of Harmony Bleakwood's Pain Diary  
Jason, Keeper of the Melody Glades  
Johan Jaurin, Keeper of the Laughing Chaos  
David Jay, Keeper of the Red and Endless Tankard  
Jeff, Keeper of the Silver Dragon's Second Heart  
Oli Jeffery, Keeper of the Hymnal of the Ultor Sacerdotes  
Andrea Jelen, Keeper of the Rootless Forest  
Scott Jenks, Keeper of the Gelid Offspring  
Tim Jensen, Keeper of the Pilgrim's Forge  
K Jeremy, Keeper of the Bloody Road to Bellet  
Osc Jeremy, Keeper of the Egg of the Immortal Serpent  
jestr, Keeper of the Skyward Mockery  
Joe, Keeper of the Torment Gardens  
Joey, Keeper of the Jade Monoliths  
John, Keeper of the Red King's Heart  
CJ Johnson, Keeper of the Hull of the Void Hatred  
David Johnson, Keeper of the Dragon That Shines Like Moonlight On Us

Tom Johnson, Keeper of the Puppet That Whispers Truth When You Sleep  
Jonathan, Keeper of Cold Glass Fragments from the Thorn Dragon's Spine  
Derek Jones, Keeper of the Grand Apotheosis  
Josh, Keeper of the Lapis Mysteries  
Juniper and Sage, Keeper of the Feathers of Regret  
Thomas Junk, Keeper of the Gilded Hour  
Justin, Keeper of the Nightmare Crèche  
Neal Kaplan, Keeper of the Ceramic Moon Dials of the Terpsichore Witches  
Kassidy, Keeper of the Flask of Sorrows  
Jamie Keane, Keeper of the Endless Spire  
Ralph Kemp, Keeper of the Crook'd Manse That Shelters the Salt-Shy Ooze  
Joshua Kershaw, Keeper of the Conch Shell Horn of Nammu  
Kettle and Clock, Keeper of Twilight's Heartfelt Whispers  
Lucian Khan, Keeper of the Delightful Corpse  
Colin Kierans, Keeper of the Blood Binding Chamber  
Kieron, Keeper of the Fane of the Twelve  
Tomasz Kijas, Keeper of the Forest of No Return  
Kimi, Keeper of the Silver Lotus Dust  
Tara King, Keeper of the Prismatic River  
Patrick Kirkner, Keeper of the Djinn's Four Gifts  
Andy Kitkowski, Keeper of the Scrolls of Heaven and Earth  
Matthew Klein, Keeper of the Crystal Grotto  
Daniel Klein, Keeper of the Many-Jointed Mud Mummer  
Charles Klempay, Keeper of the Irresistible Mule, Luscious with Treasure and Fat  
Nick Kline, Keeper of Sun Mother's Holy Mead  
Colin Kloecker, Keeper of the Fell Cairn's Melancholy  
Julian Kluge, Keeper of the Key to Zee'Tha  
Renee Knipe, Keeper of the Wayward Samurai and the Welcome We Gave Him  
Ryan Knott, Keeper of the Locks without Key  
Patrick Knowles, Keeper of the Violation Hymns  
Jonathan Konig, Keeper of the Black Star Sapphire  
Jonathan Korman, Keeper of the Bleak Lady's Last Candle  
Ilmari Korpi, Keeper of the Path of Cenduwain Rose-Whisperer  
Jason Kottler, Keeper of the Sword of St. Ingo the Revealer  
Ben Kramer, Keeper of the Book of False Rituals  
Mischa Krilov, Keeper of the Emerald Voice  
Tamás Krisztin, Keeper of the Five Hundred Years Stolen Out of Time  
Eike Kronshage, Keeper of the Chained Wolf, Herald of Nothingness  
Chris Krueger, Keeper of the Four Mysteries of the Carnelian Empress  
Taejas Kudva, Keeper of the Screaming Statuary  
Troy Kuech, Keeper of the Rose Warden's Garden  
Tim Kuehlhorn, Keeper of the Grand Radiance  
G. Ralph Kuntz, Keeper of the Tabard of St. Jasmine the Blessed  
Dion Kurczek, Keeper of the Automata Philosophica  
Eli Kurtz, Keeper of the Blade of the One-Armed Swordsman  
Brian Kurtz, Keeper of the Law Library of Maedrovel Urosh  
Eli Kurtz, Keeper of the Blade of the One-Armed Swordsman  
Daniel Kusan, Keeper of the Child Who Has No Shadow  
Daniel Kusan, Keeper of the Seven Splints of the Demon

## Crown

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Ben L., Keeper of the Canoptic Guardians  
David LaFreniere, Keeper of the Six Questions  
Wade Lahoda, Keeper of the Mountain Troll's Ever-Growing Hand  
Ric Lanciotti, Keeper of the Sapphire Temple  
Simon Landreville, Keeper of the Penumbral Phalanx  
Jesse Larimer, Keeper of the Wisdom of the Eight-Legged She  
Samuel Larsén, Keeper of the Ten Corpulent Archons  
Nathan Lawrence, Keeper of the Deep Riddle Dunes  
Andrew Lawton, Keeper of the Child Whose Face is Naught but Eyes  
Rolan Le, Keeper of the Starlit Tomes of Astromancy  
Leckie, Keeper of the Pedigree of Two-Faced Demons  
Petri Leinonen, Keeper of the Cavernous Bile Ducts  
Jon Lemich, Keeper of the Star of Selem  
Sean Leventhal, Keeper of the Revenant Chord  
Rubin Levinson, Keeper of the Golem's Eyes  
Brian Lewandowski, Keeper of the Prime Ascetic, Keeper of Nothing  
David Lewis, Keeper of the Titan's Skull  
Daniel Lewis, Keeper of the Unspeakable Fixation  
Melissa Lewis-Gentry, Keeper of the Dolls of Old King Clay  
Jason Li, Keeper of the Descendants of the Rain Wyrms  
Vasilis Liaskovitis, Keeper of the Eighty-Seven Near-Silent Years  
J.D. Lichauro, Keeper of the Silent Chimes  
Erich Lichnock, Keeper of Golden Hammer of the Prince of Alternia  
Shane Liebling, Keeper of the Unlearnable Alphabet  
Arnulph Lisieux, Keeper of the Winter Reverie  
Tyler Lominack, Keeper of the Burning Pages  
Eric Loren, Keeper of the Drowned Colossus  
Bryan Lotz, Keeper of the Skull of the Wax Child  
Kevin Lovecraft, Keeper of the Flesh-Bound Book  
Benjamin Loy, Keeper of Evlaar's Glass Bellows  
Ludo, Keeper of the Malign Mouth of Danjeel the Confessor  
Hosea Lueke, Keeper of the Black Prism Protocols  
Chris Lutes, Keeper of the Blighted Egg  
Richard M, Keeper of the Wax-Tear Hyacinths that Grow on the Graves of the Forgotten Kings  
Neil MacBeth, Keeper of the Atlas of Vanished Countries  
Zander MacDonald, Keeper of the Chrysanthemum Crowns of the Skeletons of Anatiagua  
Ryan Macklin, Keeper of the God Sarcophagi  
Rory MacLeod, Srorrim Ni Nees Eb Ylno Nac Hcihw Taht Fo Repeek  
Kira Magrann, Keeper of the Singing Serpent's Nest  
Jeremy Mahr, Keeper of the Almanac of Leng  
Steve Mains, the Keeper Who is Beyond Our Reach  
Malex, Keeper of the Temple of the Golden Sky  
Eric Maloof, Keeper of the Child Who is a Nest for Spiders  
Ido Magal, Keeper of the Monkey's First Lie  
Josh Mannon, Keeper of the Twisted Teeth of Garthuul  
Manu, Keeper of the Little Box with a Tongue and Mirror Inside  
Michael Marciano, Keeper of Moonweaver's Celestial Cloth  
James Marcucci, Keeper of the Child Whose Flesh is Burlap

## and Buttons

Maria, Keeper of the Silver Mead of Old Queen Sheima  
Aaron Marks, Keeper of the Skull Which Catches the Blood  
Eugene Marshall, Keeper of the Last Flame that Burned in the Firmament  
Kevin Marshall, Keeper of the Chains of the Nameless Kings  
Sam Marshall, Keeper of the Five Limbs of Acolla  
Mike Martens, Keeper of the Thousand Verses of Voe'huul  
Keith Martin, Keeper of the Woman Who Screams the Prophecies  
Blaine Martin, Keeper of House Fenderan's Fallen Banner  
Maximillian Martin, Keeper of the Joyous Pit  
Robert Masella, Keeper of the Soothing Mists of St. Fenton the Merciful  
J. Brandon Massengill, Keeper of the Lich-Bone Die  
Michelle Matsutani, Keeper of the Golden God-Poppies  
Colin Matter, Keeper of the Labyrinth Beneath the Sands  
Mikel Matthews, Keeper of the Scarification Blades  
Andru Matthews, Keeper of the First Murderer's Knife  
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Kyle Maxwell, Keeper of the Alabaster Monolith  
Peter Mazzeo, Keeper of the Hell Rat's Army Below  
Donogh McCarthy, Keeper of the Nine Dread Names  
Jim McCarthy, Keeper of the Yellow Tree's Oozing Heart  
Stephen McClanahan, Keeper of the Resonant Heartstones  
Lee McDaniel, Keeper of the Crown of King Ahanu the Laughing  
Josh McGraw, Keeper of the Crown of the King in Yellow  
Tom McGrenery, Keeper of the Two Tongues  
Anthony McIntosh, Keeper of the Chains of the Nameless One  
Anthony McIntosh, Keeper of the Idle God and His Infinite Library  
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Alex McManamon, Keeper of the Rainbow Shores  
Lauren McManamon, Keeper of the Secrets of Quachil Uttaus  
Daniel Mejia-Onat, Keeper of the Wind God's Lungs  
Nery Mejicano, Keeper of the Magister's Chain  
Alex Meltsner, Keeper of the Book of Infinite Zeroes  
Michael Mendoza, Keeper of the Sleeping Pygmy  
Darius Meskauskas, Keeper of the Unseen Moons  
Corey Metcalfe, Keeper of the Most Delectable Wyrms Viscera  
Johnstone Metzger, Keeper of the Toad That Refuses to Believe It Is Not. A Man  
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Darren Miguez, Keeper of the Boxes that Once Held Innocence  
Mileur Le Plaine Marc, Keeper of the Pedantic Gnome's Joyless Ramblings  
Kristopher Miller, Keeper of the Chain That Bound Desmond the Soul-Shattered  
Luke Miller, Keeper of the Fruit from the Tree of Luck  
Jason Mills, Keeper of the Nameless Guilt of House Castafiel  
Ainar Miyata, Keeper of the Corpse Pierced with a Hundred Blades  
David Ariño Montoya, Keeper of the Algorithmic Tones  
Blaine Moore, Keeper of the Ancient Ungulate

Jim Morris, Keeper of the Darkstar Instruments  
Harry Morris, Keeper of the Sebait of Silver Dreaming  
David Morrison, Keeper of the Tears of Lost Children  
Richard Moser, Keeper of the Five Poisons  
Elias Mulhall, Keeper of the Child Who Dies Each Night  
William Munn, Keeper of the Wailing Queen's Almanac  
Alex Murphy, Keeper of the Sympathetic Stiletto, Sticky with Eye Juices  
Liam Murray, Keeper of the Teeth Tithings  
Dude Mysterio, Keeper of the Eyes of the First Pirate  
Dante Nardo, Keeper of the Cult of Hyaenas  
Tiphanie Neely, Keeper of the Phantom Penitents  
Lloyd Neill, Keeper of the Misery Fountains  
Phillip Neitzel, Keeper of the Oculus Tenebris  
Skyler Nelson, Keeper of the Child Dressed in Borrowed Skins  
Adam Ness, Keeper of the Axe of Jeffery Bleakwood  
Ren Neuhoff, Keeper of the Wind's Forgotten Songs  
Richard Newby, Keeper of the Holy Blood Sponge  
Joshua A.C. Newman, Keeper of the Bronze Glyphs  
Chris Newton, Keeper of Where the Lone Wolf Sleeps  
AJ Nichols, Keeper of the GIF that Gets More Sinister With Each Loop  
Jessica Niles, Keeper of the Horn that Echoes the Cries of the World  
Robert Nolan, Keeper of the Furtive Manikin  
Joseph Noll, Keeper of the Great Betrayal  
Adam Nordin, Keeper of the Vault of Atrocities  
Candida Norwood, Keeper of the Everlasting Wound  
Joel Notsch, Keeper of Langwidere's Hundred Heads  
nurdertim, Keeper of the Mechanical Mastermind of Havena  
Tyler Oden, Keeper of the Blessed Venom Sacs  
Adam Oedekoven, Keeper of the Record of Fae Lineages  
okokok, Keeper of the Carnifax of Hyluren  
Johannes Oppermann, Keeper of the Temporal Rift  
Orcusdorkus, Keeper of the Red Architect's Impossible Angle  
Justin Ortega, Keeper of the Midnight Palace  
Ray Otus, Keeper of the Endless Page  
Jen Overstreet, Keeper of the Wax Forest and All Who Must Remain There  
Saribel Pages, Keeper of the Djinn's Four Gifts  
Mike Panciera, Keeper of the Quay of Memory and Sadness  
Maurizio Paoluzi, Keeper of the Bludgeons of Ecstasy  
Thyme Paradox, Keeper of the Unspoken Oath  
Will Patterson, Keeper of the Child's Dream  
Chris Paul, Keeper of the Pungi of the Serpent Queen  
Paul, Keeper of the First Seer of Anglemoore  
Ivan Pawle, Keeper of the Merry Axe of St. Lucina the Mad  
Wayne Peacock, Keeper of the Amber Horn of Heléthe  
Galen Pejeau, Keeper of Bellis and Avari, the Swans of the Sea of Mist  
Pedro Pereira, Keeper of the Maggot Godling  
Patrick Perkins, Keeper of the Vernal Extraction  
Alexandria Permann, Keeper of the Moon Snake's Leash  
Jonathan Perrine, Keeper of the First Particle From Which All Else Came  
Michael Petersen, Keeper of the Voidreaver Idol  
Loren Peterson, Keeper of the Chronicle of Masks  
Jan A. Petrykowski, Keeper of the Irresistible Sendings of

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Philippe, Keeper of the Sentry Pines  
Matt Phillips, Keeper of the Shriven Monks Who Have Lost All but One Mote of Hope  
Justin Phillips, Keeper of the Wanderer's Prison  
Matt Phillips, Keeper of the Nectar Which Shall Never Touch Our Lips  
Dan Phipps, Keeper of the Ten Talons that Killed Terris'tla  
Jason Pitre, Keeper of the Planar Pathways  
Matthew Plank, Keeper of the Final, Cinnamon-Weakened Thought  
Tun Kai Poh, Keeper of the Sacred Bees and the Honey of Salvation  
Adrian Polegre, Keeper of the Temple of the Viridescent Wyrms  
Leandro Pondoc, Keeper of Danelle Bleakwood's Blood-Stained Candelabra  
Moe Poplar, Keeper of Unlit Forges from the War of Excess  
Kurt Potts, Keeper of the City that Never Was  
Michael Prescott, Keeper of the Serpent Coil Throne  
Devin Preston, Keeper of the Vermillion Embers  
Scott Puckett, Keeper of the Six Hands of the Child  
Dan Pucul, Keeper of the Four Rituals  
Raji Purcell, Keeper of the Most-Squamous Secret of the Reptile Cult  
Lu Quade, Keeper of the Cloak of Logan Stormbreaker  
Mike Quintanilla, Keeper of the Spagyric Manifolds  
Robert Quintero, Keeper of the Library of Eidoloss  
Kirk Rahusen, Keeper of the Child Who is Made of Clay  
Michael Raichelson, Keeper of the Maddening Rhymes  
Catherine Ramen, Keeper of the Blood-Stained Carnations  
Ary Ramsey, Keeper of the Museum of Grotesques  
Sawyer Rankin, Keeper of the Inevitable Kiss of the Grave  
Johannes Rasmussen, Keeper of the Nine-Fold Edge  
Frank Reding, Keeper of the Land that is Naught but Salt and Mysteries  
Alun Rees, Keeper of the Unlit Effigy  
Gerrit Reininghaus, Keeper of the Voice of the Silent Emperor  
Peter Reitz, Keeper of the Child Who Neighs and Her Sack of Dreaming Crickets  
Relin, Keeper of the Final Syllable, Which Must Not Be Uttered  
Jose Reta, Keeper of the Baron's Hidden Succor  
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Sam Richardson, Keeper of the Inscrutable Circle  
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Dylan Ross, the First Keeper  
Darold Ross, Keeper of the Highest Ideals of the Bearded Sages of Tiger Mountain  
RPG Kitchen, Keeper of the Plentiful Cauldron  
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Bruce Rusk, Keeper of the Beast Crown of Old Queen Rhianne  
Russell, Keeper of the Smoking Mirrors  
Robert Ruthven, Keeper of the Hidden Moors  
James Ryan, Keeper of the White Kettle Estuary  
Blake Ryan, Keeper of the Words of Dissolution and Wonder  
Blake Ryan, Keeper of Those Who Feel the Harrowing Eternity  
Ryan, Keeper of the Nightmare Diadems  
Ali Ryder, Keeper of the Blood Archive  
Scot Ryder, Keeper of the Brimstone Covenant  
Ramanan S, Keeper of the Book of Old Supplications and Rites  
Mark Sable, Keeper of the Eight Deaths of Gruta de Juxtlahuaca  
SageZero, Keeper of the Meat Orchards  
Marco Antonio Salazar Matamoros, Keeper of the Twilight Hunting Grounds  
Marius Salsbury, Keeper of the Milk of the Serpent Queen  
Greg Sanders, Keeper of the Fragrant Void  
CJ Sands, Keeper of the Womb of a Thousand Sorrows  
Chad Sansing, Keeper of the Constellation of Flame and Wine and Folly  
Christopher Santee, Keeper of the Echo Plantations  
Alexi Sargeant, Keeper of the Blue Masquerade  
Leah Sargeant, Keeper of Leopard's Precious Child  
Samuel Sarjant, Keeper of the Devil's Decoction  
Sarn, Keeper of the Silver Lotus Dust  
Craig Savino, Keeper of the Hare Skull and the Blue Candle  
Ray Sawyer, Keeper of the Oblique Atlas  
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Kevin Scheffler, Keeper of the First Starlight  
Eric Scherer, Keeper of the Violet Mist  
Mendel Schmiedekamp, Keeper of Grandmother Bleakwood's Recipe Box  
Aniket Schneider, Keeper of Nine Rooks  
Daniel Scholler, Keeper of the Promise of the Jaguar Prince  
Emmanuel Scholz, Keeper of the Cobalt Sunset  
Schubacca, Keeper of the Libidinal Journals of the Lust-Sages of Planet Zroth

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John Schuhr, Keeper of the Mind-Eating Source Code of the Old Gearhulks  
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Alexander Shendi, Keeper of the Umbral Seamstress  
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Asher Silberman, Keeper of the Basalt Crown of Old King Abadon  
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Sean Smith, Keeper of the Stone Certificates  
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Lonnie Spangler, Keeper of the Nine Temptations of Pest  
Paul Spraget, Keeper of the Great Cutter Creek Spider Migration  
Spenser Starke, Keeper of the Woodwitch's Wine Well  
David Starner, Keeper of the Mourning Beetle's Carapace  
Enoch Starnes, Keeper of the Machine That Must Not Stop  
Maciej Starzycki, Keeper of the Bone Reliquary  
Stefan, Keeper of the Leporine Mausoleum  
Eric Stein, Keeper of the Hollow Squire  
Keith Stetson, Keeper of the Woman Who Mutters the True Name of God  
Erica Stevenson, Keeper of the Forty Funereal Rites  
Vana Stillwater, Keeper of the Weightless Stone  
Steven Stimach, Keeper of the Last Words from the Fires of Montsegur  
Karl Stjernberg, Keeper of House Fenderan's Fallen Banner  
Johannes Stock, Keeper of the Murk Pontiff's Geas  
Slade Stolar, Keeper of the Crone's Black Verse



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Paul Strawser, Keeper of Unclaimed Souls  
Matt Stuart, Keeper of the Ulfire Door  
Aaron Sturgill, Keeper of the Melody Glades  
Christian Svalander, Keeper of the Hidden Vortex  
Jason Swank, Keeper of the Paper Feast  
James Sweetland, Keeper of the Child Who Eats Her Own  
Fingers  
Harrison Swift, Keeper of the Supreme Emperor's Anguish  
Ben Swinden, Keeper of the Fell Cairn's Melancholy  
Jonathan Syson, Keeper of the Creatures that Stare North,  
as if Waiting for Something to Arrive  
Alexander T G, Keeper of the Deed to the Ten Hells  
John Taber, Keeper of the Song that Longs to Die  
Michael Taylor, Keeper of the One Who Grinds Your Skin  
Brennan Taylor, Keeper of the Shell of the Fifth World  
tech ghou!, Keeper of the Hyperspatial Quantum Fluids of  
Ygxag  
Doyce Testerman, Keeper of the Tainted Chorale  
Thielen off the Hook!, Keeper of the Elegy of Old Queen  
Naima  
Ron Thomas, Keeper of the Spectral Visions  
Jex Thomas, Keeper of the Thousands of Worms in the Shape  
of a Man  
Danielle Thomas, Keeper of the Wolfmoot  
Christopher Thompson, Keeper of the Library of Atlantis  
Owen Thompson, Keeper of the Soul-Grinding Stone  
Jonathan Thompson, Keeper of the Translator's Second  
Tongue  
Nathan Tinder, Keeper of the Violet Crown  
To the Manticore, Keeper of The Yellow-Tattooed Whales  
Ari Tobias, Keeper of the Cat With Seven Eyes But No Soul  
Jason Tocci, Keeper of the Thirteen Spears of Num-Hei  
Brandon Tomlinson, Keeper of the Sun King's Mirrored Hall  
Evan Torner, Keeper of the Great Serpent's Golden Nimbus  
Michael Tree, Keeper of the Apostate's Silvered Skulls  
Tina Trillitzch, Keeper of the Eight Phrases  
Will Triumph, Keeper of Tolgath, Arm of the Emperor  
G. Michael Truran, Keeper of the Charming but Murderous  
Ne'er-do-well  
Charlie Tsai, Keeper of the Corpse Cloak of the Storm Giant  
King  
Sam Tung, Keeper of the Sensual Sword of St. Ortho the  
Languid  
Mark Tygart, Keeper of the Soul Mill  
Mikael Tysver, Keeper of the Hymnal of St. Evelyn the White  
Phil Ulrich, Keeper of the Tourmaline Gate of Cygnus the  
Wise  
Colin Urbina, Keeper of the Copper Skin of the Lightning  
Tree  
Ivan Vaghi, Keeper of the Eyes of Gormakir the Cruel  
Mark Valente, Keeper of the Spyglass of the Serpent  
Starwatcher  
Michael Van Vleet, Keeper of the Under-Mutants of  
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Adam Vass, Keeper of the Roar of K'al Ha-Whalit, High Drake  
of M'huun  
Phil Vecchione, Keeper of the Cryptic Manuscript  
Charlie Vick, Keeper of the Lists of Shame  
RL Vieira, Keeper of the Iron Seals

Brian Vo, Keeper of the Seclusium of Loshe the Living  
Sabine Voelkel, Keeper of the Hell Armada  
Christian Vogt, Keeper of the Forest of the Moth Prince  
Petra Volkhausen, Keeper of the Black Lion  
Volsung, Keeper of the Invention of Murder  
Shervyn von Hoerl, Keeper of the Titan's Womb  
Werner Waage, Keeper of the Blood-Soaked Corridor  
Wack Panther, Keeper of the Impaling Tower of Old King  
Allonde  
Morgan Wajda-Levie, Keeper of the Hook Men of the Yian  
Pass  
Christopher D. Walborn, Keeper of the Book of Marvels,  
Wired Shut Forever  
Kali Walbring, Keeper of the Vial of Dwarf Tears, Secret  
Shame of Their Race  
Chad Walker, Keeper of the Riddles of the Emperor of Rye  
David Walker, Keeper of the Severed Hand of the Lonely  
Knight  
Caroline Walker, Keeper of the Testifier's Skull  
Blair Wallace, Keeper of the Astral Willows  
Sarah Walsh, Keeper of the Star Whale's Lament  
Janie Walter, Keeper of the Stainless Vessel of St. Evelyn the  
White  
Gerwyn Walters, Keeper of the Bleakwood Legacy  
Jenny Wang, Keeper of Belle Ornith's Memory Jar  
Steven Warble, Keeper of the Basin of Vile Ablutions  
Lester Ward, Keeper of the Golden Knot  
Toby Wardman, Keeper of the Mortician's Tesseract Heart  
Noel Warford, Keeper of the Tortoise Who Mends the  
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Steven Watkins, Keeper of the Three Wicked Kings  
Mark Watson, Keeper of the Tales of the Forgetful Prince  
Daniel Way, Keeper of the Orphan's Kiss  
Joe Webb, Keeper of the Lost Archives of Lahaug  
Phillip Wessels, Keeper of the Dun Putrescence  
Daniel Westheide, Keeper of the Ninth God's Dream  
Matt Wetherbee, Keeper of Palowma's Candied Delights  
Devin White, Keeper of the Venom of Lursiss  
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Mark Wiand, Keeper of the Enshrined Stone Bezoar  
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