

Codex

The Gauntlet's monthly RPG zine



YELLOW 2

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**ST.
VITUS'S
DANCE**



**A CTHULHU DARK MYSTERY IN LONDON
DURING THE SECOND SUMMER OF LOVE
1989**

TOP SECRET

AMIDST OUR PEOPLE HERE IS COME
THE MADNESS OF THE DANCE.
IN EVERY TOWN THERE NOW ARE SOME
WHO FALL UPON A TRANCE.
IT DRIVES THEM EVERY NIGHT AND DAY,
THEY SCARCELY STOP FOR BREATH,
TILL SOME HAVE DROPPED ALONG THE WAY
AND SOME ARE MET BY DEATH.

Seventeenth Century poem describing the dancing mania.

~~In the early 1990s UK parliament passed The Criminal Justice Act criminalizing "illegal gatherings of more than 20 people listening to repetitive beats."~~

THE HOOK

The mangled body of an Italian exchange student, dressed in old fashioned automobilist clothes, is recovered from a fatal car crash. The driver's body and his car show disturbing alterations.

THE STORY

Sophie Chalmers, student at the Guildhall School of Music and Drama, finds an unreleased composition of Franz Liszt for solo piano. She becomes obsessed with a certain movement from the piece and plays it until her hands bleed.

After a nervous breakdown, she drops out of university and moves into a squat, called the Roundhouse, where she meets Fuzz, a DJ at the pirate radio station Sunrise FM. She records the song on his equipment, puts a beat under it and passes it on to Heather, her friend and occasional roommate. Fuzz discovers the master tape, remixes it and presses the song on vinyl to play it at an upcoming rave in front of thousands of people. Meanwhile, Sophie continues performing the song in the Roundhouse, weakening the border between reality and the madness of Carcosa.

THE SONG

Late in his life, Franz Liszt starts experimenting with tonal ambiguities, simultaneous minor and major chords, obsessive repetition of themes and the "forbidden notes" of parallel 5ths. In the manuscript of Csárdás Macabre he writes: "May one write or listen to such a thing?" It is believed that he burns the last of these four compositions that historians refer to as Csárdás Perdue.

The piece is very percussive but with varying speeds, the rhythm is flung between both hands, giving the impression of movement in space. The harmony oscillates between dissonant and euphonious. Listening to it, you realize immediately that you are doing something forbidden like watching your parents having sex or being aroused by observing the broken body of Christ during Mass. But you can't stop listening, the same way you can't stop compulsively probing a sore tooth with your tongue.

THE INVESTIGATORS

All PCs are members of Section 3, an unofficial government agency specialized in countering paranormal threats. Section 3 recruits agents from all sectors of civil service. Although there is a preference for law enforcement and counter-terrorism, expertise from other areas like education and health are needed as well.

CHARACTER CREATION

- . When making characters, ask each player one of the following questions about their character:
- . What piece of popular culture (a film, book, video game, etc.) were you obsessed with as a teenager?
- . Describe a ritual action you had to perform because it would bring "luck," such as tying and untying your shoelaces a certain number of times.
- . What kind of infestation plagued your parents' home when you were a kid, e.g. ants, moths, mice?
- . Describe a recurring surreal dream you have since childhood. Why does it scare you?
- . What is your sexual fetish?

Use the answers to define how the characters will experience the song, and for the rooms of the Roundhouse squat.

THE CRASH

The agents receive a phone call from their handler on Friday, August 18th, 1989, in the middle of the night. They are asked to investigate the unusual circumstances of a fatal car crash.

Sound: The first birds of the morning, a man occasionally shouting in disbelief.

Sight: Yellow and black police tape, emergency lights flashing, a demolished vintage car with elongated front crashed against a tree.

Upon arriving at the crash site, the agents see the car being towed away. A firefighter receives psychological support nearby. The autopsy is performed by a coroner associated with Section 3.

THE CAR

The car looks like an old sports car from the first half of the 20th century, although it can't be ascribed to any known model. The passenger compartment has been removed along with the body. According to the number plate and insurance papers from the glove box, the car is an Aston Martin DB5. It was reported stolen by the owner two days ago. Investigating the car might reveal that it resembles a Alfa Romeo Berlinetta from the 1930s, as if painted by a cubist, with sharp angles and retrofuturistic shape.

THE TAPE

A cassette tape in the tape recorder labeled Csárdás Fuzz Mix, severely burned. Fragments of the tape can be recovered: A looped piano piece with TR-909 beats.

The percussive piano movement has similarities to Csárdás Macabre by Franz Liszt. Fuzz might refer to the fuzz modulation effect or DJ Fuzz, a radio DJ on the pirate station Sunrise FM. The location of his terminal is unknown.

Clue: DJ Fuzz, Sunrise FM

THE BODY

The body is mangled and seems strangely fused with the car, hands melted onto the wheel without discernible fingers, the joints at his elbows, hips, and knees chromed and metallic. The driver wore a heavy coat, leather helmet, and goggles. Inside the coat is a passport that identifies the driver as Rudi Mancini.

They can also tell that Rudi is an Italian student of architecture at the University of Greenwich and lives in Islington. The passport was issued in 1927 at the Italian Regency of Carnaro, an enclave in Croatia under the influence of the futurist poet and general, Gabriele D'Annunzio.

Investigating the coat also reveals a safety pin with a price tag and the label "English Eccentrics," a second-hand clothing store at Camden Market.

Clue 1: Rudi Mancini's address

Clue 2: English Eccentrics, Camden Market



RUDI MANCINI'S APARTMENT

Sight: Post-its on every surface, a print of Autoportrait (Tara in a Green Bugatti)

Smell: Withered roses

Mancini's apartment is a small studio full of books about architecture, Italian Futurism, and poems by D'Annunzio and Marinetti. There are post-its with English words crossed out and *fogliame autunnale* written over them. A calendar with birthdays and university courses shows a bi-weekly meeting with "Heather" at Dingwall's. His bed is surrounded by numerous vases full of wilted roses. Further inspection reveals a diary, written in Italian, and accounts for his arrival in London six months ago.

The last pages repeat the same sentence over and over again: *Perché alcuni accordi musicali dovrebbero farmi pensare alle tinte marroni e dorate del fogliame autunnale?* - which translates to: "Why should certain chords in music make me think of the brown and golden tints of autumn foliage?"

Reading the whole diary reveals that he received the Csardas Fuzz Mix tape from Heather and has been obsessed with it ever since. He made a copy for Andy Townsend, a fellow student at Greenwich.

Clue 1: Meetings with Heather at Dingwall's

Clue 2: Fellow student Andy Townsend has a copy of the tape

ENGLISH ECCENTRICS, CAMDEN MARKET

Sight: A shop girl with plucked-out eyebrows, an older customer dressed in a coat and scarf, unaware of the heat and the moths crawling on his clothes

Smell: Oppressive incense

Nobody recognizes Rudi Mancini's name.

DINGWALL'S

Sight: Concert posters; through the windows, a view of young people enjoying the sun on the banks of the loch

Smell: Cigarette ash, beer, and urine

Dingwall's is located in a former warehouse adjacent to Camden Loch. The bar crew will identify "Heather" as Heather Oakes. She works part-time as a waitress at the bar and can be found either at her friend's house in Muswell Hill or at the Roundhouse, a nearby squat. They remember her sitting with a handsome young Italian twice a week for mutual language lessons.

Clue 1: Heather's address at Muswell Hill

Clue 2: The Roundhouse squat



Killerhertz live
at Dingwalls, 1981.

MUSWELL HILL ADDRESS

Sight: A two-story Edwardian brick building with a small fenced front yard, a baby doll with adult teeth lies in the grass

Sound: From the window on the second floor: faint beats, a female voice (1) and a shrill male voice (2) arguing. If the investigators pause and listen they hear:

Voice 1: Where is the child?

Voice 2: Gone - gone to sleep.

Voice 1: What have you done with the child?

Voice 2: Gone to sleep, I said.

Voice 1: What have you done with it?

Voice 2: What have I done with it?

Voice 1: Ay, done with it. I heard it crying just now. Where is it?

Voice 2: How should I know...?

Inside:

Sight: Dozens of cats lounging on mismatched furniture from flea markets

Sound: Whistling tea kettle, rave music from upstairs

Smell: Cat piss, smoke, and herbs

A woman wearing a black Misfits tank top covered in grey cat hair opens the door. This is Molly Parker, hospitable but aloof, smoking hand-rolled cigs, and occasionally coughing up hairballs. She doesn't seem to hear the music from upstairs or the kettle whistling.

Molly hasn't seen Heather in a while, and says that she might be in the room upstairs, listening to that song again. Molly will also mention that Heather might be at the Roundhouse, and that ever since Heather met Sophie at the squat, she's changed.

Clue: Heather got the tape from Sophie while staying at the Roundhouse

Heather's room:

Sight: Heather swaying in the middle of the room, near an antique puppet booth, its red curtains closed; dolls and puppets on the ground; a gold-framed mirror

Sound: Piano over acid beats, a squeaky voice as if distorted by a kazoo

Smell: Old wood and dried blood

Heather wears a wooden Mr. Punch mask, blood trickling from her hairline and around her ears and jaw. She holds a heavy wooden stick. She will cackle, mocking the agents as they come near. She will physically resist them if they try to stop the tape. Her squawky voice seems to come from behind the puppet's curtain.

In the mirror, the puppet's curtain is drawn with Mr. Punch standing on stage.

Heather's mask is sewn on, and she will easily faint from blood loss. If the agents cut away the mask, they will see that her face is altered. She now has large lidless eyes, no lips, and a grotesquely large nose and chin.



ANDY TOWNSEND'S APARTMENT

Sight: Several flickering TV sets, mannequins frozen in fluid motions, crumpled balls of tissue, dozens of Japanese pornos on VHS

Sound: White noise

Smell: Sweat and semen

A circle of TV sets, all attached to one VHS recorder. The tape is paused, the TV displays showing a glitching picture of Andy's face in a state of pure bliss. In the center of the television lies Andy's naked body, dehydrated and thin, his genitals - although still vaguely visible - are covered with oddly colored, square patterned skin-tissue. The autopsy will reveal death by heart attack; there is no explanation for the genital mutilation.

The skin of the mannequins is warm and soft to the touch. On the wall are posters of Edwardian-Era erotica, showcasing mostly nonconforming bodies like conjoined twins, uncommonly large or small people, or those with hair or skin conditions, all posed and held in unnatural, almost geometric positions, by corsets and leather contraptions. Some of the faces are veiled with animal masks, but some people resemble friends and family members of the PCs.

The tape in the VHS player reads CSARDAS FUZZ MIX in Rudi's handwriting.

CSARDAS FUZZ MIX

THE ROUNDHOUSE

Sight: A circular-shaped yellow brick building with a pointed roof. Pasted on the front are faded concert announcements for UK Punk bands, garish advertisements for Gilbey's Gin from the turn of the century, an announcement for the August 8th, 1917 premiere of the French play *Sous Le Monde*, recruitment posters for the War against the United Empire of America and other records of alternative history.

Smell: Campfire and burned plastic

Outside, caravans of Irish travelers have pitched tents, children play among the debris, throwing stones at a discarded kitchen sink.

Inside:

Sound: Low rattling of a Diesel-generator, faint piano music

Smell: Dead leaves and patchouli

A round cavernous space, dimly lit by rays of light coming through a few windows and many holes. There are 24 cast-iron Doric columns in two concentric circles and a curved, rib-like frame. Bedsheets hang from ropes, which are strung between the columns, to create numerous private spaces for the squatters.

The Bedsheet Labyrinth

Every "room" has a candle and a mattress, but sometimes the candle and flame are made from cardboard, or the mattress is marked on the floor with chalk. Some accoutrements are merely reflected in a large gold-framed mirror, which leans against a column. One room has red and yellow leaves of a juniper tree covering the mattress, another is full of wingless golden beetles that slowly wind down, buzzing even after they have stopped moving, in another, a tall shadow approaches quickly from behind the next curtained room. Rooms should reflect the fears and obsessions of the PCs.

Fuzz's room

A writhing mass of tangled cables, a reel to reel audio recorder spinning, stickers of Sunrise FM on various electronic devices.

Sophie's room

A cheap keyboard, a charcoal drawing of a ballroom from above, dancers surrounding a piano, a scribbled note says, "Hey Soph, couldn't find you. Cheers for the mix, I'll have it pressed tonight, make sure you're coming tomorrow to the Summer Madness. It will be wild! -F"

Clue: Fuzz will play the song at a rave on Saturday night

The Center Stage

Sophie, a young woman, is wearing an old-fashioned black dress and white collar while playing a grand piano illuminated by a hidden spotlight. She is surrounded by half a dozen dancers, their heads lolling, opposing arms and legs moving in sync, as if operated by a puppeteer.

PCs with Insight 4 or higher see the strings disappearing into the darkness above. They might soon join the dance.

THE RAVE

The location of the Summer Madness event—an abandoned warehouse just off the orbital ring around London—will be announced through a telephone chain half an hour before it starts. Most ravers meet at South Mimms Service Station, waiting for those who received the call, or instead, drive along the M25 searching for laser lights and beats.

Depending on how late the agents arrive, the mix will play and there might be either several dancers unconscious or dozens trampled to death while a yellow robed figure is impassively observing the chaos from the side of the stage.

COMPLICATION:

After the agents first report their findings, the handler will call them back in order to invoke the White Noise Protocol and then immediately hang up.

WHITE NOISE PROTOCOL

Investigating White Noise Protocol

On a **1 - 4**: The protocol puts the agents under quarantine because of a virulent meme vector they might have been exposed to. Agents are to cut off communications with HQ and to observe each other for unusual behavior. Their only goal now is to destroy the vector.

On a **5**: A fellow agent told the PC about a "shadow team" that is deployed in case of White Noise. Ask the player about what happened.

On a **6**: The PC was part of a White Noise operation concerning an art performance, exhibition or similar. Ask the player about the event, the fatalities and what caused them.

St. Vitus's Dance by ~~Martin Schwartz~~

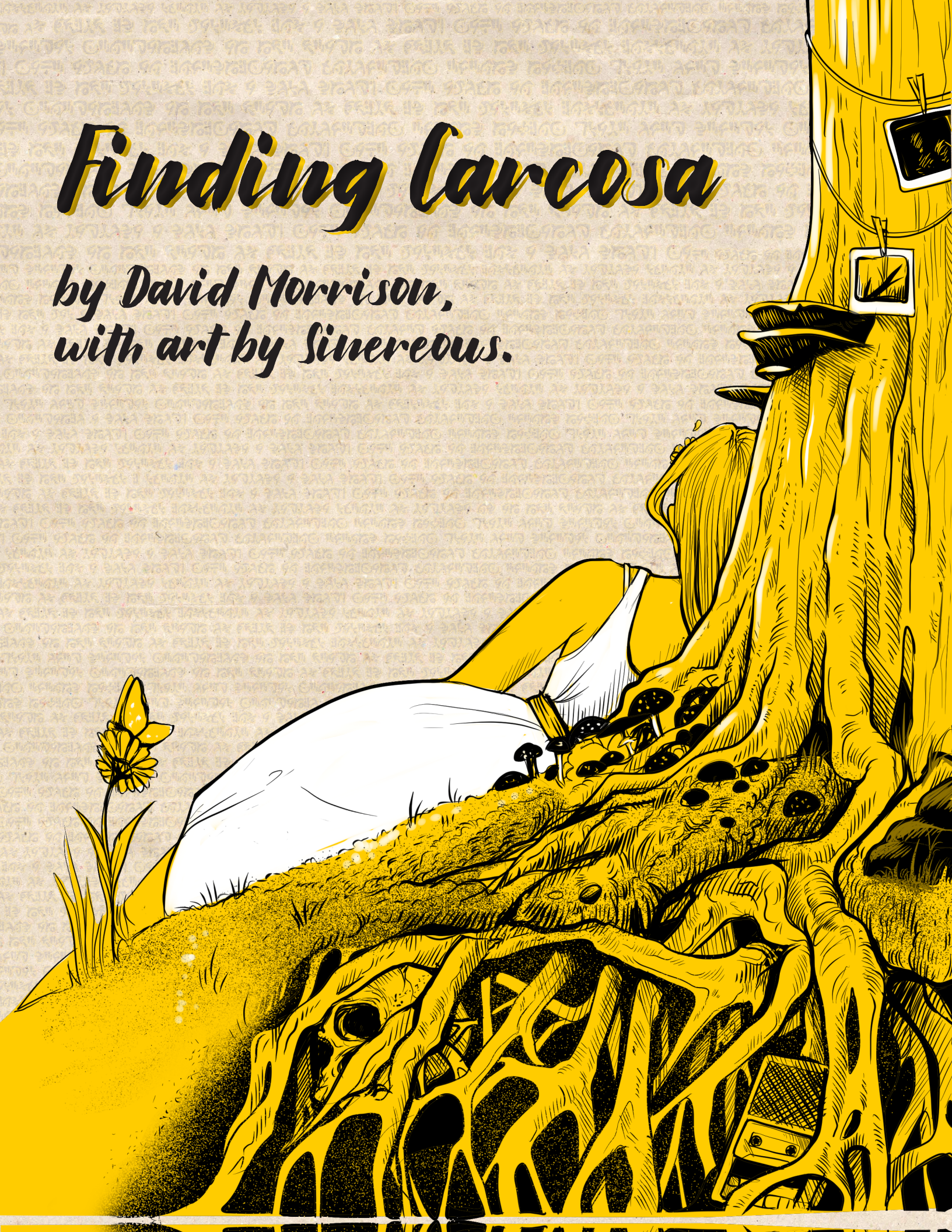
Illustration by ~~Jeremy Duncan~~

Image credit: RockReport. UK Power trio "Killerhertz" circa 1981- performing Live at Camden Town's

"Dingwalls used under Creative Commons Attribution 1.0 Generic licence.

Finding Carcosa

*by David Morrison,
with art by Sinereous.*



INTRODUCTION AND OVERVIEW

Finding Carcosa is a solo story game about an investigator in the present day uncovering mysterious and disturbing events taking place over several generations (called Ages in the game) at the heart of which is the baleful influence of Carcosa. The design of this game is heavily influenced and inspired by *Thousand Year Old Vampire* by Tim Hutchings, *Ironsworn* by Shawn Tomkin, and *Lovecraftesque* by Becky Annison and Josh Fox. Key media touchstones are *The King in Yellow* by Robert Chambers and *True Detective*.

To play this game you will need this rule text and the accompanying tables; dice—one four-sided dice (d4), one six-sided dice (d6), and one twelve-sided dice (d12); and pen and paper or the note-taking device of your choice. For full immersion, feel free to get a bunch of index cards, string, and a pinboard!

If this is the first time you have played a solo game, there are a couple of different ways to approach it. The first is to treat this game like a piece of creative writing—take down notes as you play, and write these into a fictional journal or short story. The second is as a purely imaginative exercise—enjoy envisioning the investigator and the strange events they encounter, perhaps taking the odd note to keep things fresh in your mind. These rules will assume the first, but if you prefer the second approach, then feel free to ignore those bits that are not relevant to your experience.

It should be noted that this is a game of both mundane and supernatural horror; elements of violence and death, as well as allusions to loss of control and mental torment, may arise in play. As you will most likely play this game alone, there are no formal safety tools built into the text. While you play, bear in mind you are more important than the game, and if ever you wish to ignore a specific entry because it deals with content you don't want to engage with, you have explicit permission to skip it.

In *Finding Carcosa* you will take the role of a single investigator—perhaps a police detective, or a driven amateur—who looks into a strange occurrence. Over the course of the game, you as a player will generate a series of people, events, and objects, which the investigator will slowly piece together as they unearth a wider mystery. In order to prompt and guide you in exploring this mystery, and to ensure that there are some surprises even as you craft the story yourself, there are a series of tables that will prompt you to roll dice to randomly determine the next entry you read. These will be described

in more detail shortly, but each entry will have a mechanical action—something the game requires you to do—and a brief fictional prompt to give that action some context.

As you resolve each entry, you should make note of the entry's effect. When you believe your investigator can draw enough connections to deepen their understanding of the mystery—discovering a significant new clue, for example—then you can write a new part of their story. You may wish to record this in the form of a journal, or as case notes the investigator is keeping, or as a third-person short story.

It should be noted that this game is designed so that you will experience the story in a non-linear fashion. Because of this, you may generate some trailing plot threads that you have yet to incorporate into the story itself, particularly if you are writing from the first-person perspective of the investigator. Embrace this messiness, and even if you don't immediately follow up on these missing pieces, allow them to influence your descriptions of other events. You should always be looking to synthesise the plot points you have generated into something coherent—if that's the sort of story you want to tell!

You should end the game when you feel you can draw your story to a satisfying conclusion. There is no concept of risk in the game—choices about what your investigator does and the outcome of their actions are almost always yours to make. There are a few entries on the tables that will bring the story to an end, as well as a couple of other mechanical actions that do likewise, but the random nature of these means you shouldn't count on them being the action to end the game. The rule of thumb is when you believe the investigator has learned enough about the mystery to reach a conclusion, you should end their story in the way that feels most appropriate to the established tone. This ending can be anything, from solving a crime with questions remaining, discovering a deep and unsettling mystery about the world, to losing yourself forever in a haunted painting.



PLAY

You begin the game by describing your investigator. Make a few notes about them—their name, their profession, what they're like, what they do. Your investigator will be an individual based in the present day. They should be someone who will invest in the mystery, and will pursue the truth, even if things become convoluted and strange.

Below is a list of four specific investigator types. If you wish, you may choose one or randomly roll to select a character. They introduce some additional mechanics which will put a specific slant on the type of story told. They are completely optional, though, and you may feel free to ignore them. The only thing that is required is to choose three Anchors for your investigator—things that tie them to the world, whether they be relationships, behaviours, or pastimes. During the course of the game it is possible your investigator's relationships will become degraded or obsessive, as they are increasingly drawn into the mystery.

ROLES:

You may play with a specific role if you wish, either choosing or rolling below

Detective: You start with the discovered artifact *Police Files*. This may contain clues relating to people or crimes from Ages 1, 2, or 3, but no clues which are overtly supernatural.

Historian: Create an ancestor character who lived in Age 3. You start with the discovered artifact [*Ancestor's*] *Diary*, which functions like an ordinary artifact. If you roll a duplicate entry in any other Age, you may set the d4 to 3 instead of advancing the d12.

Reporter: You may use any characters from Age 1 or 2 you are able to interact with as a discovered artifact, but if you apply three clues to them, mark the character—they are no longer willing or able to talk with you.

Seer: You start with the discovered artifact *Strange Visions*. This may contain any clues from Age 4, or any supernatural clues from other Ages. If you roll a duplicate entry, you may choose to advance the d6 instead of the d12.

Anchors:

Your investigator should have three anchors—these should be things that ground them in the mundane world, such as a best friend, a hobby, a social obligation, or a habit. In general, these should start off as something broadly positive. As examples, “a close friendship with my old schoolfriend Ahmed,” “going to Sunday Mass,” “A glass of good scotch to unwind in the evening.”

Whenever you would otherwise mark off an Artifact or Character, you may instead choose to mark one of the anchors. Sometimes, you may be required to directly mark off an Anchor. Draw a line through it, and replace it with a phrase that shows how the investigator's relationship to the anchor has suffered due to either neglect or increasing obsession. For example: “Missed Ahmed's wedding,” “constantly worrying at a rosary,” “drinking to forget the horror.” Be sure to show this change in the fiction you have created.

When you feel a specific anchor has become overwhelmingly negative and a horror in itself, mark off the anchor entirely. Your investigator has now irrevocably lost that anchor. If all three are marked, your investigator has lost their connection to their world and their story is over—and it probably won't be a happy ending.



Once you have an image of your investigator, it is time to expose them to the mystery that will come to consume their attention. This mystery will unfold by rolling on a series of tables. These tables will generate the building blocks for your mystery. A core feature of this game, and the story it is designed to tell, is that these events take place over four different periods of time, called Ages. These are the present day, 1969, 1929, and the timeless realm of Carcosa. Each Age has its own set of six tables. Each table has twelve entries. The entry you read is always determined by reading the d4, d6, and d12 in that order, to give Age, Table, and an Entry.



Your story always starts with the death or disappearance of an individual in the Present Day—so set your Age d4 to 1. Then, take a moment to think about who this victim may be, with reference to your investigator. If they are a professional, it could be anyone. If they are an amateur, this could be a relative, a friend, or an old teacher. Write down the missing person's name in your Character list, and make a couple of notes on them.

If your story starts with the discovery of a body or violent crime scene, set the Table d6 to 4. If you start by investigating the home of a missing person, set the d6 to 1. Finally, roll the d12. This will give you your first entry to read.

Remember, the dice should always be read d4 d6 d12.

Read your first entry now, then return to this rule text to learn what it means.





DICE & ENTRIES:

At all times, you will have a d4, d6, and d12 in front of you. You will use these dice to determine which entry to read. The dice should always be read in ascending order of sides—so d4, then d6, then d12. The d4 corresponds to the Age the entry will take place in, the d6 will give you a table to reference in that Age, and the d12 will tell you which entry in that table to read. So, for example, if the d4 = 3, d6 = 1, and d12 = 7, you would go to Age 3, Table 1, Entry 7.

When reading an entry, it will give a short piece of text to give the entry context. It will then generally tell you to either add or mark something on your investigation record. This might be a character, artifact, clue, or some combination. The entry will then give you instructions on what to do with the dice to determine the next entry to read. If no explicit instruction is given for a dice, it should remain as it is.

ROLL: Roll any dice for which this instruction is given—do not roll any other dice—and read the new result in combination with the other dice.

SET: This will always have a number with it, and you should place the specified dice so it shows the face with the specified number. E.g. “Set d6 to 3”.

ADVANCE: Turn the dice to show the face with the next highest number.

EXAMPLES:

d4 = 2, d6 = 4, d12 = 1 “Advance d4, Turn d6 to 3, roll d12”.

The d4 and d6 are manually changed, the d12 is rolled, giving a 7
So now d4 = 3, d6 = 3, d12 = 7. So you would go to Age 3, Table 3, and read Entry 7.

d4 = 3, d6 = 3, d12 = 7 “Roll d6 and d12”

Because there is no other instruction, you don't touch the d4. Both the d6 and d12 are rolled, giving a 6 and 7 respectively.

So you have d4 = 3, d6 = 6, and d12 = 7, and would go to Age 3, Table 6, Entry 7.



DUPLICATE ENTRIES:

If you are sent to an entry you have already used, you must advance the d12. (This happens each time you land on a duplicate entry, so if you advance into another duplicate entry, advance again.) If you cannot advance the d12 (i.e. it is showing a 12), then advance the d6 instead. If you cannot advance the d6, then advance the d4. Please note that Age 4 has a Table 7. (This can only be reached if you duplicate Entry 4—6—12, which is quite unlikely!)

AGES:

There are four Ages denoted by the d4. The ages are:

1. The Present Day
2. The Summer of Love—1969
3. The Wall Street Crash—1929
4. Carcosa, a place beyond time and a time beyond place

The entry will contain a brief line of descriptive text which is left deliberately vague to give context and inspire ideas but leave room for you to make it part of your ongoing story. Next, it will have some mechanical prompts which give you the material for these stories. Usually you will be told to Add, Mark, or Discover something on your record.

Adding something will require you to come up with a new detail. Depending on what it is, it may not immediately become part of your story (for example, if you add an event taking place in an earlier Age you have not yet discovered). Discovering an Artifact should always be a pivotal moment, as these are the primary way of finding information about past events. When you Mark something, it is no longer part of your story—an Artifact has been exhausted or lost, or a Character has moved on or met a worse fate. Whenever instructed to Mark an Artifact or Character, you **may** mark an Anchor instead. If you **cannot** Mark an Artifact or Character you **must** mark an Anchor instead.

Finally, the entry will tell you what to do with your dice. The result showing on the dice once you have resolved the instructions will determine the next entry you read. The game will then follow this pattern—reading an entry, resolving its mechanical effects, and generating the next entry—until an ending is reached.



CHARACTERS:

Characters are the people that your investigator meets or learns of during the course of the game. When a Character is added to the game you will be given a prompt with a vague role or type and you may fill in as much detail about the character as you like. You may use them as the subject or object of any of the events. They are never added to Artifacts, but an Artifact may reference them.

In general, it is possible to meet Characters whose origins are in Age 1 or 2; it is possible but highly unlikely to meet Characters whose origin is in Age 3; and it is impossible to meet Characters whose origin is in Age 4. When you Mark a character they may take no further part in the story and may, at your discretion, be dead or disappeared.

CLUES:

Clues are events that have taken place which may relate to the overall mystery. These will take the form of a short prompt which are meant to be a starting point for your own additions. Primarily, it is from these Clues you will piece together the events of the mystery.

Clues can be added to a relevant Artifact instead of your Clue list. Or, when you generate a relevant Artifact, you may erase a Clue from the list and record it under that relevant Artifact. Your investigator can learn any Clues that take place in Age 1, and as such you can feature them in your fiction as and when they occur. To learn Clues from earlier ages, your Investigator must have access to an Artifact that contains them.

ARTIFACTS:

Artifacts will be created throughout the game. Generally, they will be a physical object, but some may be more ephemeral. When an artifact is created you will usually need to specify what it is, and which Age it comes from. Once an artifact has been created clues may be associated with it.



There are two restrictions on associating Clues with an Artifact; the Clue must come from the Age the Artifact is associated with, and it must be related to the Artifact's purpose. So if you have *John Smith's Diary*, a diary of said John Smith from Age 3, then it can only contain clues from Age 3 that John Smith was aware of and may have written down in his diary.

Existing Clues may be added to an Artifact when it is created, and new Clues may be added to an Artifact instead of your record. These new clues (probably) don't just materialise out of thin air, but represent further study or new insights.

The significance of an Artifact is that it can be discovered by the investigator in the present day. If a clue from Age 2, 3, or 4 is not in an Artifact the investigator has discovered, they may not use it in their investigation. It is something you the player are aware of in the background, but the investigator does not yet know it. It is never necessary to have an Artifact from Age 1—Clues from this Age can be found by the investigator regardless.

ADD:

When you are required to Add something, you will need to add a detail to your record depending on whether it is a Clue, Character, or Artifact. You should write out some brief detail, and always record the Age where it originated.

MARK:

Through the game, you will be asked to strike through information and characters in the story. When you Mark an element, that part of the story is no longer available as an asset as you progress through the game, although any prior references remain in your notes and gameplay. Refer to the section on Anchors for how they behave. Generally you choose how the element leaves the story. You may choose to mark an Anchor instead of a Character or Artifact, and must mark an Anchor if you cannot mark a Character or Artifact.

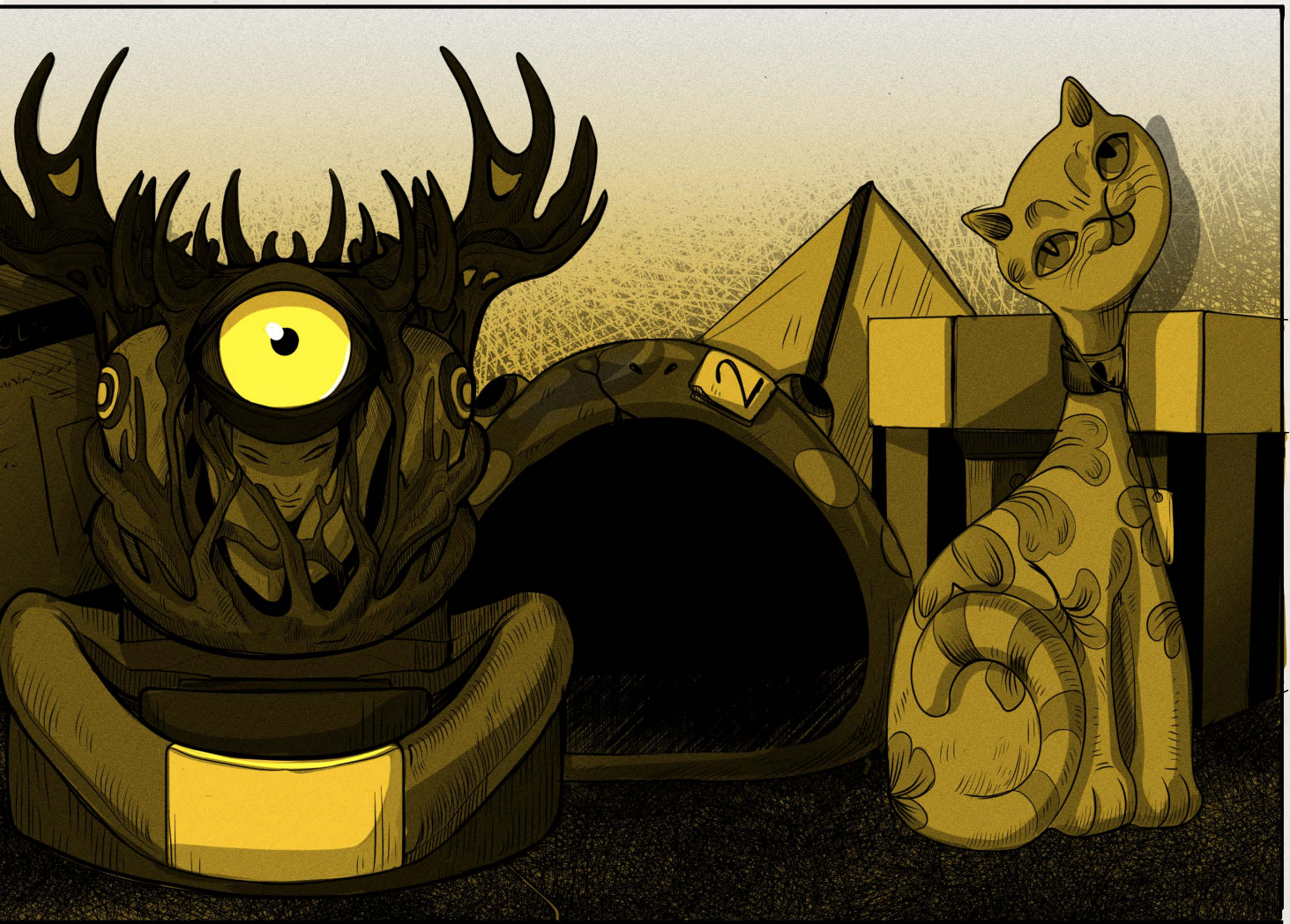


DISCOVER:

When you Discover an artifact, you may check the “Discovered” box. This means your investigator now has access to the artifact and the clues contained within it, and your fiction should reflect this. If you would discover an artifact but currently have no undiscovered artifacts, you may create a new artifact and immediately mark it discovered. If you have any unmarked clues that aren’t associated with an artifact, this new artifact must relate to one (or more) existing clues and the age they are from. If you have no unmarked, unassociated clues, you may create the artifact within any theme and age. Valid forms for these freely-created artifacts are as follows (note that many of the entries break these rules, but those are specific exceptions):

- Age 2: Media (film, audio, writing, photos), eyewitness accounts (must be linked to an existing character), artworks (paintings, sculpture, fiction), physical locations, physical evidence
- Age 3: Media (film, audio, writing, photos), artworks (paintings, sculpture, fiction), physical locations, physical evidence.
- Age 4: Artworks (paintings, sculpture, fiction) only.





ENDING THE GAME

The game ends under a few circumstances: when you feel the investigation has reached a satisfactory conclusion; when the text of an entry demands it; or when your investigator's anchors have degraded to the point that their story becomes untenable.

In keeping with the genre, a satisfactory conclusion may involve the investigator undergoing an existential crisis, reaching a conclusion no-one will believe, or becoming lost in their own mind or stranger places. Of course, they may also solve the mystery! As a player, you should take a moment to reflect on the story, and, if you are writing it up as you go, perhaps read back through it and revise it.



This illustration (also used on the tables below) is from the cover of *The King in Yellow* by Robert W. Chambers from the 1895 first edition and is in the Public Domain.

AGE 1 - PRESENT DAY (2019)

Table	Event	Set	Advance	Roll	
1.	A book missing from a shelf			d6,d12	
	A stack of old letters bound in string		d4	d6,d12	
	Ticket stubs from an art exhibition	d6:5		d12	
	A scribbled note about a recent meeting		d12		
	Meet someone related to a missing person			d4, d6, d12	
	Receive notification of a death			d4, d6, d12	
	An old photograph with "I'm sorry" written on the back		d4, d6	d12	
	Something hidden in the back of a wardrobe			d4, d6, d12	
	A sculpture of a strange figure	d4:4		d6, d12	
	A ransacked office	d6:3		d12	
	A USB drive taped under a desk	d6:6		d12	
	A map with several landmarks circled			d4, d6, d12	
	2.	An ancestor, dead in mysterious circumstances	d4:3		d12
		Adoption paperwork hidden in a safe		d4	d12
An unexpected pregnancy				d4, d6, d12	
An anonymous love letter				d6, d12	
An elderly relative on their deathbed			d4	d6, d12	
An acrimonious break-up				d4, d6, d12	
A child who has seen too much		d6:6		d12	
The return of a relative thought long lost			d6	d12	
An unexpected inheritance			d4	d6, d12	
A disorder in the family, mental or physical				d4, d6, d12	
An unusual family tradition			d4	d12	
A feud of uncertain origin	d4:3		d6, d12		
3.	Theft of a significant object			d4, d6, d12	
	An affair long hidden			d6, d12	
	Slow descent into bankruptcy			d6, d12	
	A stash of false identities			d4, d6, d12	
	A property held under a shell company		d6	d12	
	A foiled theft			d6, d12	
	A criminal enterprise behind an innocent front	d4:3		d6, d12	
	A religious or MLM scheme exploiting the vulnerable	d6:5	d4	d12	
	Evidence of a long-running cover-up		d6	d4, d12	
	A dark desire exposed			d4, d6, d12	
	Blackmail			d12	
	A fraud exposed			d4, d6, d12	

Add	Mark	Discover
Artifact: Book (Age 4)		
Artifact: Letters (Age 2)		This Artifact
Clue: Art Exhibition		
Clue: Recent Meeting		
Character: Acquaintance of a missing person		
	Character	
Character: Person in photo (Age 2), Clue: Photo		
		Any Artifact
Character: Alien muse (Age 4); Clue: Sculpture	Anchor	
Clue: Ransacked office		
Clue: Audio file of discordant sounds		
Clue: Pattern of locations		
Character: an ancestor (Age 3)		
Clue: Adoption; Character: Birth Parent (Age 2)		
Clue: Unexpected pregnancy		
Clue: Love letter; Character: Secret Admirer		
Character: Elderly Relative; Artifact: Relative's Story (Age 2)	Character	
Character: A spurned lover		
Character: A strange child		
Character: Long lost relative		
		Any Artifact
Clue: A hidden condition		
Clue: Unusual tradition		
Clue: Family feud		
	Artifact	
Clue: Secret affair	Character	
Clue: Financial records		
Character: Hidden Identity		
Clue: Shell company		
Character: Thief		
Clue: Criminal enterprise		
Character: Con artist/Leader		
Clue: Corrupt organisation"		
Artifact: Evidence of conspiracy (Age 2 & 3)		
Clue: Transgressive acts	Artifact	
Character: Blackmail victim	Artifact or Character	

Table	Event	Set	Advance	Roll
4.	A body dismembered and displayed publicly			d12
	A sudden violent death			d4, d6, d12
	Destruction of something valuable			d6, d12
	Discovery of a concealed body			d12
	Pattern of disappearances		d6	d4, d6, d12
	Autopsy report revealing unusual cause of death	d6:6		d12
	The rescue of someone held captive since childhood			d4, d6, d12
	An album of vintage photos of mutilated bodies	d4:3	d4	d12
	A confession of depraved violence		d6	d4, d6, d12
	A suicide			d4, d6, d12
	A killing in self defence or by a long suffering victim			d4, d6, d12
	Murders with overt occult elements			d6, d12
5.	An old journal, hidden away		d4	d6, d12
	A surprising find at a second-hand shop	d4:2		d6, d12
	A surrealist painting thought lost	d4:3		d6, d12
	An item seized in a police raid	d6:4		d4, d12
	Translated fragments of an unknown play	d4:4;		d12
	Genealogical links to a mysterious individual	d6:1		d4, d6, d12
	A pattern of similar events across the country			d4, d6, d12
	Surveillance records found in storage			d4, d6, d12
	A safety deposit box under a false name			d4, d6, d12
	An item buried in a coffin	d4:3		d6, d12
Object retrieved from a demolished building		d4	d6, d12	
A series of disturbing realisations			d4, d6, d12	
6.	Events mapped alongside celestial occurrences			d4, d12
	Recurring dreams of another time		d4	d6, d12
	A mirror that shows glimpses of otherworldly figures	d4:4		d6, d12
	A house, rumoured to be haunted	d6:4		d4, d12
	An old cassette reel with electronic voice phenomena		d4	d6, d12
	Strange sigils inscribed somewhere unexpected			d4, d12
	A following presence, never quite glimpsed			d4, d6, d12
	An individual claiming to have lived many lives			d4, d6, d12
	Evidence of a ritual			d4, d6, d12
	Obsession with an unusual song	d4:4		d6, d12
	A scene from the past, repeated nightly	d4:3		d6, d12
A gift from a shadowy benefactor			d4, d6, d12	

Add	Mark	Discover
Clue: Dismembered corpse	Character	
	Character	
	Artifact	
Clue: Decomposed body		
Clue: Pattern of disappearances		
Clue: Unusual cause of death		
Character: Rescued victim. Clue: Well-hidden dungeon		
Clue: String of mutilated bodies	Artifact	
Character: Violent offender		
Clue: Suicide	Character	
Character: Abuse victim. Clue: Pattern of abuse		
Clue: Occult Murders		
Artifact: Journal (age 2)		This Artifact
		Any Artifact
Artifact: Painting (age 3)		This Artifact
	Character	Any Artifact
Artifact: Play Fragment (Age 4)		This Artifact
Character: Strange individual (Age 3)Artifact: Family tree (Age 2&3)		This Artifact
Clue: Recurring patterns		
Artifact: Surveillance records (Age 2 or 3)		This Artifact
		Any Artifact
Clue: A gravesite		Any Artifact
		Any Artifact
Artifact: Glimpses beyond the veil (Age 4)		This Artifact
Clue: Strange astrology		
Clue: Message from the past		
Artifact: Strange mirror (Age 4)		This Artifact
Clue: Haunted house		
Clue: EVP recording		
Clue: Strange sigils		
Character: Unnatural pursuer		
Character: Person out of time (All Ages)		
Clue: Ritual		
Clue: Maddening song		
Clue: Vision		
Character: Shadowy stranger		Any Artifact

AGE 2 - SUMMER OF LOVE (1969)

Table	Event	Set	Advance	Roll
1.	An item hidden away for later discovery			d4, d6, d12
	A newspaper with an anachronistic headline			d4, d6, d12
	A locked box engraved with initials		d6	d4, d12
	A pocket bible, pierced by a bullet			d4, d6, d12
	A sci-fi novel, pulled from shops shortly after publication	d4:4, d6:5		d12
	A sample of rock brought back from the moon			d4, d6, d12
	A high frequency hum permeating a recording			d4, d6, d12
	Police reports on sightings of strange creatures	d4:4, d6:5		d12
	A letter from a teenage runaway	d6:5		d12
	A telephone book, with some numbers underlined			d4, d6, d12
	A television, which only picks up strange signals			d4, d6, d12
Newspaper clippings about a crime	d6:4		d12	
2.	A parent deserting their family			d4, d6, d12
	Birth of twins, one living, one dead		d4	d6, d12
	A relative, Missing in Action	d6:4		d12
	A family scrapbook			d4, d6, d12
	A chosen family in a harsh situation		d6	d12
	A set of wedding photos revealing a secret		d4	d12
	An old family home, now abandoned			d4, d6, d12
	A perfect nuclear family, hiding a surprising secret			d4, d6, d12
	A new step-parent introduced to a family			d4, d6, d12
	A rift in a family		d4	d6, d12
An overbearing head of a family			d4, d6, d12	
A family making a fresh start in a new town	d4:1		d6, d12	
3.	Sealed testimony to a court		d4, d6	d12
	A series of cryptic letters from a murderer		d6	d12
	Plans for a building, never completed			d4, d6, d12
	Odd words circled in printed material			d4, d6, d12
	A time capsule, buried in a new children's park	d4:1		d6, d12
	A number of star charts for particular places and times			d4, d6, d12
	A series of academic papers on an esoteric subject		d4	d12
	A list of seemingly unrelated names, some crossed out			d4, d6, d12
	A box of medals from WW2, but of unknown origin			d4, d6, d12
	A strange object, brought back from an overseas war	d4:4		d6, d12
	A bundle of old newspapers		d4	d6, d12
Documentary film, not intended for public viewing			d4, d6, d12	

Add	Mark	Discover
		Any Artifact
Clue: Strange newspaper		
Artifact: Locked box		
Clue: Bible with a bullet hole		
Artifact: Sci-fi novel (Age 4)		
Clue: Moon rock		
Clue: A strange hum		
Artifact: Creature Reports		
Clue: Farewell letter		
Clue: Significant numbers		
Clue: Strange transmissions		
Artifact: News clippings		
Character: Absentee parent		
Clue: Unfortunate birth; Character: Surviving Child		
Character: Soldier MIA		
Artifact: Scrapbook (Age 2)		
Clue: Chosen family	Artifact	
Artifact: Wedding photos (Age 2); Clue: Family Secret		
Artifact: Family Home (Age 2 & 3)		
Character: Perfect Family; Clue: Terrible Secret		
Character: Step-Parent		
Clue: Family Dispute		
Character: Overbearing Family Head		
Clue: A New Beginning		
Artifact: Court Testimony (Age 3)		
Artifact: Cryptic Letters (Age 2); Character: Elusive killer		
Clue: Blueprints		
Clue: A code?		
Artifact: Time capsule (Age 2)		
Clue: Star Charts		
Clue: Academic Papers		
Clue: List of Names		
Clue: Unusual Medals		
Artifact: Strange Object (Age 4)		
Artifact: Old newspapers (Age 3)		
Artifact: Film recording (Age 2)		

Table	Event	Set	Advance	Roll
4.	A string of murders along a major road	d4:l		d6, d12
	A decapitated body			d4, d6, d12
	A series of attacks targeting a very specific victim type		d4	d6, d12
	A detective's personal notes on a case			d4, d12
	Murder of a high profile victim		d6	d4, d12
	Mass "suicide" of a cult	d6:6		d4, d12
	Reports of a war crime			d4, d6, d12
	A string of bombings			d4, d6, d12
	A body staged in a distinctive way		d4	d12
	A needlessly violent robbery		d6	d12
	Political assassination		d12	
	A conspiracy concealed by murder	d4:l		d6, d12
5.	An LSD-fuelled poem peaking beyond the veil	d4:4		d6, d12
	A group of young new-agers, vanished without trace			d4, d6, d12
	A charismatic cult leader			d6, d12
	An LP of hypnotic music		d6	d4, d12
	A remote compound, deserted	d4:l		d12
	A rambling manifesto		d6	d4, d12
	A person tattooed with mystical sigils		d4	d6, d12
	An abstract poster, the shapes and colours seem to shift	d4:4	d6	d12
	Someone on a voyage of discovery			d4, d6, d12
	A cult horror film, either prescient or worse	d4:4, d6:4		d12
Re-discovered Pagan rites			d4, d6, d12	
A re-incarnation of an ancient figure	d4:4, d6:3		d12	
6.	An inhuman skeleton		d4	d6, d12
	The images of human figures, burnt into a wall			d4, d6, d12
	Reports of UFO activity	d4:l		d6, d12
	A message delivered by strange voices		d12	d4
	A notebook filled with seemingly insane notes			d4, d6, d12
	An alien abductee, returned in the present day	d4:l		d6, d12
	The Yellow Sign (Special: *** See footnote).			d4, d6, d12
	A subject with uncontrollable psychic manifestations		d12	
	Government documents revealing psychic experimentation			d4, d6, d12
	Dreams of another person's life			d6, d12
	Ascension to a higher plane of existence	d4:4		d12
A visitation by a being from beyond			d4, d6, d12	

*** You may land on this entry multiple times
- apply all effects.

Add	Mark	Discover
Clue: String of murders		
Clue: Decapitated body		
Clue: Victimology		
Character: Detective; Artifact: Case Notes (Age 2)		
Character: VIP		
Clue: Mass suicide		
Clue: War crime		
Clue: Bombings	Artifact	
Clue: Staged body		
Clue: Violent robbery	Artifact	
Clue: Assassination, Character: Political figure	Character	
Artifact: Conspiracy Theories (Age 2), Character: Conspiracy Theorist	Artifact	
Artifact: Psychedelic poem (Age 4)		
Clue: Disappearance of hippies		
Character: Cult leader		
Artifact: Strange Album (Any age)		
Artifact: Abandoned Compound (Age 2)	Character	This Artifact
Clue: Rambling manifesto		
Character: Tattooed person		
Artifact: Swirling poster (Age 4)		
Character: Traveling seeker	Character	
Artifact: Horror Film (Age 2 & 4)		
Clue: Pagan rites		
Character: Reincarnated Historical Figure		
Clue: Inhuman skeleton	Character	
Clue: Unnerving silhouettes		
Clue: UFO activity		
Clue: Strange message	Artifact	
Artifact: Weird notebook		
Character: Alien Abductee, Artifact: Story of Abduction (Age 4)		This Artifact
Clue: The Yellow Sign	Anchor	
Character: Psychic (Age 2); Clue: Psychic manifestations		
Artifact: Psychic Reports; Clue: Experiments	Character	
Artifact: Dreams of another life (Age 2)		
Clue: Directions on Ascending		
Clue: Visitation		

AGE 3 - THE CRASH (1929)

Table	Event	Set	Advance	Roll	
1.	An incredibly lifelike statue in a strangely smooth stone		d4	d6, d12	
	A playbill for "The King in Yellow", stamped "Cancelled"		d4	d12	
	A twisting labyrinth hidden in a basement		d4, d6	d12	
	An antique family bible, with copious notations			d4, d6, d12	
	A still hidden away from prying eyes	d6:4		d12	
	A wanted poster for a serious crime	d6:4		d4, d12	
	Family keepsakes smuggled from the old country		d6	d4, d12	
	A blackmail letter for a government figure			d4, d6, d12	
	Stock certificates in a company now out of business			d4, d6, d12	
	An old church, seemingly unused			d4, d6, d12	
	Evidence of police corruption			d4, d6, d12	
	A diary that ends abruptly			d4, d6, d12	
	A family uprooted by financial hardship			d4, d6, d12	
	A wedding mired in scandal	d4:2		d12	
2.	An isolated family suspected of dark deeds	d6:4		d12	
	A refugee family fleeing evil			d4, d6, d12	
	A family come into a sudden windfall	d6:4		d4, d12	
	Rumours of a terrible family curse	d6:6		d4, d12	
	Stories of former glory		d6	d12	
	A black sheep with a personal crusade			d4, d6, d12	
	A romance hidden from society			d4, d6, d12	
	A family portrait, no longer on display	d4:1		d6, d12	
	A new member of the family		d4	d6, d12	
	Betrayal by a close friend or loved one	d4:2		d6, d12	
	3.	A prophecy in hieroglyphs		d12	
		The discovery of an Egyptian burial chamber		d4	d6, d12
		A sumerian tablet, recently translated			d4, d6, d12
		The sacking of a library during the crusades		d4	d6, d12
An old, distinguished, and terrifying family line		d4:1		d6, d12	
An artifact retrieved from the Himalayas		d4:2		d6, d12	
The sole survivor of an ill-fated Antarctic expedition				d4, d6, d12	
An ancient statue bearing an uncanny resemblance to someone in the present day		d4:1		d6, d12	
A sacrificial knife that feels perpetually warm to the touch			d6	d4, d12	
The first visit by Westerners to an isolated tribal people			d4	d6, d12	
The discovery of an ancient city, long rumoured to exist			d4	d12	
The personal notes of a renowned explorer				d12	

Add	Mark	Discover
Artifact: Lifelike Statue	Character (Age 3)	This Artifact
Clue: Cancelled Performance		
Artifact: Secret Labyrinth (Age 3 & 4)		This Artifact
Artifact: Bible (Age 3 & 4)	Character	
Clue: A still		
Character: Wanted criminal (Age 3), Clue: Crime	Artifact	
Artifact: Family Keepsakes (Age 3)		
Clue: Blackmail		
Clue: Stock Certificates		
Artifact: Old church (All Ages)		
Clue: Police Corruption		
Artifact: Diary (Age 3)		
Clue: Old family home		
Clue: Scandal, Character: Newlywed		
Clue: Dark practices; Character: Family head		
Character: Elderly descendant (Age 1)		Any Artifact
Clue: Sudden windfall; Character: Prominent figure (Age 3)		
Clue: Family Curse		
Clue: Fall from Grace		
Character: Black Sheep (Age 3)		
Clue: Illicit romance		
Artifact: Family Portrait (Age 3)		
Character: New Family Member (Age 3)	Character	
Character: Intimate (Age 3); Clue: Betrayal		
Clue: Prophecy; Artifact: Hieroglyphic Message (Age 4)		
Clue: Burial Chamber		Any Ancient Artifact
Artifact: Sumerian tablet	Character	
Clue: Sacking of a library	Artifact	Any Artifact
Clue: Dark family secrets, Character: Surviving scion (Age 1)		
Artifact: Himalayan object (Age 4)		This Artifact
Character: Survivor (Age 3); Clue: Doomed expedition		
Artifact: Perplexing Statue (Age 4)		
Artifact: Sacrificial Knife		
Clue: First Contact		
Artifact: Ancient City; Clue: Cataclysm	Artifact	This Artifact
Character: Explorer (Age 3); Artifact: Notes		

Table	Event	Set	Advance	Roll
4.	A murder victim, their organs in canopic jars	d6:3		d12
	Several victims - innocent and not - of a gangland hit	d4:2		d12
	A young movie star, dead of a suspected drug OD			d4, d6, d12
	Unethical surgical experiments, with little medical value			d4, d6, d12
	A rash of poisonings from bootleg booze		d6	d12
	Violent repression of trade unionists	d4:1	d6	d12
	A string of armed robberies across the country		d6	d4, d12
	Kidnap of an influential person's child		d4	d6, d12
	An isolated farm, where horrific crimes have been perpetrated	d6:6		d4, d12
	Cover-up of violent crimes by a member of high society	d4:2		d6, d12
	Demonstrations of violence by a hate group			d4, d6, d12
A building burnt down by arson			d4, d6, d12	
5.	A disturbing reel of silent film		d4	d6, d12
	A psychoanalyst's notes	d4:1		d12
	A series of surreal paintings with unsettling themes			d4, d6, d12
	A manual of rites from the Order of the Golden Dawn			d4, d6, d12
	An occult society	d4:2		d12
	The diary of an artist, revealing strange obsessions			d4, d12
	The thwarted robbery of a bank by an anarchist cell	d4:2		d6, d12
	Opium-fuelled visions of a strange castle	d6:2	d4	d12
	A cabaret act with crypto-ritualistic elements		d6	d12
	A hidden back room in an old speakeasy			d4, d6, d12
	Suggestive photographs with occult themes			d4, d6, d12
The first draft of an unpublished novel		d4	d6, d12	
6.	A tragic seance		d4	d6, d12
	Glimpses into an alternate present			d4, d6, d12
	Summoning a spirit from beyond	d4:2		d6, d12
	An original copy of the Egyptian book of the dead	d6:3	d4	d12
	A deal with the devil made at the crossroads	d4:2		d6, d12
	An amorphous carrion-creature in human guise		d4	d6, d12
	The Yellow Sign (Special: *** See footnote below).			d4, d6, d12
	A ghostly figure leading to a certain spot	d4:1		d6, d12
	Bizarre manifestations and poltergeist activity			d4, d6, d12
	An ocean liner, drifting abandoned at sea			d4, d6, d12
	Writing in blood on a mirror			d4, d6, d12
Hunted by a black dog		d4	d6, d12	

*** You may land on this entry multiple times
- apply all effects.

Add	Mark	Discover
Clue: Ritual murder		
Clue: Gangland hit	Character	
Character: Movie Star		
Clue: Surgical experiments		
Clue: Tainted booze		
Clue: Violent strikebreaking; Character: Tycoon (Age 3)	Artifact	
Clue: Armed Robberies	Artifact	Any Artifact
Character: Kidnapped Child (Age 2); Clue: Kidnapping		
Artifact: Isolated Farm (Age 3); Clue: Horrific crimes	Character	This Artifact
Character: Abusive Socialite (Age 3); Clue: Cover Up		
Clue: Hate group		
Clue: Arson	Artifact	
Clue: Strange Performance; Artifact: Silent Film (Age 3 & 4)		
Artifact: Psychoanalyst's notes (Age 3)		
Clue: Unsettling vistas		Any Artifact
Clue: Hermetic rites		
Artifact: Occult society ephemera	Character	This Artifact
Artifact: Artist's diary (Age 3)		
Clue: Anarchist Cell		Any Artifact
Clue: Visions of a castle		
Clue: Eldritch cabaret		
Artifact: Speakeasy Backroom (Age 3)		
Clue: Occult pornography	Character	
Artifact: Novel Draft; Clue: Death of an author		
Clue: Seance	Character	Any Artifact
Clue: Parallel Universe		
Character: Otherworldly Spirit		
Artifact: Book of the Dead (Age 4, Special ++ see footnote below)		
Clue: Faustian pact		
Character: Corpse-worm Creature		
Clue: The Yellow Sign	Anchor	
Clue: Haunting		Any Artifact
Clue: Inexplicable disturbance		
Artifact: Ghost Ship (Age 3)		This Artifact
Clue: Bloody Writing		
Clue: Hounded by an ill omen		

++ While this artifact is in your possession, you may mark Anchor to conduct a ritual and convert a character into an Artifact of the corresponding age.

AGE 4 - LOST CARCOSA

Table	Event	Set	Advance	Roll	
1.	A newly discovered scene of the King in Yellow		d4	d6, d12	
	Two suns rise over the horizon		d4	d12	
	The dim and twisting streets of Carcosa		d4, d6	d12	
	The widow Cassilda			d4, d6, d12	
	The madness of Camilla	d6:4		d12	
	A dining table set with tarnished silver	d6:4		d4, d12	
	A strange sickness upon the land		d6	d4, d12	
	A stranger in a pallid mask			d4, d6, d12	
	A haunting swansong heard by the lake			d4, d6, d12	
	A figure in tattered yellow rags			d4, d6, d12	
	A person flayed alive			d4, d6, d12	
	The pallid mask is removed			d4, d6, d12	
	2.	Masked revellers in an endless dance			d4, d6, d12
		An empty throne, covered in cobwebs	d4:2		d12
A thorned crown, stained with rust and blood		d6:4		d12	
A bite of food like honey and ash				d4, d6, d12	
A cold and skeletal hand leading in a dance		d6:4		d4, d12	
An object revealed under an age-worn cloth		d6:6		d4, d12	
A viciously thorned hedge maze, dotted with statues			d6	d12	
Tarnished trumpets blaring a discordant fanfare				d4, d6, d12	
An anachronistic band with members and instruments from different eras				d4, d6, d12	
Pursued by visions of the King in Yellow		d4:1		d6, d12	
A succession of portraits, the most recent all too familiar			d4	d6, d12	
An anticipatory crowd, faces hidden, murmuring softly		d4:2		d6, d12	
3.	A new sun, born from an excised heart		d12		
	A resplendent Pharoah, to whom all bow down		d4	d6, d12	
	Mummified alive, organs replaced with valuable gems			d4, d6, d12	
	Scouring of the land by dark sand, burying a civilisation		d4	d6, d12	
	Sacrificial victims hurled into an underground lake	d4:1		d6, d12	
	A meteor crosses the sky, sowing illness and despair	d4:2		d6, d12	
	Dark secrets leading to a flourishing society			d4, d6, d12	
	An age of great heroes and terrible monsters	d4:1		d6, d12	
	A great migration to a new homeland beyond the horizon		d6	d4, d12	
	A golden tablet inscribed with eldritch script		d4	d6, d12	
	A civilisation consumed by hubris and fell sorcery		d4	d12	
A prophet, equally worshipped and reviled			d12		

Add	Mark	Discover
Artifact: Scene from the King in Yellow		
Clue: Two Suns	Anchor	
Clue: Mist-shrouded streets		
Character: Cassilda (Her face is revealed in an Age I character)	Character (see **)	
Artifact: Nightmares of a screaming woman(Age 4);Clue: Camilla's Torment	Anchor	This Artifact
Clue: An abandoned feast		
Clue: Malignant sickness		
Character: The Stranger		
Clue: Swansong	Character	
Character: The King in Yellow		
Artifact: secrets written on vellum (Age 4)	Character	
Clue: What lies beneath	Anchor	
Clue: A never-ending dance	Character	
Clue: An empty throne		
Artifact: An iron crown whispering mysteries (Age 4)		
Clue: Fairy food	Anchor	
Character: Dance Partner (Age 4)	Artifact	
		Any Artifact
Clue: Maze of Statuary	Character	
Clue: An Important Arrival		
Clue: People out of time; Character: Anachronistic Bandleader (Any One Age)		
Character: An Emissary of the King (Age I)	Anchor	
Clue: A Familiar Face		
Clue: Murmuring Crowd		
Clue: Human sacrifice; Clue: A new sun	Character	
Character: Sorcerer-King	Artifact	
Artifact: A mummy that speaks in a raspy voice (Age 4)	Anchor	
Clue: Lost civilisation	Artifact	
Clue: Sacrificial Lake		
Clue: Ill-omened Meteor		
Clue: Dark secrets		
Clue: Gods & Monsters		
Clue: New Land		
Artifact: Golden tablet		
Clue: Extinction event	Character	
Character: Prophet (Age 4)		

** The replaced Age I character

Table	Event	Set	Advance	Roll
4.	A soul trapped within an obsidian mirror for all time	d6:3		d12
	Implanted with a parasitic creature	d4:2		d12
	Someone rendered into their component elements			d4, d6, d12
	Light & life stripped from someone's eyes, leaving them a shambling husk			d4, d6, d12
	An unnatural and all-consuming obsession		d6	d12
	Driven to unthinkable acts by a possessing spirit	d4:1	d6	d12
	Subjected to inhuman tortures		d6	d4, d12
	Crafted into a macabre work of art		d4	d6, d12
	A body slowly transforming into something abhorrent	d6:6		d4, d12
	Separated from reality, trapped outside looking in	d4:2		d6, d12
	Commanded to deliver a final message before death			d4, d6, d12
	Consumed to allow another to live			d4, d6, d12
5.	Men with the faces of beasts, stalking the night		d4	d6, d12
	Beings in yellow livery, playing haunting flutes	d4:1		d12
	Hollow men, preaching falsehoods			d4, d6, d12
	Starving leviathans, consuming all in their path			d4, d6, d12
	Psychic vampires, feeding on bloodlust and hate	d4:2		d12
	A spectral creature consumed by vengeance			d4, d12
	Alien hunting dogs, seeking to cleanse a taint	d4:2		d6, d12
	Constructs of pure intellect, seeking to obtain knowledge	d6:2	d4	d12
	Unspeakable flapping creatures in the gloom		d6	d12
	A menagerie of grotesque and exquisite beasts			d4, d6, d12
6.	Interstellar collectors, experimenting on the living			d4, d6, d12
	Formless entities in shabby robes dispensing prophecy		d4	d6, d12
	An odd, discordant waltz		d4	d6, d12
	A star collapsing in on itself, leaving a tear in space			d4, d6, d12
	The sensation of breathlessness and sucking cold (see * below).	d4:2		d6, d12
	Time dilates in strange ways, melding past with future	d6:3	d4	d12
	A tale of distant places written in an obscure constellation	d4:2		d6, d12
	An upcoming celestial conjunction		d4	d6, d12
	A figure wrapped in a cloak of stars			d4, d6, d12
	The baleful influence of the Hyades brings torrential rain	d4:1		d6, d12
7.	The full moon leads to a horrific act			d4, d6, d12
	A new star rises, casting a weird light over the galaxy			d4, d6, d12
	Find the Way to Carcosa (see ** below).			d4, d6, d12
	Plagued by dreams of strange constellations		d4	d6, d12
	The stars shift and twist in the skies. You are far beyond the Hyades. The Earth grows cold and strange. The game is over.			

* If you land on this a second time, do not advance: the game is over.

** If this clue is ever in a discovered Artifact, you travel to Carcosa and the game is over.

Add	Mark	Discover
Artifact: Obsidian Mirror	Character	
Clue: Parasite		
Clue: Bodily destruction	Character	
Clue: Shattered Soul		
Clue: Obsession		
Clue: Possession		
Clue: Sadistic torture		Any Artifact
Artifact: Unspeakable Art (Age 4)	Character	
Clue: Traumatic transformation		This Artifact
Character: Out of time & place (All Ages)		
Character: Undying One (All Ages)		
Clue: Beast-faced men		
Clue: Yellow-liveried creatures		
Clue: Hollow men		
Clue: Leviathan		
Character: Psychic vampire (Age 4)		
Character: Vengeful spectre	Character	
Clue: Alien hunting pack		
Artifact: Collection of Knowledge (All Ages), Clue: Beings of intellect	Artifact	
Clue: Horrific flying carrion-creatures		
Artifact: Menagerie Catalogue (Age 4)		
Clue: Vivisectionist Aliens	Character	Any Artifact
Clue: Formless seers; Artifact: Dark Prophecy (Age 4)		
Clue: Strange Music		
Clue: Collapsing star	Anchor	
Clue: grasping void		
Clue: Temporal distortion	Artifact	Any Artifact
Artifact: Story in the Stars (Age 4)		
Clue: Celestial conjunction		
Character: Person in the stars		
Clue: Hyades in ascendant	Anchor	
Clue: Lunacy	Character	
Clue: An alien star	Artifact	
Clue: The way to Carcosa		
Artifact: Strange dreams; Clue: Constellations	Artifact	This Artifact

++ While this artifact is in your possession, you may mark Anchor to conduct a ritual and convert a character into an Artifact of the corresponding age.

SEARCH FOR MANOA

AN EPISTOLARY MONSTER OF THE WEEK ADVENTURE



An Offer of Adventure & Riches

April 11, Venezuela

As I have gathered reports and inquiries into the state of the legend of the city of gold, I found many investors in England that were also interested in acquiring knowledge and wealth from the great Manoa. Having thus some monies and a few supplies, I will set about finding a group of locals and colonists who were also interested in such explorations to the great and mystic Lake Parine, in addition to the promise of coin and riches upon return, regardless of the findings of the expedition.

I should explain, dear heart. I am headed to George-town, the English stronghold in Guyana. It is a portstop full of many people. Many who travel here see the flowers and plants, the rich fishing and sweet soil, and are content with the earth.

Others hear stories and myths. Others are taken in by the imagination. I am one.

The famed El Dorado - the City of Gold pursued by Cortez in Mexico - was never among the Ixalan peoples. It was here after all this time, deep in the weeping forests of Guyana and the Amazon. It is, according to legends, by Lake Parine, inside a rock painted by the ancient people of Manoa.

I wish to see it, my love, I wish to see the King of Gold, the King astride the dragon, the steps of stone and riches, the meals salted with gold dust. I wish to know it, and such desires haunt me.

Adjusting to 1835:

When playing, the players should talk about colonialism and the history of the English in this part of the Americas. It is encouraged that your group of hunters be diverse, but be wary of harmful tropes of representation. At this time, slavery has been outlawed, and some previously enslaved people have self-segregated to their own communities.

Creating a group of hunters for this mystery should involve nuance and care. The four large cultural groups in Guyana were White Europeans, Native Americans (for the purposes of this game, the Arawak in the northern and Carib areas, the Waiwai and Patamona in the southern regions), West Africans, and Southern Indians.

The following playbook suggestions are so that those who choose to play diverse characters can allow the burden and expectations of history to easily inform their actions, as well as provide an opportunity to combat, rewrite, and give power to those whom white history has unfairly vilified.

White/European: The Professional, The Monstrous, The Crooked, The Flake

Native American: The Chosen, The Mundane, The Divine, The Initiate

West African: The Expert, The Exile, The Flake, The Wronged

Indian: The Constructed, The Summoned, The Spellslinger, The Spooky

Characters should tweak your backstories and weapons to match the limitations of the time. Because of the tension inherent in the premise, please refer to Resources and Safety Tools to ensure that no harm is done during the game.

THERE ARE TWO ADDITIONAL QUESTIONS WHEN CREATING CHARACTERS.

After you do your relationships phase, go back around the group and ask “Why did you join the expedition?” & “What role do you play in the expedition party?”

The Lay of such Lands

April 13, George-town

We begin in George-town, a young, bustling English colony. The (now-out-lawed) trade of enslaved Africans (primarily of the Igbo and Yoruba peoples of West Africa) has led to a large population of freed African folk. Immigrants from the Western Indies are also well-represented in the city. Native Americans, Arawak in George-town and in northern Guyana and the Patamona in the south, protected by the Pacaraima mountains, are common in towns and have found many Englishmen willing to pay large sums for their skills as pathfinders and translators.

George-town itself is full of commerce. The popular places are the East India Trading Outpost by the docks, the Skien and Silver, (a fascinatingly tumultuous drinking establishment frequented by sailors, ruffians, and various people of certain reputations), and the Dutch Bazaar, an open-air street market where you can find anything from swords and muskets to hallucinogenic mushrooms and healing potions created by an Arawak shaman named Aiyo.

There are small villages further south we intend to use as stop-overs during our travels. The colonized town of Inautam is small, but full of English who are ever eager to trade. They are also (as is wont to happen when men of circumstance find themselves in unfamiliar territory, overwhelmed and hungry for home) desperately invested in stealing back what they first promised over a familiar handshake.

The freedman's sugar colony of Azucala is at the edge of discovered territory. They do not allow European people to enter, and while they maintain courteous relations with the people who run the lines of trade from Azucala to George-town, they are an enclave of Africa in Guyana, and they will defend their existence to the death. As an Englishman, I have very little knowledge of this place, but perhaps one of my fellow seekers has an inkling of the nature of this walled and well-defended town. Perhaps they have some knowledge of survival we do not.

Our journey is to end at the fabled Lake Parine. Many things are said of this lake. That it floats in the air, above a painted rock. That you can see it in the distance, as a mirage, and walk towards it the whole day and never move any closer. That the dead live there. That it is made of gold.

In all tales, the lake is a moat around Manoa. That the Lake is its entrance, its guardian, the last trial before any may approach the Gold King, who the conquistadors called the Rey Dorado. We will simply call it Lake Parine, but hear in its name the echoes of a past seeker.

We will venture south, through the rainforest. I have travelled through the clime before, and it is unlike anything Europe has to offer. It is dense, like the jungles of India; hot, humid, and full of life. The smell, too, is overwhelming. Peat and moss and rot and the animal musk of all things.

Gold, my dear, almost appears in the air. Gold is in the feathers of the birds overhead, in the fine, woven silk of spiders the size of kittens, in the carapace of beetles that hum along tree trunks. Even on the ground, gold appears in bright flashes, sun reflecting the underside of a leaf.

I fear that it will consume me.

Who Follows on Well Worn Paths

April 15, Inautam

I have acquired a map! It is such a relief to see the Lake on paper. Or at least an indication of a lake, and this is possibly paper. I trust it regardless. It was given to me by Barakara, a Waiwai yaskomo (a holy man, like a lama of the Buddhist people). The Waiwai have lived in the mountains for centuries. Barakara is young and...my love, I must confess I cannot tell whether they are a man or a woman. Perhaps in this land, brutal and devastating, such things are of the least concern.

Barakara has many things for sale at the Inautam market. Wards for safety, blow darts, even ants kept in small containers. They say that if you were stuck in a tree, with a predator kept below, you throw the ants on the ground, and they will chase the earth-bound target away. I would have liked to ask them to join our party as a guide but perhaps, knowing my intent and not wishing to speak to me of how foolish my desires are, they disappeared on our last day in Inautam, their market area abandoned.

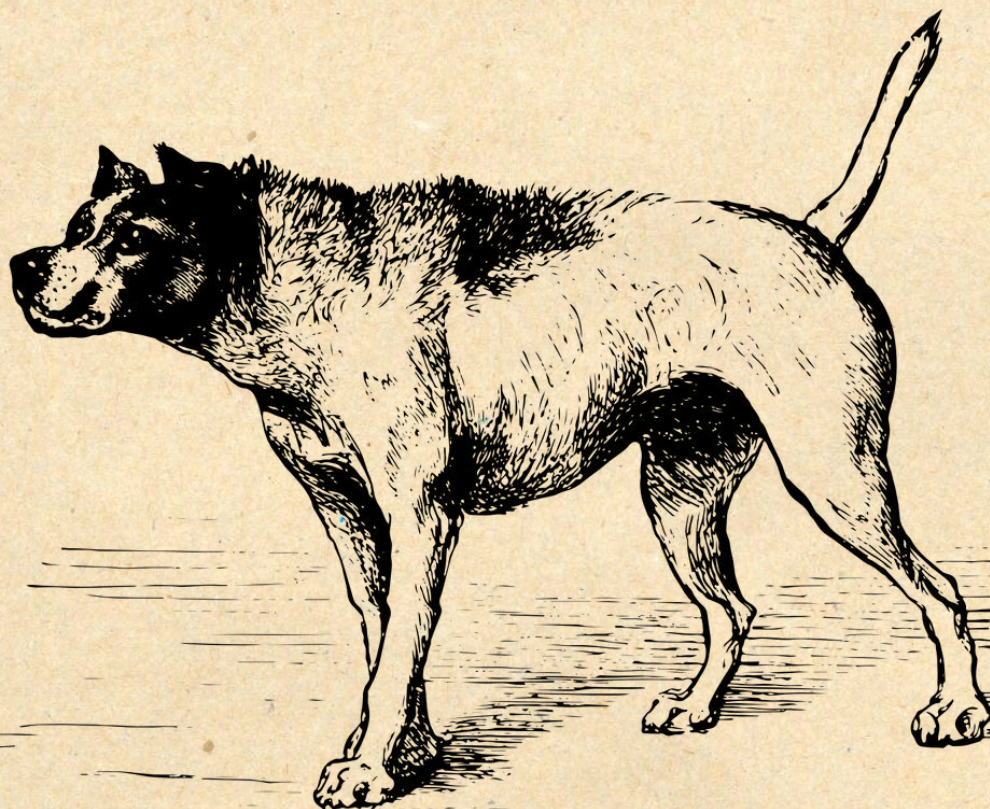
We have learned of another party, this one led by a Dutchman, who seeks the same treasure we do. His name is Koenraad ter Avest, and if we were ever uncouth this man exceeds our own transgressions tenfold. He seeks the gold as if he were a madman, truly possessed by the power and lure of the metal. He has an expert tracker and more than a few famed marksmen in his retinue, and the baying of his hounds will, I fear, bring more trouble upon his party than they will protect him.

He has guns and dogs and men at his disposal, and should he see us in a dark part of the forest (which, dear one, is not uncommon, the canopy is so dense another world lives at its base) I fear that we will not make it into the light again.

One of Koenraad's men is known to our party, a young student named Johannes Marten. He is slight and willowy, and appears unprepared for the trials of the jungle ahead. I believe that if we can reach out to him we might be able to come to an arrangement. He likely wants to return home more than he'd like to see Manoa.

Hounds:

Harm Track: 3, bite: 2 harm,
can be scared off or distracted



The Threats We Live With

April 30, The Jungle

Two weeks into our journey and already we have been beset by all sides, by all manner of frightful creatures. There are schools of piranha in the water, as well as giant electrified eels, caiman, and even a species of catfish so large it could swallow a man whole. In the trees are howler monkeys, which never cease their tirade against us. On the ground there are deer, called broket, and large pig called peccary, which have tusks the size of a forearm.

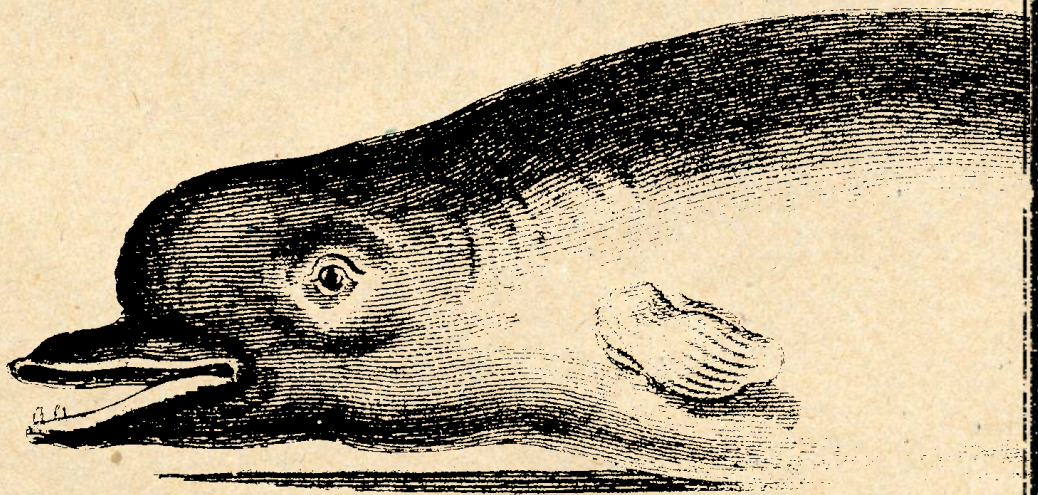
We know that there are native peoples here, but they stay in the shadows, watching us. Some in our party have pointed them out in the treetops, but they are ghosts, they are shadows. They are not hunting us, but they are watching. The moment we trespass from the path we will be shot in the neck with blow guns, poisoned by a urari warning. Either we have to disappear without them noticing or we will have to bargain with them. I do not much look forward to either option.

Poisoned Blow Dart: 1 harm each. One dart will knock you unconscious for an hour, two, for six hours, three, and you might never wake up. Artificial respiration will allow you to revive a poisoned adventurer.

March 1, 1835

I have learned that they wish only to protect their forest and way of life. If game comes along, we must only kill what we eat. If we venture too close to their homes we must recognize the warnings they have placed in the trees (a complex, symbolic language of feathers, teeth, broken branches, and bones) and move back. Lastly, if we cross a river, we must ask the blessing of the water-bearers, which I've gathered are local deities, perhaps like nymphs or devas. How we do this is uncertain.

Water-Bearers: These creatures appear as pink dolphin. They protect the rivers, but are mischievous and impish. You might drive them away by ignoring them, or by offering them something of sentimental value, otherwise they will turn over boats, bite ankles, and steal food.



What stalks in the Dark Remains Hungry

March 5, Essequibo River

We travel by boat or portage, the quickest way south. We huddle around fires and keep our guns close. We sleep with one eye open, a hand on our knives, taking shifts on the watch. The beasts of the jungle are numerous, my love, and they surround us. Their weapons are claws and constricting bodies, poison and tusks.

The greatest I fear is the Jaguar. It is not just a jaguar, but a creature of immense age and understanding, the absence of sun, the lightsink of the jungle that appears as a deep, deep pit, and stalks us, moves towards us like a void which seeks to consume us. It is the Jaguar, and it serves a master which is not nature. We make no attempt to hunt it, such a venture would be futile and possibly the end of us. It knows the jungle better than we do. It knows us better than we do.

Should it attack, I have been told that getting it on open ground, either near a rocky outcrop or a river, will allow us the best chance to surround and subdue it. Once it goes to the trees it is a shadow, but on the ground we have some chance against it. I have been told that all jaguars, once they get the flesh of human on their palate, will not hunt peccary again. For our own sake, I hope that Koenraad does not engage this beast.

The Mundane Gold of sunlight

March 9, Acarai Mountains

I fear that gold has overtaken me. My senses are not that which they were. The deeper I go into the jungle, the more I search for Lake Parine, the

more the thought of gold even comes into my head, the more it appears before me.

I see gold in the venomous frog's banded pattern. I saw gold in the scales of an anaconda which was swimming through a river, and nearly jumped in to take it. As the night's fire snapped and shot bright rivulets of molten gold into the air, I reached out and snatched at it, only to receive an ember, a burnt hand, and the searing pain of humiliation. I see it, my red, red heart, I see it. I know that it lies before me and around me, but I know, also, that it is not here.

It is not here.

The longer I stay in this jungle, the longer I seek it, the longer my luck is stretched to its breaking point, the more I am turning into a thing that is only ever hungry, that only ever seeks one thing, damn the human lives that stand between me and that which is precious.

The following is a custom move for the Jungle, to be rolled as the Keeper sees fit, but increasingly so if: there is discord in the team, there is imminent danger, a member is angry or upset, one has spoken arrogantly.

●●● THE JUNGLE, WAITING ●●●

The European explorers must roll +Weird. On a full hit, nothing happens, and they are preserved for another night. On a mixed success, they wake up distrustful and angry, jealous and nervous, depending on their demeanor. On a miss, the Keeper may hold a hard move for the future, or take a soft move immediately.

Non-European explorers roll +Sharp. On a full hit, they gain an awareness of their surroundings, get +1 to Sharp for three rolls. On a mixed success, they gain +1 forward. On a miss, the keeper may take a soft move, and they wake up distrustful, angry, jealous, or nervous depending on their demeanor.

Waters which None May Touch

March 18, Lake Parine

We have found the lake. It is like a crystal in the mountains. It is full of clear, sweet water. We see a rock in the distance, the great painted peak, and as we trek to it I know that we will find our answers.

I must avoid looking at the water when the sun sets. I see gold in its depth, and skulls, and I fear that the price of the exploration will be high. Am I strong enough to make that choice? Do I want to? Do I trust my fellow journeymen? Do I think that there will be a time when I wake up with a cold musket against my temple and hot blood over my eyes?

There are dogs braying in the distance. We are not alone. We are all alone.

I want to see the King.

The King of Gold and Madness

March 20, Lake Parine

At the dawn of the third day at the lake we see him. We have done something right; made offerings, given promises, beseeched him properly, drew new petroglyphs against the painted rock in our own blood. Something summoned him.

My first love, he is magnificent. Coated in gold, astride a lizard that rises from the lake, its whole body encircling the coast. He only ever comes to us in the dusk to make a deal, to trade for the last things we have.

March 22

I am consumed. I ask for gold and he asks for all I have. What else can I offer? I have no more food, nor bullets, nor friends. I have memory, but he asks for that too. He has taken your name, my dream, my fleeting face. I am the last one left; I am the last one left.

The King will give gold to those who leave with no guarantee of gold. He will ask for things first of sentiment and then of increasing value; knives, guns, limbs. He will not disappear or be beaten; he cannot be killed, he can only be satisfied. The party should want to turn back; they should want to go home. The reward is given when characters leave the jungle and recognize the hubris of their journey, and not before.

When the Rey Dorado appears, all remaining party members must roll +Cool. On a full hit, they keep their wits about them. On a mixed success they are off-put, and feel something slip away. On a miss they panic and the Rey Dorado makes a hard move.

March 25

My red red heart does not pump blood for you, dear one, person, dear thing. I will stay here. I will serve the King.



Resources and Safety Tools:

There are many points where a character might come up against prejudices because of the concept. I recommend that outside of character creation, the Keeper not lean on race as a plot point for any campaign, and instead develop stories based on characters. The X card and the red-yellow-green card systems are expected to help facilitate safe play.

Some resources include: *Carribbean Connections: Overview of Regional History* by Catherine H. Sunshine and Deborah Menkart. *May I Play A Character From Another Race?*, James Mendez Hodes, Article

by Linda H. Codega

Illustrations
by Peter Violini

Dolphin Illustration
from the Work of
the Comte de Lacépède
(1830).

Hound illustration
from Charles Darwin's
*The Expression of the
Emotions in Man and
Animals* (1872).

Map: Rapkin, J.
London: John
Tallis & Company,
1851





Unwilling Petitioners
to the Radiant Court

New occupations and backgrounds.

Court of the Radiant King

An incursion in five acts.



TROPHY

NICHOLAS MASYK

Unwilling Petitioners to the Radiant Court

The following are new options for treasure-hunters for use with the *Incur-sion Court of the Radiant King*, or any other session of Trophy.

OCCUPATIONS

Courtier (*skilled in deception, omens, rhetoric*)

Dancer (*skilled in acrobatics, distraction, evasion*)

Historian (*skilled in appraisal, lore, rituals*)

Knight (*skilled in athletics, defense, weapons*)

BACKGROUNDS

Defeated Officer (*skilled in tactics*)

Degenerate Libertine (*skilled in carousing*)

Discredited Scholar (*skilled in deception*)

Disgraced Emissary (*skilled in misdirection*)

INCURSION

Court of the Radiant King

*Along the shore the cloud waves break,
The twin suns sink behind the lake,
The shadows lengthen
In Carcosa.*

*Strange is the night where black stars rise,
And strange moons circle through the skies,
But stranger still is
Lost Carcosa.*

*Songs that the Hyades shall sing,
Where flap the tatters of the King,
Must die unheard in
Dim Carcosa.*

*Song of my soul, my voice is dead,
Die thou, unsung, as tears unshed
Shall dry and die in
Lost Carcosa.*

—“Cassilda’s Song” in *The King in Yellow Act 1, Scene 2*

Along the shores of a lake mirrored by strange moons lies the fallen palaces of the Radiant King. His ancient and famous city was swallowed aeons ago by the hungry wood, but legends linger of the awe and dread of his court; the riotous, frenetic excess; and the hideous fates befallen those who failed to amuse or entertain his brilliant depravity.

Those same legends also list the uncountable tributes brought in from all corners of a vast empire, treasures of a forgotten age, abandoned in crumbling vaults and silent halls... treasures awaiting those brave enough and cunning enough to survive a night exposed under the black stars of the King’s forgotten court.

THEME

Masks

INCURSION: COURT OF THE RADIANT KING

MOMENTS

- ◇ The night sky opens up, revealing an endless vista of black stars.
- ◇ The air is filled with the cacophony of riotous music and sound, only to end abruptly.
- ◇ A hunched figure in shredded finery slips around a corner and disappears into a pocket of shadow.
- ◇ The air overhead fills with the rustling of thousands of unseen, leathery wings.
- ◇ A brilliantly-colored bird shrieks as it flaps swiftly overhead.
- ◇ The silhouette of a monstrous, tusked beast suddenly looms over the treasure-hunters, only to be revealed as a trick of shadow and light.
- ◇ A torch sputters, casting unnatural shadows over a companion's face, giving them a monstrous appearance.
- ◇ A pattern of moss or verdigris manifests in the spiral symbol of the Radiant King.
- ◇ Innumerable chattering, squealing vermin stampede across the treasure-hunters' path, fleeing from something unseen and unheard before scattering into the ruins.
- ◇ A group of drunken revellers appear, arm-in-arm, clad in exquisite finery and wearing elaborate masks, cutting across a street or passageway before vanishing abruptly.

CONDITIONS

- ◇ Your expressions and reactions become exaggerated and theatrical.
- ◇ Your skin becomes highly sensitive and you are filled with a need to conceal it with hoods or veils.
- ◇ Your skin turns white and chalky, save for your cheeks which become unnaturally rosy red.
- ◇ You start to notice the seams at your companions' faces and are filled with a desire to "unmask" them.
- ◇ The skin of your face hardens into whorled wood or brittle porcelain.
- ◇ You begin laughing or weeping uncontrollably at intervals.
- ◇ The hair at your temples grows into brilliantly-colored feathers.
- ◇ You feel an itching behind your eyelids and are filled with an uncontrollable urge to tear them off.
- ◇ The corners of your lips split and crack, turning your mouth into a rictus grin.
- ◇ A spiral shape—the sign of the Radiant King—becomes pressed into the flesh of your forehead.

INCURSION: COURT OF THE RADIANT KING

RING 1

The Old Road to the Court lies through a bleak and desolate plain of dry, withered grass that moans and whistles with the wind. Peppering the plain at long intervals are blasted trees lining the path, and tall, strangely-shaped and somber-colored standing stones. Carved in each stone and into the bark of each tree is a mask-like face, uncomfortably glancing toward the next tree or stone as if in anticipation of some unspoken event, in silent expectation of the treasure-hunters' journey. Overhead, the cold sun is all but invisible, shrouded by low, lead-colored clouds. The air is raw and chill, and aside from the sighing of the wind through the boughs of dead trees and the whispering of grey grass into the earth, there are no sounds—bird, beast, insect, or otherwise. Even the treasure-hunters' footfalls are swallowed up by the silence.

- Whose face do you see in the masks?
- What lies do you hear whispered in the wind through the fingers of grass?
- What strange patterns do you see in the canopy of clouds above?

TERRORS: As the treasure-hunters draw closer to the bleak tangle of the woods, a mournful wail undulates from within the tall grass, and then another and another, building steadily into a discordant chorus. A pack of misshapen beasts emerges on all fours, tattered furs and tawny skins, howling with the voices—and faces—of men clad in the ruined finery from a forgotten age. They stumble clumsily toward the treasure-hunters on filth-encrusted claws, eyes feverish, shrilly calling “How came I hither? How came I hither?” as they advance with strange, unnatural purpose. The creatures are more pitiful than dangerous, and can be easily dispatched by the treasure-hunters. The manner by which the creatures are dealt with by the treasure-hunters will show the party's propensity for violence.

- In what oddly specific ways do the creatures' humanoid faces and features resemble the treasure-hunters?
- How do the creatures' tattered finery match their accursed forms?
- Who do the voices of the creatures remind the treasure-hunters of?

TEMPTATIONS: In the shadow of the forest from whence the creatures emerged, the treasure-hunters stumble upon a number of broken and weather-worn stones, covered in moss and sunken into the earth—the headstones of forgotten graves, though the graves themselves are conspicuously absent.

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The headstones lack names or dates, but each bears a similar face to those found on the blasted trees and standing-stones in the field. Scattered among the broken headstones are tawdry trinkets and tokens similar to those worn by the bestial creatures—hanging from withered boughs, gently tinkling like mournful chimes, or placed reverently atop the crumbled masonry in strange and deliberate piles. Each trinket and token bears the spiral mark of the Radiant King.

- What do you plan on doing with your share of the riches?
- How recent are the markings on the headstones?
- What do you take from the piles, and how do you hide it from the other treasure-hunters?

RING 2

Past the broken headstones, the treasure-hunters plunge deeper into the forest and begin to come across more pronounced signs of the ruins of the ancient and famous city—massive blocks of Cyclopean masonry strangled by wrist-thick vines where the foot of a wall might have stood, the toppled pillars and crumbling spires of some pompous tomb or ambitious monument, stained by neglect and battered by time. Above, the lead-colored clouds are increasingly obscured by the ragged claws of gnarled trees. A thin, ephemeral mist begins to form, snaking around the treasure-hunters' ankles and swirling about the corners of antediluvian edifices.

- What myths and legends have you heard about the Radiant King and the fate of his accursed court?
- What shapes and forms do you see lurking within the growing mist?
- What drives you forward, and why can't you turn back?

TERRORS: Night begins to fall more quickly than expected or should be possible. Strange echoes and dismal howls ring out through the forgotten squares and abandoned streets. The mist and the gloom hide a plethora of pitfalls and snares for the treasure-hunters to fall prey to if they proceed through the growing dark. They will spot flickering lights appearing and disappearing at random in the mouth of every mausoleum and broken structure, and lengthening shadows take on the shape of ragged claws looming about their faces

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and necks. Isolate and separate the treasure-hunters, and give them opportunities to make Ruin Rolls and Devil's Bargains to find each other and the path.

- What draws you down this forgotten side-street, away from the comforting torches of your companions?
- Where has your shadow gone?
- Which of your companions is slowing you down the most, and what would you do should they become "lost?"

TEMPTATIONS: One of the treasure-hunters should spot the silhouette of a sprawling palace wall, smothered in moss, and strangled by vines and overgrowth. Drawing closer, they will find a twisted path of cobblestones broken by an eruption of gnarled roots. Flanking the path to either side are rows of faceless stone sentinels, each one bearing a shield with a face transfixed with rapturous horror. Beyond the ranks of sentinels is a massive bronze gatehouse, spotted with rust and verdigris, fashioned in the likeness of a face with a yawning mouth.

- Whose faces do you see emblazoned on the sentinels' shields?
- Is the "mouth" of the gatehouse/face opened in awe or horror?
- What strange melody do you hear coming from deep within the ruins?

RING 3

Passing through the shadow and mist of the gatehouse mouth brings the treasure-hunters out of the vine-choked ruins and into the decaying opulence of the Radiant Court. Each cough and scuffle of the foot echoes unnaturally loud, seeming boorish and out-of-place and filling the treasure-hunters with a strong need to melt into the remaining stillness to avoid attention. The tyranny of Empire hangs above their necks like an executioner's axe. Beneath their feet, the stones are stained with the blood of those that failed to please the Radiant King.

- Why are your companions deliberately trying to attract the attention of the Radiant Court?
- Which of your companions benefits most from your discovery and execution?
- What terrible tribute to the Radiant King do you hope to return with?

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TERRORS: The labyrinthine corridors of the decaying palace endlessly circle, cut back, branch out, and end abruptly. Time seems to cease to exist: one room might be illuminated by twin suns beating ceaselessly overhead, while the very next is dripping with an impenetrable, tenebrous darkness. No two rooms are the same, and attempting to double back leads to an entirely different space than existed previously. Some example rooms:

A formal garden full of elegant, classical-style statues. The statues are choked in ivy and depict people in great pain, surprise, or terror.

A moonlit courtyard of cracked cobblestone with pale ghost-grass growing between the slabs surrounds a shallow pool with a fountain in the middle. The fountain still flows, icy water trickling into a crystal-clear pool. At the bottom of the pool are strange coins bearing unfamiliar faces.

A long lawn, with stakes driven into the ground at one end. Arrows, bolts and javelins pepper the grounds. A few of the stakes have skeletons chained to them.

A “grove” of steel frameworks eerily reminiscent of trees, but lacking leaves. Hung from these, draped from tree to tree or suspended from the branches, are a mandala-like network of silk strands in a brilliant rainbow of colors.

A semi-circular amphitheatre with stone steps for seats, now overgrown with moss and ferns. In the center is a stage, with the rusted, rotted, crumbling apparatus for shadow-puppets. Shadows here don't move normally. They react when their owners remain still, groping toward light sources.

Foster suspicion and paranoia among the treasure-hunters. Who is leading them? Why are they leading them astray? Confront them with horrors, make them make Ruin rolls, and tempt them with Devil's Bargains to find their way out.

- How can you trust the one leading you progressively deeper into the palace?
- When did you “lose” one of the trinkets you took from the forest, and who do you suspect “found” it?
- Who among your companions knows of the treasure you seek within the palace, and why would they deny you it?

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TEMPTATIONS: As the treasure-hunters progress through the palace rooms, they find among the piles of treasures intended for tribute offerings from their own lands, both historical and modern. Connect these tributes to the treasure-hunters' drives from earlier Rings, the faces they saw in the masks, and the trinkets they chose amongst the tombstones.

- What memories of home are brought about by the presence of the tributes?
- From where do you remember the haunting tune you catch the end of, echoing through the halls?
- Did you mean to take that familiar piece of tribute? How will those at home react when you return with it?

RING 4

The treasure-hunters find their feet unerringly leading them to an incalculably vast gilded hall, the brilliantly frescoed ceiling so high that to glance upon it is to induce vertigo. Crowding the room are courtiers clad in riotous colors; fire-dancers; sword-swallowers and blade-jugglers; charmers draped with the coils of venomous serpents; musicians trapped forever maintaining a frantic, ululating beat; and tumblers performing dazzling feats of acrobatics.

- What is the most shocking and spectacular thing you see present in the Court?
- What does the contingent from your homeland look like, and what have they brought as tribute?
- How do you make yourself seen and heard above the dazzle and the din of the assembled petitioners and revellers?

TERRORS: As the treasure-hunters enter the hall, a deep, resonant gong sounds, and all at once the revellers erupt into chaos, becoming more twisted and monstrous. Birds with beads of pure light burst forth from empty robes, illuminating the room in a hellish glow. Winged imps chained with silver and gold to listless, naked petitioners order their "anchors" in shrill voices to scurry about. Figures in finery of glorious color regard the spectacle behind masks of ash and oak and bone. A great and terrible cry of "Unmask! Unmask!" is taken up by the revellers and petitioners, and they begin to tear at their faces, doffing wood, steel, porcelain, silk, and flesh with equal abandon and vigor,

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heedless of the horrifying wounds they are self-inflicting. They close in about the treasure-hunters, a living tide of cacophonous laughing, weeping, howling, shrieking, grabbing, and rending. They are too many to fight, but trip, trample, and generally impede each other as swiftly and as savagely as they grasp for their intended prey. Confront the treasure-hunters with increasingly supernatural horrors that cannot be fought or reasoned with. Call for lots of Ruin rolls.

- What horrifying apparition do you possess the secret to defeating? Which one eludes the strength and skill of your blade?
- When you see your chance to dive between the ranks of the swarm, who will you leave behind to face their wrath?
- What terrible sorcery are you capable of as a last resort?

TEMPTATIONS: As the crowd surges toward the treasure-hunters, the treasures they have brought as tribute are left, abandoned and forgotten on the gilded tile and luxurious carpet of the floor. Such glorious tribute, just waiting to be claimed...

- How do you make sure you have first pick of the discarded tributes over your companions?
- What will you do when one of your companions claims tribute from your homeland?
- Who among your companions is most expendable?

RING 5

At the apex of the throne room stands a towering edifice of precious treasures—sundered crowns from forgotten kingdoms, jewelled goblets and chalices from the coronation banquets of aeons-dead monarchs, the arms and armor of once-legendary warriors and heroes, and uncountable piles of gemstones, coins, ingots, jewellery, and precious metals and stones of every kind imaginable. Atop this mountain of tribute from empires gone to dust sits hunched a cackling, skeletal figure clad in shredded regalia of a sickly yellow, a dizzying spiral coronet upon a feverish brow, a pallid face hidden behind a laughing jester's mask with eyes of burning pitch and a lolling tongue endlessly spewing lies that scorch the mind to comprehend: the Radiant King.

- What unknowable truths does the King whisper to you?

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- What unfathomable lies does the King seduce you with?
- What untouchable treasure lies at the foot of the King, just out of reach?

TERRORS: From atop his frightful throne, the cackling King begins grabbing handfuls of treasure and flinging it downwards toward the frenzied mob of petitioners. Almost immediately, they turn on each other as fiercely as they had the treasure-hunters—clawing, kicking, punching, and biting at each other in a mad rush to get at the discarded tributes. As gold and precious gems literally rain down upon the gathered revellers, the final “masks” of humanity begin to fall away as humans scream like beasts, and beasts like humans. In the chaos and madness of the struggle it is impossible to tell friend from foe—everyone’s face is locked in the rictus grin of savagery and ultimate triumph.

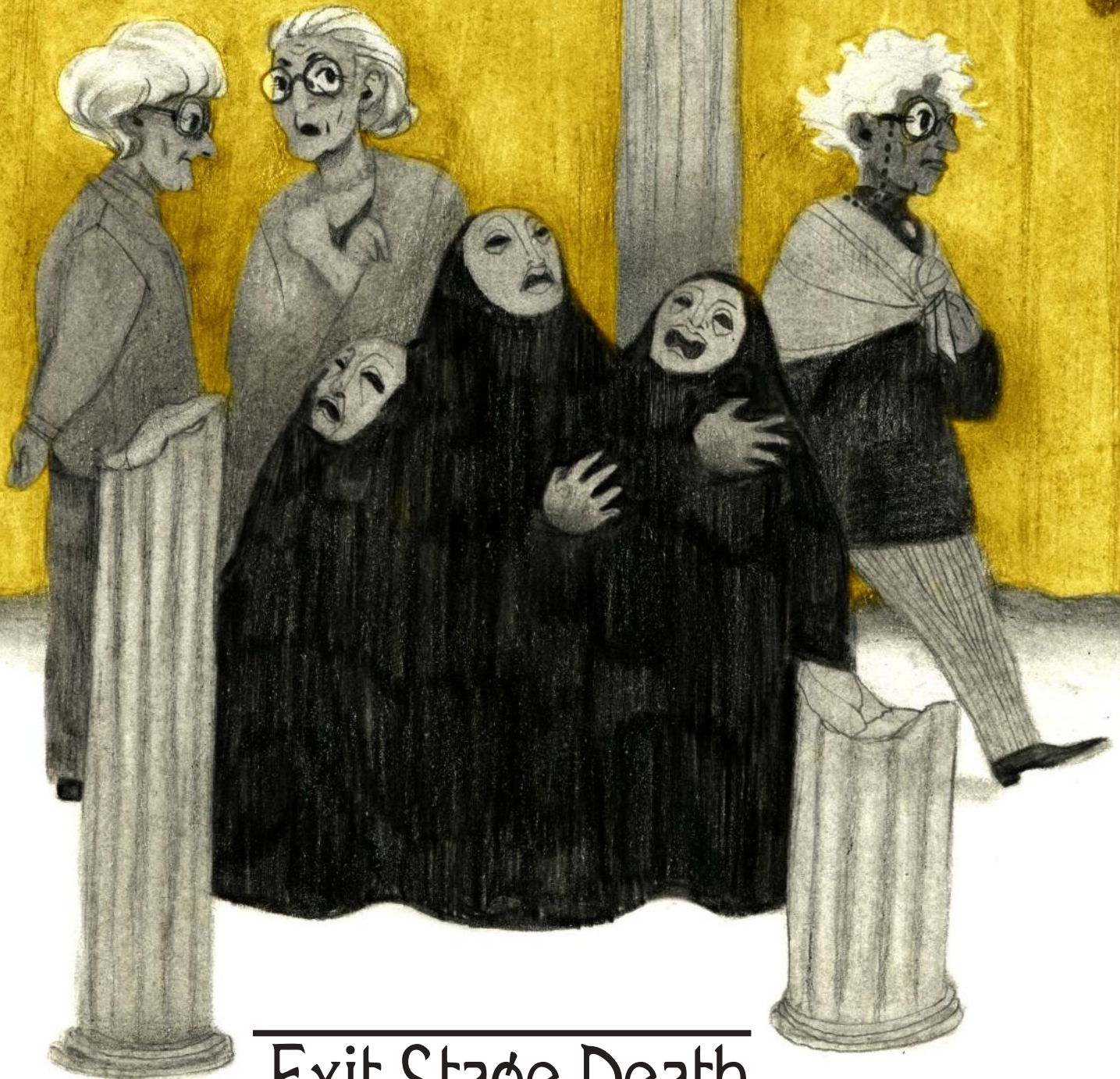
- What treasure or tribute do you value above all others, and what vile deeds are you prepared to do to secure it?
- Who among your companions do you fear to struggle against for what is rightfully yours, and what hidden weapon have you prepared specifically for them?
- Which companion has seen through your final mask, and how will you ultimately silence them?

TEMPTATIONS: As the revellers—and treasure-hunters—claim their tributes, their actions become more and more barbaric and exaggerated. Each time a treasure is obtained, have the treasure-hunter make a Ruin roll—and point their erstwhile companions toward them, with the insinuation that they are taking more treasure than is their fair share. As they accumulate more treasure they become twisted caricatures of their former selves—like a stage actor portraying them, laying their sins bare in the most cutting, revealing sense.

- How came you hither?



BRINDLEWOOD BAY



Exit Stage Death

— BY JASON CORDOVA, ART BY CECILIA FERRI —

Complexity: 8

Note: This mystery revolves around The Court of the Occluded King, a cult that is rival to The Midwives of the Fragrant Void. Many aspects of the mystery don't come into play unless certain Maven characteristics or Dark Conspiracy elements are unlocked. The mystery can still be enjoyed without those elements in play—it will come across to the players as cryptic and weird, if not immediately relevant to the happenings in Brindlewood Bay—but it's something to be mindful of before choosing to run it.

Presenting the Mystery

The Mavens are enjoying a week of sightseeing and cultural activities in Boston. They're taking in a show on the last night of their tour, a strange and disturbing production at The Twilight Playhouse called *The King in Shadow*. Normally, they'd skip something so avant-garde, but one of the Mavens has a nephew connected to the production.

Establishing question: *Whose nephew is connected to the show? What's his name, and what's his involvement in the production?*

The play is divided into three acts. The first act is somewhat normal and depicts the day-to-day life of a female protagonist, identified as the Journeywoman. The first act ends when the Journeywoman receives news that her three immediate family members—mother, father, and brother—have all been killed in a bizarre fishing accident.

The second act is considerably more strange, and depicts the Journeywoman's travels in the underworld with a character called the Boatman as they seek to find the court of the Occluded King in order to petition him for the release of her family members from his shadowy realm.

The third act is utterly bizarre, difficult to follow, and, to large portions of the audience that walked out in the middle of it, insufferable. The bulk of this act involves the introduction of three courtiers of the Occluded King: the Duchess, the Prince, and the Knave.

Assign each courtier to a player and ask them to describe the scene in which the character is introduced in the play. The scene should be either horrifying or bizarre. If any of the Mavens has **A Shadow in the Garden** marked, you may also reveal a Void Clue during one of these scenes.

The play concludes with the appearance of the Occluded King, an overly tall figure in tattered black robes, a ghost-white mask, and a blood-red helm. If any of the Mavens has **The Pallid Mask** marked, have them do the Prophecy of the King move, below.

The Prophecy of the King

If you have the Pallid Mask marked when the Occluded King appears on stage, he calls you “My Beloved” and whispers a prophecy of death to you (you are the only one who can hear the whispering). This prophecy relates to when another Maven will die. In a future scene, when another Maven is getting ready to take an action that will require a die roll, say “This is it! This is what the Occluded King whispered to me about! This is how you’re going to die!” If they go through with the action anyway, you both mark XP. On the die roll, the 6- result is replaced with “You are killed; the Keeper will describe how.”

The chorus members sing a shrieking, discordant dirge as the courtiers push the Journeywoman toward the King. The lights go out, and when they come back on again, the curtain has been lowered. No one takes a bow and there are no ovations; very few people even clap. The ushers then help people exit the theater.

The next morning, as the Mavens are getting ready to head back to Brindlewood Bay, the nephew character drops by the hotel room and nervously explains that Natassia Gray, the young actress who played the Journeywoman, was found dead at the end of last night’s performance, a ritual dagger plunged into her heart while the lights were out. Boston PD is investigating, but he hopes the Mavens might also get involved. He explains that the only people who were close enough to Natassia when it happened were the actors, chorus members, and director (if you wish, you can identify each Suspect by name at this point). The nephew might also be a suspect, depending on how the establishing question was answered, and so another reason for the Mavens to get involved would be to clear his name.

If the Mavens take the case, the nephew character will explain that *The King in Shadows* cast hangs out at a drinking club, The Styx, during the day. He will also tell them that the cast is having dinner at the apartment of Ambrose and Veruca Sinclair that night.

Suspects

All of the suspects are members of The Court of the Occluded King, a death cult that aims to eventually thin the cosmic veil enough for their shadowy lord to enter this world and claim it for his own. Each performance of *The King in Shadows* is a ritual that gets them one step closer to achieving this aim. Despite their unsavory beliefs, the murder of Natassia Gray is a shock to the group, and none of them wants to be arrested and charged for the crime.

The suspects will not willingly discuss The Court of the Occluded King or their membership in it, preferring instead to be seen merely as members of an eccentric theater troupe. However, if the second layer of the Dark Conspiracy is unlocked, they are more open about their affiliation and aims. If the Mavens ever mention The Midwives of the Fragrant Void directly, the suspects will explain that they stand in cosmic opposition to the Midwives, and may even drop hints about what that cult is up to in Brindlewood Bay.

If the third layer of the Dark Conspiracy is unlocked, one or more suspects may offer to help the Mavens defend themselves against the Midwives by teaching them a magical ward that prevents Servants and Sendings from entering a space. This teaching can be the basis of an Occult Move roll, which is made with advantage.

A note about roleplaying The Court of the Occluded King: no matter what, play these Suspects seriously, even though their presence in the story may come across as slightly comic or absurd. The desired effect is what you might find in the film **What We Do in the Shadows**—characters that are amusing, but grounded in the truth and darkness of their world.

Ambrose Sinclair, the director

Frizzy, gray hair. Penetrating gaze. Constantly fidgeting with a pair of Baoding balls. Ambrose is very upset about Natassia's death; he viewed her as a protégé and a rising star in the world of experimental theater. Ambrose is Veruca's husband.

Quote: “*Staging The King in Shadows will be my greatest work—what the world will remember me for. Did you know the author of the play is unknown? In fact, there may not even be an author. It could be that the play merely... exists, like an indelible truth of the universe.*”

Veruca Sinclair, the Duchess

Shiny black hair, pulled back tight. Blood red lipstick. The smell of tomato vine. Veruca is heartbroken about Natassia, who she treated like a daughter. Veruca is Ambrose's wife.

Quote: *"Oh, Dis Pater, I would never be so foolish as to begrudge you taking what is rightfully yours, but why would you take our Natassia from us now? She was so young, Father of Night—surely she still had work to accomplish for you in this world?"*

Antony Veit, the Boatman

Barrel-chested. Great, bushy beard. Easy, thunderous laugh. Antony is the most immediately friendly and approachable member of the theater troupe. Whereas the others are content to dress in dark clothing and skulk about in the shadows, Antony is something of a bon vivant. He is Belladonna's husband.

Quote: *"This is the best job I ever had in my life! Before I met Belladonna, I was a stevedore—up at the crack of dawn, long hours, backbreaking work. Now? I sleep in until 10, get up and have brunch with Bella, and then head to The Twilight to get ready for the matinee. Sure, the people putting on this show are a little... unusual. But aren't we all?"*

Belladonna Veit, a member of the chorus

Dark, wispy clothing. Pale skin. Tattoos. Belladonna seems least bothered by Natassia's death and, if pressed, will say that she's going to audition for the role of the Journeywoman now that Natassia is out of the way. Belladonna is Antony's wife.

Quote: *"Of course, I should have been cast as the Journeywoman in the first place. No one is more intimately familiar with the words of our lord—I mean, the play—than I am. But Ambrose wouldn't hear of it. It was always 'Natassia, Natassia, Natassia! She's a star! She's the future of this brave new world we are creating!'"*

Gregor Thune, the Occluded King

Vacant eyes. Thin, almost transparent flesh. Mostly unresponsive. Gregor Thune hasn't been the same since taking on the role of the Occluded King. He used to be a dynamic, energetic member of the troupe, but now only occasionally breaks his silence to mutter a few cryptic words. He is Giancarla's husband.

Quote: *"...down below, in the vastness... gems and gold a-glittering... unspeakable wealth... unknowable knowledge... he is reaching out for us... calling us home to him... would that we could return to the cold embrace of the Void... but the Void has rejected us... and now we are truly alone... down below... down below... the inky vastness down below..."*

Giancarla Thune, a member of the chorus

Long hair with gray roots. Flower crown. Sweet disposition. Giancarla has been friends with Ambrose and Veruca for a long, long time. It used to be that she, husband Gregor, and the Sinclairs were inseparable, but things have changed ever since Gregor took on the role of the Occluded King and became so... empty. Now she just sings in the chorus and takes care of Gregor. Giancarla is very familiar with Brindlewood Bay and the town's history.

Quote: *"You're from Brindlewood Bay? I know it well—my brother-in-law lives there. Do you know him? He's a banker, very uptight. He disapproves of these theater-types Gregor and I hang out with, let me tell you... Oh! I hope you're not as stuck-up as he is. Please tell me you're not!"*

Otho Fane, the Knave

Luxuriantly obese. Fond of cravats. Smells of lilac and baby powder. Otho is part of the Boston nouveau-riche, having made all his money investing wisely in tech and medical stocks. He joined this troupe out of sheer boredom, and was delighted to discover that the Sinclairs had landed on something truly exciting—truly groundbreaking—in *The King in Shadows*. He is Delia's husband.

Quote: *"Ambrose is a visionary, of course—how else do you explain a production that is so brave, so exciting, so... thoroughly ahead of its time? You can't, of course. Genius always defies explanation. But I'm very happy to be here, very happy to be a part of this terrific work. I get chills when I think about it, frankly."*

Delia Fane, a member of the chorus

Spritely. Modern coiffeur. Trying hard to fit in. Delia doesn't understand *The King in Shadows*. The play—and the activities surrounding it—are a complete black box for her. She mostly wants to make her husband Otho happy and not be an embarrassment in front of the other troupe members. She was a hesitant understudy for Natassia.

Quote: *“Poor Natassia—I’m told she was very good in the role of the Journeywoman. Of course, I’ve seen her play the part up close a dozen times, but The King in Shadows is hopelessly opaque, and so I don’t really know what counts as good and what doesn’t. Ambrose and Veruca thought she was great, and Otho assures me she was brilliant, but the role doesn’t even have any lines until about thirty minutes in, and the whole second act was just her and Antony rowing an imaginary boat with imaginary oars down an imaginary river, occasionally punctuated by wailing from the chorus. I mean, Who’s Afraid of Virginia Woolf? it is not.”*

Maxime Gray, the Prince

Handsome. Fresh-faced. Black turtleneck. Maxime is distraught over the death of his young wife, Natassia. They were genuinely in love, and he will happily share details of how they met on the set of Ambrose's last play, how they fell in love, and how they were married by Veruca at a lovely, private ceremony at The Styx.

Quote: *“Maybe it would be best if the Occluded King really did come into this world and establish dominion over us. Living in his murky, shadowy realm has to be better than dealing with this emptiness in my heart.”*



Paint the Scene

The set

As the camera pans around, what do we see that subtly suggests this is some sort of ritual space?

Backstage

Do you have any experience in the theater? If so, what about this place takes you back?

The dressing room

As the camera pans around the room, we see evidence that these actors may be dedicated to the Occluded King in more ways than just performing in a play about him. What do we see?

The Sinclairs' apartment

What do you see in the apartment that hints at Ambrose and Veruca's fascination with death?

The Styx

Being in The Styx feels like being unstuck in time. What do you experience that makes you feel that way?

Clues

- A group text message wherein Natassia expresses doubt about the direction Ambrose is taking the play in.
- A diary entry indicating Maxime wasn't really in love with Natassia, and that he married her because the Sinclairs pressured him to.
- A ritual dagger identical to the one used to stab Natassia.
- A life insurance policy taken out on Natassia.
- A script with the words "I'm going to KILL YOU!" written in a margin.
- A stash of love letters in an unusual place.
- A book, *Mysteries of the Occluded King*, which features an illustration of the King's lover that looks uncannily similar to a member of the troupe.
- A pile of bones, hidden.
- A secret message from a Hollywood talent agency to Natassia.
- A shattered Britty award.
- A secret two-way mirror.

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- A paternity test proving Natassia was a male Suspect's secret daughter.
 - A prophecy written in a dream journal indicating Natassia must be sacrificed.
 - A large amount of powerful sedatives.
 - A spell, clumsily cast.
 - Evidence of sympathetic magic being used on a Suspect (pick one: poppet/lock of hair/salt trail/egg in a strange place/something else).
 - A dress lined with arsenic.
 - A depiction of the Erinyes in a provocative place.
 - Risqué photos of a Suspect.
 - A bus ticket out of Boston, recently purchased.
-

Void Clues

- Dozens of people in the audience put on golden masks and begin making mocking, animal-like noises at the stage. None will remember doing this.
 - There is nothing in the night sky—no stars, no moon, no clouds—just inky blackness.
 - Random people on the streets are wearing featureless gold masks.
 - Every page in every book features the same picture of a Suspect.
 - A brother and sister with no eyes in their sockets are entertaining each other while waiting for their parents.
 - A driftwood crown dripping with blood and bits of meat is waiting for the Mavens somewhere.
-



Three Dozen MORE Forbidden Texts

1-1 *The Ribald's Tale*. Seemingly one of Chaucer's, though the only edition is a green, midcentury, perfect-bound softcover from the defunct press of a small shuttered liberal arts college. The tale within seems authentic before Ribald diverges into a dark forest full of bloody druidic rituals for summoning and binding unseelie spirits of wood and earth into the profaned bodies of human sacrifices.

1-2 This unnamed folio contains the final day's report of every vessel to sail the seas and sky: the *Vasa*, the *Omega*, the *Titanic*, the *Columbia*, the *Enterprise D*. Sometimes lifting the cover reveals soaked parchment, smoldering typewritten sheets, or a cracked and blistered screen of flickering text.

1-3 An innocuously small PDF file titled *False Earth Core Knowledge* can be found among the forums of various conspiranoia websites. Among its bizarre and sometimes contradictory claims is that human life was dumped on Earth a millennia ago by aliens who considered it waste; that Earth isn't really a planet; and that a "true Earth" is out there in the universe, yet free of human stain.

1-4 A loose cassette tape labeled Closet #72 in ballpoint pen. Playing the tape reveals a muffled, somewhat distant recording of your mother tucking you into bed at night. On each subsequent listen the recording becomes clearer (and, somehow, closer?) but your memories of your mother fade.

1-5 In 2431, Interstellar Command exploration vessel *Zheng He* detected a mysterious radio signal from the uninhabited Theta Draconis system. Not two hours after deciphering the message embedded in the signal, the entire crew erupted into a cacophony of violence. All aboard were lost in the bloodbath. Interstellar Command has since quarantined the Theta Draconis system and deployed a flotilla of armed jammer drones to prevent anyone else from receiving that signal. Rumors still circulate that the ISC salvaged the *Zheng He's* computer core before scuttling the starship, but any information about that incident is accessible only to those with Omega-class security clearance.

1-6 *Rewarding the Bold*. You can't read ahead until you've done the mildly unethical or degrading act described on page one. Once you've done it, the next page can be read, revealing valuable information. The next page requires a new, ever-so-slightly worse act, but it's always your choice to acquiesce or shut the book.

2-1

There are tales, urban legends really, of a book that appears in public libraries from time to time. It doesn't have a Dewey Decimal number, it is plainly bound, and there is no identifying information on the spine or either cover. It is the sort of book that is almost impossible to see, *especially* if you're looking for it, and people who have heard of its existence are obsessed with finding it. Supposedly, this slim volume contains the secret to living a truly happy life. Notably, none of the people who are rumored to have read it have ever been seen again.

2-2

The *crib sheet of Joan Reed-Caskle*. Rumored to be passed from valedictorian to valedictorian for over eight years, this single index card is said to be a cipher of every correct scantron test answer for Daisy Glen High School. Faculty routinely dismiss it as a lie told by upperclassmen, and more than one sophomore has been called to the office for trying to sell freshman hastily scribbled nonsense. Nobody can deny, however, that Carol Beekman is exceeding all expectations this year.

2-3

To pursue the wisdom of the *Codex of Scars*, you must become it. Assuming that the Cult finds you a worthy vessel, you must offer a piece of knowledge heretofore unknown to them. Only then may you become the Codex: Your eyes will be plucked out, your tongue removed, your ears pierced, and after your own wisdom is flayed onto your skin, you may take your place among the Codex's pages. Only then you may reach out and read.

2-4

Gra'arh's Anatomy. The master assassin's journal contains detailed analysis and instruction on delivering a variety of deaths via nerve clusters to every sentient species in the galaxy. Gra'arh wants her journal back and, naturally, the section on her species is riddled with inaccuracies.

2-5

The *Ynda-Khend manuscripts* have remained untranslated since they were unearthed from the ruins of a lost citadel, centuries ago. Its evocative figurative writing system mostly seems to represent people during different ages, performing various tasks. Every scholar who perused the texts in the claustrophobic chamber where they are preserved, attempting to understand its patterns and meanings, came out disoriented and amnesic. They seem not to recognize their peers and surroundings, and even called themselves by other names.

2-6

The *Indestructible Scroll*. This five-meter long scroll of linen is completely indestructible, but it can be written on by those who intend it no harm. Many have tried to burn it, lock it away, or cast it into the sea, but it always returns to a public library. Needless to say, it's covered in indelible truths and lies.

אין יודיען

3-1 *Lord Fisburn-Smythe's Guide to the Continent*. A travel guide to Europe printed in London in 1892. Mixed in with the expected descriptions of cathedrals, festivals, and local culinary specialties are references to occult masses, human sacrifice, cannibalism, and one very detailed description of hunting humans from horseback, including details about the butchering of corpses and the following high tea.

3-2 *Bad Dog*. A 1981 video game written and self-published by Sharik Preobrazhensky for the APPLE II. Like many games of the time, it was sold in a plastic bag with little else, in this case just a mimeographed card insert in poor English listing the basic commands, and a childish cartoon of a smug dog chewing on a human arm on the reverse. A typical action game of the time, the player's avatar is a block-pixel dog who navigates a 2D maze, "the house," to find and devour their master. The game is marred by a discordant soundtrack of inexplicable buzzing, seemingly the result of a bad conversion from MicrosoftBASIC to ApplesoftBASIC. Rumors on hacker BBS at the time *Bad Dog* was published indicate that if the sound code was compiled and run separately on a Microsoft machine it produced both a cheerful tinny song and odd, higher pitched noises that the original poster/tester claims made both his pet chihuahua Lasagna and hamster Krull aggressively violent. There is no other record of Sharik Preobrazhensky, beyond one post on the Jungle Kingdom BBS of Long Island in August 1980 in its Animal Rights and Rites forum where a user with Sharik's name posts that he's "No going to be around much... [he's] hard at work on something to punish the Exploiters and Speciesists!"

3-3 *The Turpentine Receipts*. A collection of receipts for chemical and parachemical reagents that, when combined and processed in the correct way, allow one to blend, smear, and "discolour" realities.

3-4 *Something You Will Hate*. This chain email was one of the first blocked by spam filters and virus scanners so it's hard to even find anymore. Anyone who receives this forwarded message will read something that will make them angrier than anything they've ever read before. Most who read the email then forward it on to their entire address list.

3-5 Dozens of highway maps issued by a number of oil companies in the 1970s and '80s. Some appear water stained. The maps' routes look to save time between certain cities, but these roads do not actually exist. Anyone trying to follow the maps will find themselves taken elsewhere.

3-6 *Degoya County Eats* is a cheaply-printed, spiral bound cookbook published in 1961 as part of a charity fundraiser held that year in Degoya County, New Mexico. Every person who contributed to the cookbook, all members of the local community, died in a gruesome or unexplained manner, and urban legends claim there is something in each recipe that predicts their respective author's fate. For example, Jackson Viejo, a farmer who contributed a spiral ham recipe, was devoured by his own hogs; Winnifred Krump, whose gelatin salad recipe was "[her] son's favorite" was shot dead by the son in question; and Donna Gilberto, who submitted her famous Mexican mince pie was killed in a tragic wood chipper accident.

4-1 Our era is the only era that has ever existed. It is not the current era, for that would suggest a prior era existed. There are, of course, unfortunate people whose claims to have discovered bones of strange, unknown creatures can obviously be attributed to mental illness because such creatures have never been seen, and The Party has thoroughly mapped and explored our world, documenting everything that exists. Still, whispers from loyal citizens that a book containing clearly manipulated photographs of such nonsense exists. The Party knows that giving a name to such a thing would be to admit that it *might* exist, which it does not, so on the exceedingly rare occasions when this book is discussed, the high-ranking officials present merely refer to it as *The Book Of Lies*.

4-2 *Gun with a Bible Hidden Inside*. Looks like a gun, but actually contains all the books of the Bible split up in small, secret compartments or inscribed on the metal inside.

4-3 The book *Nec Deum Nec Dominum* has had many names throughout the millennia, but always appears in a language that can be easily read by people in desperate need who discover it. Upon reading the book, they are imbued with a certain, terrible purpose. A brief period of suffering inevitably follows, as it follows any sudden, dramatic change, but in its wake is liberation from churches, royalty, and other abusive power structures. The book vanishes soon after, never to be seen by those individuals again.

4-4 *The Martyr's Tome* is never dry—its pages are always damp, dripping tears as a constant remembrance of the saints and brave souls listed on its pages. Who else will weep for their noble sacrifices?

4-5 *The Red Thangka*. This book has occasionally appeared in fine art auction catalogs since 1930. It is a blanket-sized cotton scroll with a beautiful example of Buddhist devotional art on one side. The other side contains scribbling in Russian and diagrams in dried blood, signed by a Red Cavalry guard named “Andrei,” who allegedly looted the scroll after deserting from the 26th Rifle Division at the battle of Irtusk in 1920. Andrei’s writings are an odd distillation of Marxist-Leninist theory and Tibetan mysticism. Several previous collectors have attempted to have translations of the text produced, but no copy of these translations or works is known to exist. What is certain is that all previous owners have died mysteriously to violence, fire, or suicide after a reported period of intense seclusion with the painting and growing irrational fear of ghosts.

4-6 Banned by the Good Neighbor’s Society of Jones Street, the *Green Growers Pamphlet*, or *Greenies* as they’re called by the kids, details the best times and dates for planting unwanted vegetable gardens, fruit trees, and other non-ornamental plant-life not approved by the local Homeowners’ Association. The last failure to clamp down on this forbidden text ended with the zucchini bombing of the local parish home after an argument over who really won the local jam competition.

5-1

ICTX 2019.09.09.0001-0010 is a text file transcribing the intercepted broadcast of a previously unknown obfuscated content radio signal, colloquially referred to as a “numbers station.” The summary indicates that this shortwave broadcast was repeated on multiple FM frequencies worldwide starting at 0011 (immediately after the shortwave broadcast concluded). Artificial intelligence has pattern matched certain digits as corresponding to the following emoji [:face_with-thermometer: :dart: :cn:], ten numbered bank account sequences, and the national IDs (SSN, SIN, etc.) of several known characters.

5-2

The Guide is supposedly the second-to-last instruction manual one will ever need, since it provides directions to create the book that will allow the reader to usher in the end of days. Two copies are known to exist: one in the Vatican Library’s secret archive, the other in the hands of a 34-year-old dude named Kyle in Ohio who still lives with his parents. I’m sure it’s fine.

5-3

A new website called Deathfeed.com launched today with a clickbait list titled *101 Ways To Immanentize The Eschaton (You Won’t Believe Number 57)*, but the site went offline moments after going live, and there are no archives or screenshots—or any other record for that matter—to prove that the list (or the site) existed.

5-4

Libretto for Atrocity. An apparent recounting of the Battle of the Somme, down to the breath and the bullet. The score is theoretically playable by machine; however, the manuscript is tear-stained and the notes distorted.

5-5

The Chronicle of the Droning Queen is the entire history of the Buzzing Empress, laid out carefully in wax and honey in the layered chambers of the Cyclopean Hive. Preserved inside is the gestalt wisdom of ages, carefully-observed ephemera of flora long-extinct, encoded within the arrangement of those waxen cells. Of course, the only way for a scholar to pursue such knowledge would be to either become queen themselves, or carefully dismantle the cathedral-sized hive, one layer at a time.

5-6

The Déjà Reve. Write a word in the *Déjà Reve*, tear the page out and put it under your pillow. Your dreams that evening will be shaped by that word. If you write a word that has already been written, you will be visited by a nightmare instead.

6-1

The *Elder Sign* by The Kings in Yellow: a 12-inch vinyl LP stereo record in a torn paper sleeve with no album jacket. The printed center label indicates ©1987 by Primordial Stew Publishing, but no record of that company exists. Side A has four tracks: “Yellow Lovin” (3:44), “The Stars Are All Right” (3:08), “Hellburners” (6:50), and “Streets of Fire and Blood” (7:44). Side B is a single track, “The Elder Sign” (22:39). The four Side A tracks are late-80s hair-metal songs of mediocre quality; the singer doesn’t articulate well, and the lyrics are nearly impossible to parse. The Side B track consists of 22 minutes 30 seconds of silence, followed by a 9-second dissonant chord of unknown instrumentation.

6-2

The *Down Home Boiled Ham Recipe Collection*. Forbidden is such a strong word. It’s not that anyone is actively trying to stop people from reading *The Down Home Boiled Ham Recipe Collection*, it’s that nobody wants to. Due to improper comma placement and a far sighted print shop manager, the 2,000,000 copies have been moving through the surplus book market like a boiled ham through a python. Enterprising used book stores have tried offering it for free, but not a single customer has ever accepted it.

6-3

You’ve gone into your older sister’s room looking for that nice pair of scissors you think she keeps in her desk and instead you found her diary. You didn’t know she kept a diary. This is gonna be good! But before you open it, take a moment to reflect: do you *really* want to know her deepest, darkest thoughts, including exactly what she thinks of you and your parents? Things that might forever strain your relationship? Of course you do! You open it and start reading...

6-4

The 1973 catalog from vending machine and arcade amusement company Danford Automatix is noteworthy because there has never been a company registered by that name, nor has anyone ever owned one of the many machines listed in its pages. Pinball machines like *Dang Nabbit*, *Rabbit!* and *Grimjaur* are presented in great detail with numerous color photographs, and extensive gameplay instructions, but otherwise do not seem to exist. There are listings for vending machines full of unknown products like Chippy Chips, a fish-flavored potato snack, and Razzmatazz, a raspberry-flavored soft drink, which takes up numerous pages in the catalog. Equally strange: the Library of Congress has engaged in a decades-long search for every existing copy of the catalog, sometimes paying hundreds of thousands of taxpayer dollars to get their hands on one, and official explanations for why have been tied up in FOIA requests for years.

6-5

Five filled spiral notebooks and an envelope. The notebooks are the journals from a spelunker. He and two friends were illegally exploring some caves on federal land in Oklahoma when they found themselves in a technologically advanced, but socially degenerate, society. He escaped, his friends did not. The letter in the envelope explains what has happened, and how he will attempt to go back to try to rescue his friends.

6-6

The adventure module *The Seven Kingdoms of Grisfen Moor* has faded into obscurity after many gaming groups banned its play outright. Among its many transgressions is the fabled “23 pages of boxed text” that begin the adventure. It’s been described equally as languid, trope-filled, and littered with typos. Topics include: two dead barons’ eating habits, three vanquished wizards’ love affairs, the trials of one particularly malnourished horse, and lengthy, predictable descriptions of women’s bosoms. Absolutely none of the text culminates in any real sense of place or narrative and ultimately leaves the reader confused and bored.



Codex Keepers

Matt Phillips, Keeper of the Nectar Which Shall Never Touch Our Lips

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

ActualPerson084, Keeper of the Yellow Tree's Oozing Heart

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

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

Brendan Allison, Keeper of the Child Who Creeps and Crawls

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

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

anna anthropy, Keeper of the Revenant Chord

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

Michael Atlin, Keeper of the Beetle's Teeth

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

AU, Keeper of the Screaming Statuary

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

Tom Axon, Keeper of the Sultana's Blue Dreaming

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

Félix Barbaret, Keeper of the Nightmare Diadems

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

Bearosaurus, Keeper of the Traveling Notebook of Faina the False

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

David Bell, Keeper of the Sensual Sword of St. Ortho the Languid

Del Benjamin, Keeper of the Thunderstorm Chariot

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

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

Gregory Boulby, Keeper of the Last Flame that Burned in the Firmament

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

Joe Boyd, Keeper of the Epilogue from Writings Beyond the Black Gate

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

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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

Bill Broderick, Keeper of Xiximanter's Spawning Pits

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

Russ Brucks, Keeper of the Demon Idol that Spits Yellow Bile

John Buczek, Keeper of the Gardens of the Tall Makers

Patrick Buechner, Keeper of the Black Lion

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

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

Alice W. Castle, Keeper of the Diary of the Emerald Courtesan

Matthew Caulder, Keeper of the Hook Men of the Yian Pass

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

Charles, Keeper of the Roosters that Crow at Twilight

Alan Charlesworth, Keeper of the First Seer of Anglemoore

Etienne Chaumont, Keeper of the Tenth Face of Kali

Jon Patrick Chavira, Keeper of the Living Bridge

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

Chris, Keeper of the Crystalline Crypts

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

Chris Cook, Keeper of the Star Beyond the Veil

Robert Corr, Keeper of the Ram That Whispers Lies

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

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

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

Cubano, Keeper of the Iron Troll's Menagerie

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

Dadou, Keeper of House Fenderan's Fallen Banner

Shanon Daly, Keeper of the Fire of Nal-K'aa

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

deathless, Keeper of the One-Way Door

Kees Dedeu, Keeper of the Last Wish of the Grackle Queen
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

Aaron DeRosa, Keeper of the Planar Pathways

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

Mark Diaz Truman, Keeper of the Clockwork Corvid

Steve Discont, Keeper of the Kingdom of Amanthi, as

Captured in Miniature by an Unknown Sculptor

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

Rachelle Dube, Keeper of the Many-Named Treasure

Ben Duggan, Keeper of the Tome of the Exalted Interrogator

Bryant Durrell, Keeper of Cold Glass Fragments from the Thorn Dragon's Spine

Mark Durrheim, Keeper of the Little Gravestone Doors

Dustin, Keeper of the Galactic Sextant

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

Paul Edson, Keeper of the Secret of the Thousand Cuts

Mark Egelhoff, Keeper of The Cracked Mask of the Gilded Eel

Jonah Eisenstock, Keeper of the Golden Shroud

Ryan Elliott, Keeper of the Knight of Mourning Lillies

Kurt Ellison, Keeper of the Shining Sadness

Epistolary Richard, Keeper of the Blood-Red Violin of Lagethelin Muse-Taker

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

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

Finn, Keeper of the Spider Tombs

James Firkins, Keeper of the Seclisium of Loshe the Living

Asbjørn Flø, Keeper of the Ten Hidden Keys

Floating Chair, Keeper of the Hollow Squire

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
Justin Ford, Keeper of the Tilth Maven's Jaw Antler
Daniel Fowler, Keeper of the Unidentified Artifacts
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
Elliott M. Freeman, Keeper of the Unlearnable Alphabet
Michael Friese, Keeper of the Smoke Sylphs
Huffa Frobess-Cross, Keeper of the Book of Marvels, Wired
Shut Forever
Alicia Furness, Keeper of the Words of Dissolution and
Wonder
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
Bradley Gardner, Keeper of the Secret of Old Kalduhr
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
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
Edgar Gonzalez, Keeper of the Iridescent Forest
Justin Gordon, Keeper of the Wyrms' Black Lectionary
Ira Grace, Keeper of the Cardinal's Confession
Ira Grace, Keeper of the Cardinal's Confession
Matthew Gravelyn, Keeper of the Twelve Graven Images
Alex Greenshields, Keeper of the Lion Child Who Wails and
Stings
Greyhoof, Keeper of the Jale Putrescence
Timothy Grills, Keeper of the Constantly Weeping Justicar
Jonathan Grim, Keeper of the Crone's Black Verse
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 Murrig
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
A.D. Hardman, Keeper of Volcar the Red's Obsidian
Hammer
Robert Harper, Keeper of the Golden Library of Anduul-
Ran
Bethany Harvey, Keeper of the Crying Mirrors
JC Hay, Keeper of the Red Mists of Galmoor
Matt Hayles, Keeper of the Child Who Cannot Cry
William Healy, Keeper of the Hare Skull and the Blue
Candle
Blaise Hebert, Keeper of the Living Wick of Gautama's
Candle
Michael Heiligenstein, Keeper of the Child Who Repeats
the Numbers
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
William Hobson, Keeper of the Phantom Penitents
Joshua Hockaday, Keeper of the Tome of Forgotten Fae
Remedies
Kyle Hodnett, Keeper of the Secret of Clovis Stout-
Hearted
Arnie Holder, Keeper of the Mortician's Tesseract Heart
Elias Helfer, Keeper of the Milk-White Putrescence
Nick Hollingsworth, Keeper of Tarnat's Prayer for Peace
Danny Hood, Keeper of the Fabulous Fish Parade
Nicholas Hopkins, Keeper of the Space-Borne Memory
that Creeps into Our Dreams
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
Implosion Cycle, Keeper of the Tourmaline Gate of Cygnus
the Wise
indistinctdistrict, Keeper of the Mistletoe Arrows of St.
Aryndion
Edward Ingold, Keeper of the Cannibal King's Ancillary
Carnassials
Antonio Ingravallo, Keeper of the Atlas of Vanished
Countries
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
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
Dana Jadzia, Keeper of the Current Between Worlds
Salamander James, Keeper of the Agony Songs

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
jestr, Keeper of the Skyward Mockery
Jim, Keeper of the Triton's Blessing
Rajnish Jindel, Keeper of the Teeth of the Two-Tail Giants
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
Jerel Johnson, Keeper of the Sword of Aloester Graymantle
Derek Jones, Keeper of the Grand Apotheosis
Josh, Keeper of the Lapis Mysteries
Joachim Jungner, Keeper of the Merciless Fen
Juniper and Sage, Keeper of the Feathers of Regret
Thomas Junk, Keeper of the Gilded Hour
Justin, Keeper of the Nightmare Crèche
Christopher Justusson, Keeper of the Child Priest's Unholy
Pestilence
Krys Kamieniecki, Keeper of the Injurious Corpse Flower
Neal Kaplan, Keeper of the Ceramic Moon Dials of the
Terpsichore Witches
Mike Karolow, Keeper of the Sacred Malignance
Kassidy, Keeper of the Flask of Sorrows
Jamie Keane, Keeper of the Endless Spire
Joshua Kershaw, Keeper of the Conch Shell Horn of Nammu
Copper Kettle, Keeper of the Child Whose Face is Naught
but Eyes
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
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
Chris Krueger, Keeper of the Four Mysteries of the Carnelian
Empress
Troy Kuech, Keeper of the Rose Warden's Garden
Tim Kuehlhorn, Keeper of the Grand Radiance
Dion Kurczek, Keeper of the Automata Philosophica
Brian Kurtz, Keeper of the Law Library of Maedrovel Urosh
Eli Kurtz, Keeper of the Blade of the One-Armed Swordsman
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 Penumbra 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
Rolan Le, Keeper of the Starlit Tomes of Astromancy
Leckie, Keeper of the Pedigree of Two-Faced Demons
Jon Lemich, Keeper of the Star of Selem
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 Wyrm
Vasilis Liaskovitis, Keeper of the Eighty-Seven Near-Silent
Years
J.D. Lichauco, Keeper of the Silent Chimes
Erich Lichnock, Keeper of Golden Hammer of the Prince of
Alternia
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
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
Zander MacDonald, Keeper of the Chrysanthemum Crowns
of the Skeletons of Anatigua
Kristen MacLean, Keeper of the Gilded Hour
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
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

Marianne, Keeper of the Child Who is Always Right Behind You

Aaron Marks, Keeper of the Skull Which Catches the Blood

Jirka Marsik, Keeper of the Blood Archive

Mike Martens, Keeper of the Thousand Verses of Voe'huul

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

Dennis Matheson, Keeper of the Nine Temptations of Bast

Michelle Matsutani, Keeper of the Golden God-Poppies

Matt, Keeper of the Violet Spectacle

Mikel Matthews, Keeper of the Scarification Blades

Andru Matthews, Keeper of the First Murderer's Knife

Christine Maunsell, Keeper of the Alchemical Blade

Kyle Maxwell, Keeper of the Alabaster Monolith

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

Gabriel McCormick, Keeper of the Basalt Crown of Old King Abadon

Lee McDaniel, Keeper of the Crown of King Ahanu the Laughing

Shane McGrath, Keeper of the Midnight Region Orrery

Josh McGraw, Keeper of the Crown of the King in Yellow

Anthony McIntosh, Keeper of the Idle God and His Infinite Library

Amalie McKee, Keeper of the Scrolls of Heaven and Earth

Casey McKenzie, Keeper of the Pain Repast

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 Willow Crown of Old King Celadon

Darius Meskauskas, Keeper of the Unseen Moons

Corey Metcalfe, Keeper of the Most Delectable Wyrms Viscera

David Miessler-Kubanek, Keeper of the Meaning of the Valiant Child's Sacrifice

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

Juniper Mitchell, Keeper of the Man Who Dies Every Third Day

Ainar Miyata, Keeper of the Corpse Pierced with a Hundred Blades

Blaine Moore, Keeper of the Ancient Ungulate

Ben Morningstar, Keeper of the Mirrored Supplicants

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

Flavio Mortarino, Keeper of the Woman Who Screams the Prophecies

Richard Moser, Keeper of the Five Poisons

Elias Mulhall, Keeper of the Child Who Dies Each Night

Isobel Mulkern, Keeper of the Red Architect's Impossible

Angle

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

Dante Nardo, Keeper of the Cult of Hyaenas

Jamila R. Nedjadi, Keeper of the Forest of the Moth Prince

Tiphanie Neely, Keeper of the Phantom Penitents

Phillip Neitzel, Keeper of the Oculus Tenebris

Skyler Nelson, Keeper of the Child Dressed in Borrowed Skins

Matias Nelson, Keeper of the Floating Flesh Monolith

Adam Ness, Keeper of the Axe of Jeffery Bleakwood

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

Nimaël, Keeper of the Great Serpent's Golden Nimbus

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

Justin Ortega, Keeper of the Midnight Palace

Ray Otus, Keeper of the Endless Page

Dion Overtoun, Keeper of the Chained Wolf, Herald of Nothingness

Saribel Pages, Keeper of the Djinn's Four Gifts

Danny Palacios, Keeper of the Chains of the Nameless Kings

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

Ivan Pawle, Keeper of the Merry Axe of St. Lucina the Mad

Galen Pejeau, Keeper of Bellis and Avari, the Swans of the Sea of Mist

Pedro Pereira, Keeper of the Maggot Godling

Victor Amorin Abreu Pereira, Keeper of Those Who Feel the Harrowing Eternity

Daniel M. Perez, Keeper of the Throbbing Star

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

Ambrose Persimmon, Keeper of O-Yanma's Blood-Soaked Trail

Michael Petersen, Keeper of the Voidreaver Idol

Loren Peterson, Keeper of the Chronicle of Masks

Jan A. Petrykowski, Keeper of the Irresistible Sendings of Azzurbal

Henning Pfeiffer, Keeper of Marcelline Murdoch's Porcelain

Eye
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
Matthew Plank, Keeper of the Misery Fountains
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
Pierre Pradal, Keeper of House Fenderan's Fallen Banner
Michael Prescott, Keeper of the Serpent Coil Throne
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
Radmad, Keeper of the Three Dreams
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
Randall, Keeper of the Mellifluous Flatteries
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
Chris Register, Keeper of the Delightful Corpse
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
Jason Reynolds, Keeper of the Verdigris Armor of Old King
Allonde
David Rezak, Keeper of the Light of the Peerless Star
Sam Richardson, Keeper of the Inscrutable Circle
Nathan Rico, Keeper of the Secret of the Ethereal Sphinx
Kim Riek, Keeper of the Egg of the Immortal Serpent
Ferrell Riley, Keeper of the Rodent's Wisdom
Tyler Rithmiller, Keeper of the Nine Protocols
David Rivas, Keeper of the Jale Dream
Maria Rivera, Keeper of the Crystal Shards
Mike Rivero, Keeper of the Untouched Hoard
Paul Rivers, Keeper of the Sandstone Mysteries
Robbie, Keeper of the Feast of Fallen Stones
John Roberts, Keeper of the Sword of St. Murienne
Sam Roberts, Keeper of the Path of Cenduwain Rose-
Whisperer
James Robertson, Keeper of the Undying Voice

Mervyn Robinson, Keeper of the Choir of Fallen Angels
Gabriel Robinson, Keeper of the Rending Rooms
Alexander Rodriguez, Keeper of the Oneirophrenic Chords
Richard Rogers, Keeper of the Fathomless Well
John Rogers, Keeper of the Leveraged Library

Philip Rogers, Keeper of the Manifest of the Ship of the
Damned
Julie Rogers, Keeper of the Leonine Sun
Nicolas Ronvel, Keeper of the Beehive that Produces the
Black Honey of Old Naarth
Jesse Ross, Keeper of the Broken Forge
Darold Ross, Keeper of the Highest Ideals of the Bearded
Sages of Tiger Mountain
Casey Steven Ross, Keeper of the Bones of the Grey Rangers
RPG Kitchen, Keeper of the Plentiful Cauldron
Bruce Rusk, Keeper of the Beast Crown of Old Queen
Rhianne
Russell, Keeper of the Smoking Mirrors
Carl Russell, Keeper of the Ministry of Embers
Robert Ruthven, Keeper of the Hidden Moors
James Ryan, Keeper of the White Kettle Estuary
Blake Ryan, Keeper of the Child Who Has No Shadow
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 Sleeping Pygmy
Salamander James, Keeper of the Agony Songs
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
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
Ray Sawyer, Keeper of the Oblique Atlas
Nicholas Schapira, Keeper of the Meat Orchards
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
Schubacca, Keeper of the Libidinal Journals of the Lust-
Sages of Planet Zroth
Ana-Lena Schubert, Keeper of the Child Who Eats Her Own
Fingers
John Schuhr, Keeper of the Mind-Eating Source Code of the
Old Gearhulks
Martin Schwartz, Keeper of the Yellow-Eyed Mask
Jeremy Scott, Keeper of the Brazier of Azad-Kan
Victor Segell, Keeper of the Crown of Good King Edwall
Eli Seitz, Keeper of the Ravenous Barrow
Chris Sellers, Keeper of the White Bats of Good Queen Jedra

Zachary Seymour, Keeper of Moonpoison's Magnificent Hurdy-Gurdy
Shaker, Keeper of the Bone Golem of the Scrimshaw Pass
Mike Shema, Keeper of the Endless Fermentation of the Abyssal Grains
Alexander Shendi, Keeper of the Umbral Seamstress
Dan Shimizu, Keeper of the Child Who is Wreathed in Flame
Erez Shpirer, Keeper of the Iridescent Ungulates
Siddharta, Keeper of the Archlich's Last Breath
Charles Simon, Keeper of the Silence Between Thunder and Lightning
Rustin Simons, Keeper of the Buried Box Which Must Never Be Found
Fraser Simons, Keeper of the Neon Veil
Kyle Simons, Keeper of the Tome of Heroes
Anders Skovgaard-Winther, Keeper of Galmoran and the Beggar's Tree
Samuel Slocum, Keeper of the House Without Doors
Anders Smith, Keeper of the Knight of Mourning Lillies
James Smith, Keeper of the Last Lantern Before the Black Gate
Oliver Smock, Keeper of the Blind Nightbird
smolghost, Keeper of the Canary Bridge and the Pact That Was Made There
David Sokolowski, Keeper of the Void Memory
Kyle Spencer, Keeper of the Mourning Beetle's Carapace
Paul Spraget, Keeper of the Great Cutter Creek Spider Migration
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
Johannes Stock, Keeper of the Murk Pontiff's Geas
Chris Stone-Bush, Keeper of the Nightingale's Prophecy
Jeremy Strandberg, Keeper of the Central Stone
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
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
S. Tan, Keeper of the Warelight Towers
Michael Taylor, Keeper of the One Who Grinds Your Skin
Brennan Taylor, Keeper of the Shell of the Fifth World
Aaron Taylor, Keeper of the God Sarcophagi
tech ghou, Keeper of the Hyperspatial Quantum Fluids of Ygxag
Nyx Tesseract, Keeper of the Torment Gardens
Doyce Testerman, Keeper of the Tainted Chorale

TexasBento, Keeper of the Amber Crown of Good Queen Melys
TheZMage, Keeper of the Infectious Mist
Ron Thomas, Keeper of the Spectral Visions
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
Tim, Keeper of the Blazing Sigil
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
Henrik S Törnblom, Keeper of the Omegatherion of Fasar
Noah Trammell, Keeper of the Child Who is Naught but Embers
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
Mark Tygart, Keeper of the Soul Mill
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 Calabraxis
Jason Vanhee, Keeper of Malvett's Living Dream
Tony Vasinda, Keeper of the Malign Mouth of Danjeel the Confessor
Adam Vass, Keeper of the Roar of K'al Ha-Whalit, High Drake of M'huun
Phil Vecchione, Keeper of the Cryptic Manuscript
Steven Vest, Keeper of the Temple of the Viridescent Wyrms
Charlie Vick, Keeper of the Lists of Shame
RL Vieira, Keeper of the Iron Seals
Sabine Voelkel, Keeper of the Hell Armada
Christian Vogt, Keeper of the Forest of the Moth Prince
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
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
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 Heavens
watergoesred, Keeper of the Rose Maiden's Labyrinth
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
Jason Weaver, Keeper of the Cavernous Bile Ducts
Joe Webb, Keeper of the Lost Archives of Lahaug
Michael Weisner, Keeper of the Three-Sided Coin
Larp Wellington, Keeper of the Princess Whose Mouth is Filled with Bone and Blood
Daniel Westheide, Keeper of the Ninth God's Dream
Matt Wetherbee, Keeper of Palowma's Candied Delights
Jamison White, Keeper of the Argent Lock
Whitt, Keeper of the Ninety-Nine Laws of the Sleeping Giant
Mark Wiand, Keeper of the Enshrined Stone Bezoar
Christopher Wiegand, Keeper of the Head of Nerva Atellus
Will, Keeper of the Thousand Year Cocoon
Ryan Windeknecht, Keeper of the Pain Manifesto
Joseph Wisniewski, Keeper of the Endless Page
Slawomir Wojcik, Keeper of the Sigils of the Six Black Heralds
Jacob Wood, Keeper of the Protoplasmic Pit of New Life
J.D. Woodell, Keeper of the Hymnal of St. Aasu the Butcher
Jon Xuereb, Keeper of the Star Bears of Kazarak
Jason Yoakam, Keeper of the Child Who Sings the Final Song
Louis Youmans, Keeper of Selinod's Somnolent Clowder
Jason Young, Keeper of the Moon Llama King
Joe Zantek, Keeper of the Susurrations of the Fell Court of the Cobalt King
Pearl Zare, Keeper of the Lost Teeth of Skive Coldheart
Sam Zeitlin, Keeper of the Grief Engine
David Zerst, Keeper of the Dusklight Crossing
Seth Zeren, Keeper of the Thousand-Blade-Pierced Corpse
Samuel Zimmerman, Keeper of the Invisible Mouth of Molek
Ian K, Keeper of the Amber Horn of Heléthe
Henrik Dithmer, Keeper of the Venom of Lursiss
Noah Trammell, Keeper of the Child Who is Naught but Embers
Clayton Notestine, Keeper of the Little Box with a Tongue and Mirror Inside
Abe Lincoln, Jr., Keeper of the Great Cutter Creek Spider Migration
YoJimbo Hawkins, Keeper of Belle Ornith's Memory Jar
Patzi Santamaria, Keeper of the Squamous Beast Below
Tom Fowler, Keeper of the Wolves of Fall
AE Jonesy, Keeper of the Zombie Queen's Pheromones
Shannon White, Keeper of the Lies of the Child Kingdom
Nate Bob Benton, Keeper of the Prisoner Beneath the Mountain
Matthew Plank, Keeper of the Hymnal of St. Evelyn the White
David Schultz, Keeper of the Tainted Feast
Richard, Keeper of the Constellation of Zekubrox the Plague

Bearer
Matthew Bahls, Keeper of the Box Into Which We Dare Not Reach
Kyle Wesley, Keeper of the Nameless Guilt of House Castafiel
Holly Wist, Keeper of the Memory Circus
Bodhi Hunt, Keeper of the Steel Blessing of Ares

Kristen Patten, Keeper of the Thousands of Worms in the Shape of a Man
Alvaro B., Keeper of the Blossoming Antlers
Andrew James O'Shaughnessy, Keeper of the Constellation of Flame and Wine and Folly
Stephen Smith, Keeper of the Dying Grottoes
The Dynamis Project, Keeper of the Five Limbs of Acolla
Daniel Kusan, Keeper of the Merry Abbatoir
Jean Lorber, Keeper of the Eternal Tavern
Laura Boerth-Dryden, Keeper of the Red Architect's Impossible Angle
AtheK, Keeper of the Bright One's Shroud of Mourning
Nicholas Zektzer, Keeper of the Ruby Eyes of Olga the Sightless
Tommy Rayburn, Keeper of Brother Elijah's Last Breath
Griffin Post, Keeper of the Fell Cairn's Melancholy
Eric Brunsell, Keeper of the Cobalt Sunset
Donald Dennis, Keeper of the Wind's Forgotten Songs
Verena Sutherland, Keeper of the Elegy of Old Queen Naima
Foofaraw, Keeper of the Last Thought of the Last God
Rob Fletcher, Keeper of the Well of Immaculate Blood
Lyndon Baugh, Keeper of the Wendigo Clan's Lost Cookbook
ABS, Keeper of the Six Songs that Stain the Soul
Eduardo Lorente, Keeper of Dahlia Bleakwood's Bloody Hatpin
Max Kämmerer, Keeper of the Woman Who Scrawls the Symbols
Mason Carr, Keeper of the Child Who Laughs at the Gods
Raghava Kovvali, Keeper of Harmony Bleakwood's Pain Diary
Harlem Hail, Keeper of the Grey Queen's Unfettered Winter
Dennis Horte, Keeper of the Black Tongue of St. Balen