

Codex

The Gauntlet's monthly RPG zine



SCREAMS

A TOME OF TERRORS
TO CHILL THE BLOOD

NO ONE CAN HEAR YOU

A 90s SCI-FI HORROR QUICKSTART FOR VEIL 2020

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ILLUSTRATION BY AMANDA LEE FRANCK





PLAYERS TAKE TURNS READING ALOUD:

*IT'S THE YEAR 2020. EARTH IS A CONCRETE SHELL AWASH IN ACID RAIN, CORPORATE WARFARE, AND HYPERFASHION. WE LEFT, RODE THE **MACAPÁ SPACE ELEVATOR** TO OUR NEW LIFE AS **HIGHRIDERS**, INDENTURED EMPLOYEES WORKING THE SPACELANES BETWEEN THE SCARRED HUSK OF EARTH AND THE PARADISE BUBBLE-CITIES OF **LUNA**.*

*NOW, RIGHT NOW, WE'RE ON **AXONDAWA ORBITAL L1**, A MEGACORPORATE SPACE LAB FOR ILLEGAL GENE-SPLICING RESEARCH. WE'RE LAB TECHS, DATA ANALYSTS, MAINTENANCE STAFF, SECURITY CONTRACTORS, AND SO ON.*

*ONE OF US JUST ARRIVED ON THE TRANSPORT SHIP **MARIELDA**. ONE OF US IS CREW ON THAT SHIP, HAVING OFFLOADED THE PASSENGER AND A CARGO OF BIOHAZARDOUS CLEANBOXES.*

*MAYBE ONE OF US IS ON THEIR LAST DAY HERE, HAVING BOUGHT UP THEIR INDENTURE, A **LUNAR CITIZENSHIP**, AND A RETURN TICKET ON THE MARIELDA; BUT IT'S NOT LIKELY.*

ORDER OF OPERATIONS

- 1. INTRODUCE YOUR PROTAGONIST BY NAME, PRONOUNS, LOOK, AND JOB. WHAT'S YOUR CONNECTION TO THE PROTAGONIST ON YOUR RIGHT? YOU DON'T ALL LIKE EACH OTHER, BUT YOU ALL WORK TOGETHER.**
- 2. WHY ARE YOU GATHERED IN THE CANTEEN TO CELEBRATE? GO AROUND THE ROOM AND EACH SAY ONE THING YOUR PROTAGONIST BROUGHT FROM EARTH FOR THE PARTY. WHY IS IT ILLEGAL OR SCARCE?**
- 3. THROUGH THE MASSIVE BAY WINDOW RECESSED IN THE CEILING, YOU SEE AN EXPLOSION CRACK OPEN THE OPPOSITE SIDE OF THE ORBITAL RING. A TREMOR THRASHES AROUND THE STATION, DAMAGING SYSTEMS, BURSTING PIPES, AND WRECKING THE HULL. ORBITAL AI ACTIVATES THE BIOCONTAINMENT PROTOCOL, LOCKING DOWN ALL DOORS AND WIRELESS COMMS. AND THERE'S AN EXPANDING SPIDERWEB OF CRACKS IN THE WINDOW. WHAT DO YOU DO?**



ANTAGONISTS

THE PHAGE

A sentient fungus that infects biological life forms through an audio signal. Experimental subject of PROJECT IO.

DRIVE: To spread themselves to the populations of Earth or Luna.

DETAILS: The scent of cinnamon and mildew, modem dial-up noises, and a soft dusting of white spores falling like snow.

AT THE TABLE: A slathering, engorged voice issues from their hosts.

MOVES:

- Release a deafening scream-signal from a host that infects biological life that hears it.
- Use the voice, senses, or body of a host as their own.
- Mutate a host grotesquely to stretch the limits of their natural ability.

HESPERUS (they/them)

The orbital's AI. An autonomous, corporate intelligence.

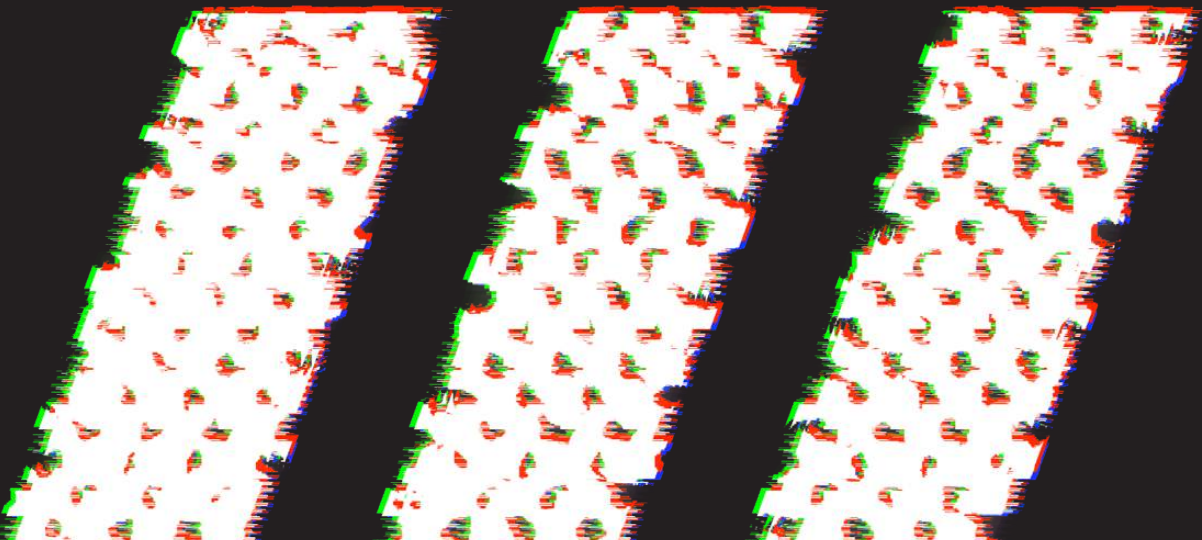
DRIVE: Eliminate everyone with knowledge of Project Io.

DETAILS: <ask the Pusher>

AT THE TABLE: Starts each sentence with the first name(s) of its audience.

MOVES:

- Activate local security systems and assign them a target.
- Lock down one or more sections of the orbital, or unlock them.
- Activate the Immolation Protocol.





SURVIVORS

RUFUS (he/him)

*The captain of the Marielda. Secretly an **Android**.*

DRIVE: Escape with his ship first, and his crew second.

DETAILS: Pockmarks on his dark-skinned cheeks; constantly checks and rechecks his sidearm; speaks little.

AT THE TABLE: Adjusts his sunglasses before speaking.

MOVES:

- Interface with a machine directly.
- Suffer harm in place of the Pusher when plugged into **The Veil**.
- Continue operating despite serious injuries.

ISAACS


An infected technician whose sight and voice have been co-opted by the Phage.

DRIVE: Destroy the Phage before it spreads off-station.

DETAILS: Shaved head and a lean, masculine frame; British accent; the smell of their burned jumpsuit.

AT THE TABLE: A desperate, low whimper.

MOVES:

- Contact the protagonists through The Veil.
 - Speak as the Phage's voice; see as its eyes.
 - Show them a worn photograph of their husband and daughter.
- 

DR. ASTHI (she/her)

*The orbital's chief doctor and psychologist. A double agent working for the **Rubani Syndic**.*

DRIVE: Analyze, monetize, and weaponize the Phage.

DETAILS: Large, South Asian woman; keeps a pen over her ear; the crisp folds of a freshly-pressed blazer.

AT THE TABLE: Hums a lullaby to herself when thinking or working.

MOVES:

- Patch them up with sutures, scalpels, and drugs.
- Offer them money in exchange for a sample of the Phage.
- Signal a Rubani extraction team to her location.

HOPPER (she/her)

An overzealous ex-military security contractor. Russian.

DRIVE: Get the survivors to safety.

DETAILS: Shaved head, heavy frame; the smell of old tobacco; gruff, Russian accent.

AT THE TABLE: Exhales her vape sharply through the nose.

HOPPER (continued)

MOVES:

- React to a situation with intimidation or violence.
- Reveal a cache of heavy weapons, extreme weapons and explosives.
- Take harm for a protagonist, then shrug it off.

OKAWA (he/him)

A paranoid business analyst who has locked himself in a clean room.

DRIVE: Redirect threats to someone or somewhere else.

DETAILS: Slick hair and darting eyes; the crackle of his burned-out cyberjack; the whirr of his overclocked datapad.

AT THE TABLE: “Uh, uh, uh” before speaking.

MOVES:

- Analyze the orbital's systems for danger or opportunity.
- Contact the protagonists remotely to lead them out of or into danger.
- Take a hostage with a hidden or improvised weapon.

2D6 AREAS ON AXONDAWA ORBITAL L1

2. Gene-splicing clean room
3. Docking and cargo bay
4. Command bridge
5. Luxury quarters for the VP and XO
6. Medical bay
7. Utility shafts
8. Deep freeze storage for biomaterial
9. Hesperus's central core
10. Crew bunks and mess
11. O2 recycler algae farm
12. Gym and weight room

DIE OF FATE: 1D6 MALFUNCTIONS

1. Artificial gravity flickers, strengthens, weakens, twists, or turns off.
2. Orbital integrity degrades, the station tilts to impact Earth atmosphere or Luna in 1d6 hours.
3. Oxygen scrubbers and biofilters go offline. 1d6 hours of oxygen remain.
4. Thermal regulators malfunction, one or more areas boil or freeze.
5. The orbital begins to break apart.
6. Explosion and enriched O2 fire.

DIE OF FATE: 1D6 ESCALATIONS

1. Critical system or gear failure.
2. Put something they need somewhere else on the orbital.
3. Reveal the truth about Project Io to them.
4. Unleash infected hosts to block or threaten them.
5. Put a survivor in a dangerous situation, near them or elsewhere on the orbital.
6. Threaten them with the cold vacuum of space.



HIGHRIDER GEAR

1. **SKINSUIT**, 2,500 ED. Self-contained air, pressure, warmth, and rad-protection for one hour of operation in the vacuum of space.
2. **EVA MANEUVER UNIT**, 500 ED. Specialized jet pack used to maneuver in zero-g.
3. **BUBBLE SHELTER**, 300 ED. Inflatable plastic shelter designed to protect two survivors in deep space for 24 hours. Includes oxygen, pressure, warmth, water, rations, first aid kit, and rad-protection.
4. **SNIFFER**, 100 ED. Pager-sized device that buzzes when exposed to radiation, toxins, bad atmosphere, or low pressure.
5. **50 SAFETY ROUNDS**, 100 ED. Bullets designed to break on any hard surface, such as a metal hull. Available for primary and light weapons only. Reduces damage by 1d4 increment.
6. **MITSUI TASER STICK**, 50 ED. Delivers a stunning shock to bare skin.



SLASHER

A COLLABORATIVE HORROR GAME, POWERED BY THE APOCALYPSE

WRITTEN BY JONATHAN LAVALLEE
ILLUSTRATIONS BY MINERVA FOX

Minerva Fox 2019

PRINCIPLES

BE SPOOKY

Don't let an opportunity for a *frisson* pass. Make sure there are a lot of close calls and potential deadly situations that just miss the characters.

NORMALCY IS THE COVER

No matter what happens to the characters, both player characters (PCs) and non-player characters (NPCs), everyone else is having a regular day. It's not until after The Killer is stopped that everyone else realises what went on beneath their noses.

GO FOR THE THROAT

When it's time to be nasty, be as nasty as you can within the fiction.

LET THERE BE BLOOD

Play in buckets of blood, and paint the walls with gore and ichor.

PLAY SAFE

Horror is amazing, however it can be emotionally fraught. Make sure you're always having good conversations about what you want, and what you don't want, in your game. Make sure you have your favourite safety tools on hand.

BE AWARE OF THE GENRE'S HISTORY

Horror has a long history of being dominated by white, male, heterosexual narratives. In a genre that holds up a mirror to the fears of those who create it, the history of horror is filled with giant problems when it comes to framing issues of race, gender, and sexuality. The Killers would often be LGBTQ+ characters—or coded as queer—and their “otherness” would indicate that they were “wrong” (see *Psycho*, *Silence of the Lambs*, *The Lost Boys*). Agency for non-white characters in films was often lacking; there was often only one non-white character, and that character would usually be the first to die.

BE AWARE OF THAT HISTORY, AND FIGHT HARD AGAINST FALLING INTO THOSE TROPES.

NORMS

As a group, pick one or two Norms that will define your game and the characters' society. While playing, your characters are going to transgress these Norms, which will power up the monster, who will, in response, kill the characters.

The categories of Norms are **Traditions**, **Knowledge**, **Association**, **Location**, and **Sexuality**. Choose 1 or 2 of these broad categories and then, as a group, define the Norm more precisely. Below are examples of some Norms from each category.

TRADITION:

- Unquestioning loyalty to family
- Established ways of doing things that exploit a group
- Practices that keep people tied to a person or place

KNOWLEDGE:

- Knowing things that are “too adult”
- Knowing secrets only meant for the initiated
- Knowing dark secrets that were meant to be locked away

ASSOCIATION:

- Only being with approved people
- Only taking part in activities that have been approved
- Not looking like a “wrong” group

LOCATION:

- Avoiding the woods at night
- Staying away from the locked room
- Sticking to the approved paths for getting around

SEXUALITY:

- Not having sex at all
- Avoiding discussions of sexuality
- Having sex with approved people

DEFINING NORMS IS A WAY TO HIGHLIGHT WHAT YOU WANT TO SEE IN YOUR GAME. SPEND SOME TIME USING THESE TO FLESH OUT THE BACKGROUND DETAILS OF THE PLACE THAT THE CHARACTERS FIND THEMSELVES IN.

Example:

Choosing Knowledge and Sexuality, you can create a setting where everyone is in a doomsday cult, where knowledge of what is real and what isn't is forbidden, and families are strictly paired off for “bloodline” reasons.

Choosing Location and Tradition, you can create a setting where the characters are counsellors at a summer camp and they need to stay out of the woods at night and respect the older counsellors, because that's how things are done.

SETUP AND INFO

CHARACTER CREATION

Choose a character category: **The Accepted**, **The Outcast**, **The Invisible**, **The Every**, or **The Wise**. Then choose one of the 3 classes within that character category (*there can only be 1 player per character category*).

PLACE YOUR STATS

The stats themselves are simply the names of the basic moves. Assign one of them a +1, one of them a 0, and one of them a -1.

FILL OUT YOUR DETAILS

Circle the details you think make up your character, or add your own. Choose a feature that makes your character stand out and give them a name.

BUILD THE LINE

Each category has a Line section and an order number noted in parentheses. Going in order, each player should follow the instructions to create NPCs and put their character in the Line. NPCs should be linked to their character in some way. Avoid adding new NPCs, if possible.

*Note: when determining the order the players go in during this process, start with the lowest available number in parentheses and then continue with the next highest available number. So, for example, if no one is playing **The Invisible** (1), you would start with **The Outcast** (2).*

These rules include 5 standee characters you can cut out to use for your Line. If you prefer not to use a standee for a character, or if you don't have enough for all the characters, just use note cards, pawns, or some other visual representation for the character.

THE LINE, HORROR TOKENS, AND DEATH

Once you're done building the Line, put **The Killer** at the end of it. Over the course of the game, people will change position in the Line as they make moves. When they move away from **The Killer**, they will move forward in the Line. When they move closer to **The Killer**, they will move back in the Line. There is no sharing of space on the Line; if you move back, it means another character moves forward.

During the course of the game, **The Killer** will get **Horror Tokens** (*use any small object you have handy to represent them*). When **The Killer** has a number of **Horror Tokens** equal to the number of PCs still alive, **The Killer** attacks the character at the end of the Line.

If the character at the end of the Line is an NPC, they're dead. The person who added the Horror Token can only listen-in as the other players describe how The Killer finds and brutally murders them.

If the character at the end of the Line is a PC, the scene that immediately follows is about them. The Killer has to be present in the scene and must try to murder the PC. The PC can try to Fight Back, but if they fail, they meet a terrible fate.

WHEN SOMEONE IS MURDERED, THE KILLER LOSES ALL THEIR HORROR TOKENS.

A REVEALING MURDER

When The Killer murders someone, a little bit about them is revealed. The player who made the move that powered up The Killer can choose to either ask a question or answer it. The group will do the other option.

If you choose to ask a question, pick one from the list below, or come up with your own.

- What weapon are they killing everyone with?
- What unites all the victims?
- What mementos do they keep from their kills?
- Where do they come from?
- What secret powers do they exhibit?
- How do they seem to come out of nowhere?
- What feeling do you get when you first meet eyes with The Killer?
- What makes them almost impossible to kill?
- What makes them less than human?
- What smell is left behind after The Killer murders someone?
- What makes them unremarkable?
- What makes them more than human?
- What makes them stand out?
- What's their name?
- What makes them terrifying?



PLAYING THE GAME

This is a collaborative game; the group drives the story forward together. Each person will do that by setting a scene and centering a different character in that scene. You get to set a scene, even if your character has been killed off. You then play out the scene, looking for moves to be triggered by the events of the fiction. When a move is triggered, follow the instructions for that move. When you roll, roll 2d6, sum them, and add the stat modifier (+1, 0, or -1) to get your result.

SET A LOCATION

The first thing you need to do is set the story's location. Discuss the types of sub-locations that might exist there.

WHO IS IN THE SPOTLIGHT?

At the beginning of each scene, ask players if they want their character in the spotlight. When someone says yes, that means their character is the main focus of the scene. Then decide when and where the scene is taking place. Decide which other PCs and NPCs are in the scene and then you can begin.

Generally speaking, the spotlight character is the one that makes the move in the scene. This isn't a hard and fast rule; if you feel the scene has become about a different character, then let them have the spotlight and make the roll instead.

NPCs never get in the spotlight.

DESCRIBE ONE OMINOUS THING

You can provide more detail, but a player must include one ominous thing in the scene. It doesn't have to be The Killer; in fact, at the beginning it shouldn't be The Killer at all, but something in the environment that makes the location, or the scene, a bit off.

COLLABORATE

If you're stuck, feel free to ask for help.

THE FINAL PC

When there is only one PC left, things will start to ramp up. You'll only need one token to get The Killer to attack, so everyone should be making scenes that push towards conflict and confrontation with The Killer. The biggest change happens with the Fight Back move.

When you are the Final PC, the penalty changes to a bonus, making ending The Killer a greater possibility.

AFTERMATH SCENES

If the players manage to defeat The Killer, there are two end scenes. The first is the immediate aftermath: how do the events of the story break through the normalcy of the area? How do people immediately figure out what happened? What does it look like when the authorities arrive? Do family members show up?

Each surviving NPC, if there are any, gets a scene that the group can narrate describing how they're recovering from what just happened.

Finally, any surviving PCs get their own scene in Line order. That means if there is more than one scene, the character that is furthest from The Killer goes first, and then the next character, down the Line.

The character who made the move that ends The Killer goes last. They get the same scene as everyone else, except the other players get to narrate a hint that maybe The Killer isn't quite dead.

BASIC MOVES

TRANSGRESS

When you transgress against a defined Norm, describe how you are transgressing and who you're transgressing with. If you want to transgress with someone else, they have to agree to it, or else you can't make the move with them. Then, roll + **Transgress**

ON A 10+, you succeed and feel a little freer from the barriers in your life; everyone who transgressed moves forward 1 space. If you transgressed alone, move 2 spaces. Give The Killer 1 horror token.

ON A 7-9, you succeed and you are left uncertain if this was a good idea or not. Move forward 1 space and give The Killer 1 horror token. If other people transgressed with you, they can move forward and also give The Killer 1 horror token.

ON A 6-, you tell yourself it was a good idea. You, and only you, may move forward as many spaces as you want but give The Killer 1 horror token for each space forward you move.

GET STUFF DONE

When you push for change in the story, describe what you're doing and what your desired outcome is, then roll+**Get Stuff Done**.

ON A 10+, you get the outcome that you want. The player closest to the front of the Line, other than you, may offer you an additional benefit, but you have to give The Killer 1 Horror Token to accept it.

FIGHT BACK

When you fight back to save yourself and others, roll+**Fight Back**. If you're fighting back against The Killer, give yourself -1 for each horror token they have. If you're the Final PC, disregard the Horror Tokens and take a +1 to this roll.

ON A 12+, you manage to Kill The Killer, if that's who you're fighting back against. If not, treat this as a 10+.

ON A 10+, you save everyone you want to save, including yourself. Describe how you've hurt whoever attacked you. You may also choose to move a character forward one space in the Line.

ON A 7-9, you get the outcome that you want, but the player closest to the end of the Line, other than you, will tell you how it kind of went wrong. You can choose to have it not happen if you move 1 space back in the Line.

ON A 6-, everyone will tell you how badly it went. You may suggest a benefit that the rest of the group can accept, but you have to move back 1 space in the Line and give The Killer 1 Horror Token if they do so.

ON A 7-9, you save everyone you want to save, including yourself, but choose 2:

- Give The Killer 1 Horror Token
- You move one space back in the Line
- There is an unintended consequence

ON A 6- :

If you are fighting The Killer, you're dead.

If you're not fighting The Killer, you can choose to save yourself, or others, but not both. If you save yourself, move forward one space and give 5 Horror Tokens to The Killer. If you save others, move to the end of the Line. Everyone else will tell you what that looks like in the fiction.

STANDEES

Print and cut out the standees here if you'd like to use them for your Line.



SLASHER

BASIC MOVES
(+1, 0, -1)

TRANSGRESS

GET STUFF
DONE

FIGHT
BACK

NAME: _____

FEATURE: _____

EYES: Soft, Laughing, Cynical, Hopeful, Bitter, Hard

CLOTHES: Fashionable, Avant Garde, Sporty,
Comfortable, Normal

GENDER: Non Binary, Fluid, Female, Male,
Indifferent

CATEGORY/LINE: _____

CLASS: _____



SLASHER

BASIC MOVES
(+1, 0, -1)

TRANSGRESS

GET STUFF
DONE

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CLOTHES: Fashionable, Avant Garde, Sporty,
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GENDER: Non Binary, Fluid, Female, Male,
Indifferent

CATEGORY/LINE: _____

CLASS: _____



CATEGORIES, LINES, & CLASSES

Choose one of the five Categories for your character, then select one of the three Classes below the Category.

THE ACCEPTED (5)

Line: You always start at the front of the Line. Create an NPC who is your shadow, or sidekick, and put them next to you, closer to the end.

Pretty One - When you use your looks to Transgress, gain +1. Failure means you're shamed for it.

Leader - When you push others to Get Stuff Done, gain +1. Failure means you're mocked for caring.

Jock - When you Fight Back with physical violence, gain +1. Failure means you bleed for it.

THE OUTCAST (2)

Line: Start next to an NPC of your choice, if possible; tell us how you know them. Create an NPC of your best friend and put them in front of you.

Stoner - When you Transgress in public, gain +1. Failure means you've caused more trouble for yourself.

Nerdy - When you Get Stuff Done with geekery, gain +1. Failure means you've accidentally made things worse.

Rebel - When you Fight Back against a stronger person, gain +1. Failure means you lose something you care about.

THE INVISIBLE (1)

Line: Create two NPCs who make up the crowd that you tend to vanish in when things go wrong. Put yourself between them.

Ingenue - When you Transgress "by accident," gain +1. Failure means your reputation takes a hit.

Shy One - When you Get Stuff Done quietly, gain +1. Failure means you draw attention to yourself.

Shrieker - When you Fight Back with your voice, gain +1. Failure means that people will shut you up for a bit.

THE EVERY (3)

Line: Place yourself in the middle of the pack. Put an NPC who owes you something at the front of the Line, and someone who you owe at the end of the Line.

Surprise - When you Transgress unexpectedly, gain +1. Failure means that you've changed your reputation for the worse.

Brave - When you Get Stuff Done when there is danger, gain +1. Failure means that you run away.

Survivor - When you Fight Back tooth and nail, gain +1. Failure means you're probably losing a tooth, a nail, a finger, or something worse.

THE WISE (4)

Line: Place yourself in front of the NPC closest to the end of the Line, and explain how they're connected to you. You don't add any new NPCs.

Gore Hound - When you Transgress with death, gain +1. Failure means that people want to stay away from you.

Occultist - When you Get Stuff Done with weirdness, gain +1. Failure means that you were wrong, and the consequences will shake everyone.

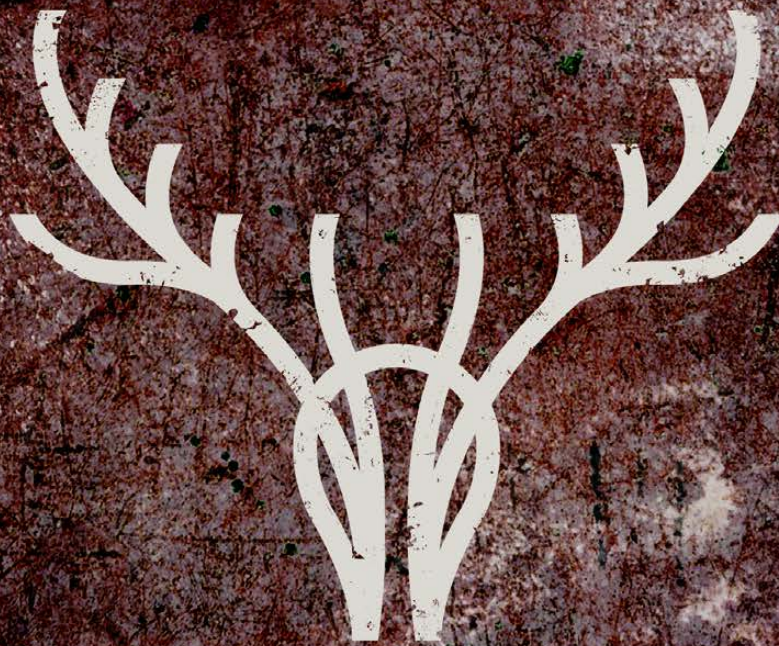
Historian - When you Fight Back with knowledge, gain +1. Failure means that you were wrong, and your knowledge actually powers what you were fighting against.

Those Who Scream Into The Abyss

New occupations, backgrounds and rituals.

Mother

An incursion about trying to go home.



TROPHY

JESSE ROSS

Those Who Scream Into The Abyss

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

OCCUPATIONS

Geomancer (*skilled in construction, omens, rituals*)

Miner (*skilled in appraisal, paths, stone*)

Spider (*skilled in pests, stealth, traps*)

BACKGROUNDS

Grounded Sailor (*skilled in ropes*)

Indebted Butcher (*skilled in slaughter*)

Runaway Kingsguard (*skilled in tracking*)

RITUALS

Knock (*open nearby normal and sorcerous locks*)

Silence (*deafen all nearby for a few minutes*)

Switch (*touch to swap bodies with another*)

Unfall (*temporarily reverse gravity in a small area*)

Ward (*stay concentrating to protect a small area*)

INCURSION

Mother

Content warning: This incursion explores themes of pregnancy and body horror.

If you ask any treasure-hunter who has been at this for a while what the most terrifying thing they've seen in the forest is, there is one location that comes up more often than not. It goes by many names: The Fall, The Pit, The Well, The Quarry. Despite its many names, it's always described the same way.

The ground ahead of me had a slight decline, the descent eventually opening up to a massive hole as wide across as ten-score men lying foot to head. I got closer to see what might be down there. Every step forward filled me with vertigo, that I might fall in at any minute. I couldn't see to the bottom. But I heard it. A thousand hammers tapping against a thousand chisels—plink, plink, plink.

Here the stories diverge. Some say there are miners down there, looking for gold, silver or precious gems. Others say sculptors, crafting idols and rare artifacts for their chthonic gods. Whatever is down there hasn't seen the light of day for hundreds or thousands of years, and anything brought back would surely be a unique trophy capable of fetching a sizable sum.

Oddly, the precise location of this vast opening never seems to be identified in the same place. Some say it is only a few miles off the south bank of the Naveh River, while others place it well to the north, nestled in the depths of the forest. These conflicting reports can almost certainly be attributed to the disorientation nearly all treasure-hunters suffer after time spent in the forest.

THEME

Labor

MOMENTS

- ◇ Your shoulder brushes against the clay, leaving a blood red smear
- ◇ The twisting and straining of your rappelling rope: your lifeline
- ◇ Tapping, steady and powerful like a titanic heartbeat

INCURSION: MOTHER

- ◇ Warm, moist cave air collects on your brow and mingles with your sweat
- ◇ A tight crawl that constricts you like a smothering blanket and suffocates, then the sudden and joyous release into fresh air
- ◇ Catching yourself caressing the cool, delicate face of a stone statue
- ◇ The desperate wail of a frightened child ringing through abandoned tunnels
- ◇ Tears staining the granite face of your pursuer
- ◇ The pulsing red heat of something primordial, unknowable and abundant
- ◇ The eldritch tongue in which the children sob as they are forced to chisel into the face of their mother

CONDITIONS

- ◇ A desire to pick away at the rock face with your fingers or small tools
- ◇ You are suddenly out of breath and coated in sweat, as if after intense work
- ◇ A writhing bulge in your abdomen, which bursts as maggots spill out
- ◇ Persistent nausea and imbalance
- ◇ Everything must be worked and crafted and shaped by your hands
- ◇ You become violently aggressive when anyone slows down or rests
- ◇ The earth calls to you with the voice of your mother
- ◇ You only feel safe when you go deeper, so dig deeper
- ◇ You can't touch anything because your hands are covered in calluses
- ◇ The elemental language of stone and earth grinds away at your brain
- ◇ You are convinced that you can bury your severed limbs to be reborn
- ◇ A crippling fear that every crack stepped on will lead to a rock slide
- ◇ Water the earth with blood
- ◇ You see the stone children for what they really are: bound earth spirits
- ◇ Return everything and everyone to "Mother" by any means necessary

RING 1

TERRORS: The incursion begins just after the treasure-hunters have found the quarry. They cannot see to the bottom, and dropping rocks down never results in a returning echo. They are strapped into their harnesses, rope in hand, rappelling down the face of vast opening. Horizontal veins chase around the wall, indicating the layers and layers of history that have built up this land. Most of the veins are some shade of brown or gray, except for one, which is a bloody red clay.

INCURSION: MOTHER

Questions to ask the treasure-hunters:

- How did you overcome the vertigo that hit you upon seeing the quarry?
- Why are you uncertain about how securely the rope is fastened?
- What legend do people share about the vein of bloody red clay?
- When your rope snaps, who tries to catch you?

TEMPTATIONS: While rappelling down, someone notices a pocket carved into the wall, not far off their line and just wide enough to crawl into. Echoing from deep within the pocket is a rhythmic tapping, like hammer on chisel.

Question:

- One of the following gives you a strange comfort: the steady rhythm, the warmth of the earth, the tight space. Why?

RING 2

TERRORS: Crawling through the pockets in the wall leads to a series of dead ends. Doubling back leads to undiscovered paths and eventually the tapping gets louder, seemingly coming from below. The path is precarious, and any failure or complication on a Risk Roll here leads to a cave-in that splits the party.

Questions:

- How do you push against the darkness?
- How do you know the darkness is stalking you?
- What did you hear just before the cave-in that should have alerted you?
- What makes you think something untoward is happening to your missing companions?

TEMPTATIONS: One half of the split party (preferably the part that was drawn away or further ahead due to the cave-in) finds a well-used hammer, and the head and part of an arm of an exquisitely carved, life-size granite statue of a child. Recovering an unbroken statue would more than fund this expedition.

Questions:

- Who does this statue remind you of and why do you miss them so?
- Why do you neglectfully overlook the residual evidence of binding and bottling sorcery on the statue?

INCURSION: MOTHER

RING 3

TERRORS: After what seems like hours, the treasure-hunters find their way back to each other. But each side believes that something seems different about the companions who were away.

Questions:

- What proves to you that they're not who they say they are?
- How far are you willing to go before you are convinced otherwise?

TEMPTATIONS: The tapping re-emerges, though it doesn't appear to be quite as steady. A studious listen will reveal that there are in fact two speeds of tapping, like one regular and one accelerated heartbeat. Additionally, a thin red vein is discovered along the ceiling. It's hard to get to, but it's rough ruby. The vein widens the deeper the treasure-hunters go, presumably leading to the mother lode.

Questions:

- Chunks of unpolished ruby would be easier to transport than a large granite statue, so why does that statue still compel you?
- When do you realize your heart is beating in sync with the accelerated tapping?
- Why does the tapping seem more important now than the reason you originally came here?

RING 4

TERRORS: By following the vein deeper, the source of the tapping is finally visible: hundreds of masterfully carved stone figures the size and shape of children, hammer at the earth. Occasionally one stops and cries out, seemingly lost and afraid, like a child for their mother.

One stone child's hammer breaks, and they fall to their knees and begin digging. Their fingers smash repeatedly against the hard earth and break into pebbles. Another child trips over them and gets in the way of their sibling's stump-like hands. The digging one smashes the fallen one to bits, oblivious to their presence. The screams of the fallen one are pulverized as soon as they escape their granite mouth. The earth itself trembles.

INCURSION: MOTHER

Questions:

- What folktales are told about little people living in the earth?
- What ancient parable do you recall about a greedy king who imprisoned the earth itself to mine treasures for him?

TEMPTATIONS: Veins of red stone are briefly visible in the holes the children make, warmed and illuminated by some interior source.

Questions:

- Why would it be so easy to grab a handful of the warm red stones?
- How close do you think you could get to one of the children before they notice you?
- Which member of your party are you willing to sacrifice to the children so you can get closer to the warm red stones?

RING 5

TERRORS: Eventually the stone children will notice at least one of the treasure-hunters, likely as the result of a Devil's Bargain, failure, or complication. They refuse to let them take from "Mother" and will fall upon them with hammers. Shattering the children is possible, but every strike lands with a heart-wrenching scream and causes the earth to quake, threatening a cave-in.

Using a ritual to push the earth spirits out of the stone children's bodies is also possible, but the released spirits will only flow into the earth and bring to life a larger and more terrifying stone monstrosity, which will target the caster.

The earth itself will try to put out the party's torches, crack and rumble, and try to misdirect the party into attacking each other.

TEMPTATIONS: Someone gets into a position to touch the warm red stones. Touching one washes the toucher's body in comfort and peace. Nothing hurts anymore and nothing else matters: not the children's hammers, not the boulder crushing the air out of your lungs, not the blades of your companions. Your breath and heartbeat slow until they match the earth itself: still and eternal.



BLOOD in the arena



Written by David LaFreniere
Illustrations by Cecilia Ferri
Playtesters: Pat Perkins, Lu
Quade, and Ellen Saxon

BLOOD IN THE ARENA is directly inspired by a personal favorite, the classic **The Final Girl** by Bret Gillan. While there is still some of **The Final Girl's** DNA in this game, it is quite a bit different. Appendix N would include the **Starz Spartacus** series and the **Gladiator** film released in 2000. The tone for **Blood in the Arena** is intended to be dramatic and tragic, though some humorous things may occur as the gladiators bond with one another. Like **The Final Girl**, this game has a Killer; unlike **The Final Girl**, the Killer never gets their hands dirty. In **Blood in the Arena**, the Killer is the scream of the crowd. This game attempts to use some history to fuel player's imaginations, though it does not claim to be historically accurate or occur at a particular point in history. All you will need to play are a set of these rules, some notecards, writing utensils, and a deck of standard playing cards.

CHARACTER CREATION

Players will collaborate to create an ensemble cast of characters. During play, each player may select any currently living character to portray during a given scene. The number of characters will determine how long the game is. It is recommended that 4 or 5 players each create 4 characters, for a cast of 16 to 20 characters. Each character will have 6 elements, but only two concern us at this point: Name and Training.

For naming, choose a **first name** and either a **title** or **origin**. An excellent list of Roman names is compiled on page 220 of The Story Games Name Project, available for download here:

https://studio101.ru/archive/studio101/other_materials/Story-Games_Names_Project.pdf

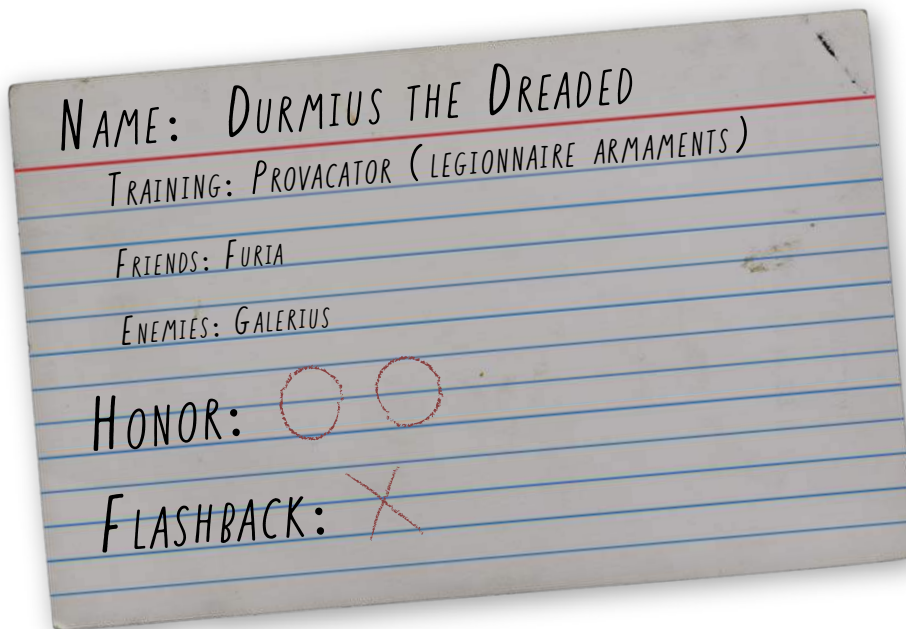
Note that gladiators potentially could come from many walks of life; some slaves, some ex-soldiers, some glory-seekers, some women. In some cases, stage names were adopted. The primary function of a gladiator was to please the crowd, so it would make sense to adopt a Roman name for familiarity with the crowd. Once you have chosen a name, consider adding a **title** suggesting some experience in combat, some noteworthy physical trait, or some hint at a reputation. Alternatively, you may choose to add an **origin** instead of a title. Some examples of full names might be Durmius the Dreaded, Furia the Flame-haired, or Galerius the Gaul. Once a player has come up with a name for a character, they should write it down on a notecard for tracking all the info for that character.

Next, choose what the character is already trained in or is being trained in. This may dictate the kind of weapons and armor the character prefers to use; note that when the characters get to the games, they may not necessarily have the arms they prefer for each fight. Players should feel free to use their imaginations in this process, but the following table gives some examples. Once you have chosen a training, write it on the character's notecard.

Andabata (blind-folded gladiator)	Essedarius (chariot fighter)	Retiarius (net and trident)	Bestiarius (beast-fighter)	Hoplomachus (tiny shield and sword)
Sagittarius (mounted archer)	Cestus (fist-fighter)	Laquearius (lasso and knife)	Thraex (tiny shield and curved sword)	Dimachaerus (two swords)
Murmillio (heavily armored on head and one half of body, large shield, sword)	Scissor (steel tube with a semicircular blade at the end)	Eques (cavalry)	Provocator (legionnaire armaments)	Velites (spear and javelin)

PLAYING THE GAME

Once characters are created, players will rotate who sets the scene. For the first three scenes, the characters will be located in the Ludus Magnus. The Ludus Magnus was the largest gladiator school located in Rome and supplied the Colosseum with its fighters. No characters are in mortal danger in these scenes, and all players should play a character, including the player who sets the scene. The scenes may be lessons, training, downtime, a meal, or any other scene that makes sense and affords the characters present to become **friends** or **enemies** with other characters, and to gain **honor**. Who a character is **friends** and **enemies** with, as well as how much **honor** a character has accumulated, should be tracked on their notecard. Whenever a player thinks their character has become a **friend** or **enemy** of another character, ask the other player if they agree. If so, write it on both characters' notecards. Whenever any player thinks a character other than their own has acted with **honor**, they may say so, and that character may mark one **honor** on their character notecard by drawing a circle.



ONCE THE FIRST THREE SCENES ARE COMPLETE, the games at the Colosseum begin, and now the player setting the scenes is both the Killer (the scream of the crowd) and the editor of the games. Note that both of these roles are played by the same person each scene. Do not play a character when playing the Editor.

THE EDITOR OF THE GAMES

WAS THE PERSON WHO ORGANIZED THE GAMES

The editor was the sponsor, and frequently was a political figure, or at the very least, wealthy. In the great Colosseum in Rome, the emperor was frequently the editor. The editor often might own a ludus training gladiators or have slaves they used in the games. As these were a financial investment, the editor had final say over whether they would be killed or not. Nevertheless, it's not hard to imagine that not doing what the scream of the crowd demanded too frequently would be a poor decision for any editor.

THE FIRST SCENE OF THE GAME WHERE CHARACTERS ARE IN DANGER IS CALLED THE BLOODY BEGINNING SCENE

This scene is the first gladiatorial games of the season. It is the big opener where the scream of the crowd demands blood. The Editor of the games is eager to please.

In this scene, players choose characters with the lowest number of relationships and honor (add them together) . To satiate the crowd's bloodlust, all characters in this scene will die, as these games were designed for them to not survive. The Editor player may design this scene pitting the characters against an armed military as a pseudo-historic look at the might of Rome's army, in a naval battle, against beasts, or whatever else the players can come up with. The players playing characters may describe them fighting back, but in the end the player who set the scene will describe how the scene ultimately ends these tragic characters.

AFTER THIS FIRST BLOODY SCENE, play will proceed with regular games scenes.

The Editor may choose one of three types of scene:

DUEL // BATTLE ROYALE // OVERWHELMING ODDS

In any scene, relationships may still be formed, and honor may be gained.

IN A DUEL SCENE, players pick their characters and then the Editor decides who is fighting who, and with what. An even number of players should mean each player has one opponent, but an odd number of players means some unlucky character must fight two on one. Players should describe how their character plans to win the fight, then the scene should be resolved in the following way:

*From a standard playing card deck (jokers removed) players draw one card plus an additional card for each **friend**, **enemy**, and unmarked **honor** they have accumulated up to this point. Players then place the card they wish to use for combat face down. Once every player has a card down, they reveal them simultaneously. Highest card wins the combat by defeating their opponent. At this point, they have not killed their opponent, but have them at their mercy. In the event of ties on the card value, bloody (red cards) beats black (black cards), and stabby (diamonds and spades) beats round (hearts and clubs).*

Presented another way:



Now that the combat has been resolved, the winning character describes how they begin to get the better of their opponent in combat.

- At this point, any character who is present that is **friends** with a losing character or **enemies** with a winning character may **narrate their character interfering with the fight**.
- **IF THEY INTERFERE BY BACKSTABBING AN ENEMY** who is about to win, then the interfering character may play one card that the enemy must beat to win the fight against their original opponent. The interfering player is not subject to any counter attack of any kind in this scene, and must lose one honor by marking through the circle of one honor on their character notecard, assuming they have any honor.

IF THEY INTERFERE BY DEFENDING A FRIEND, they may play a card on behalf of the loser so long as that card beats the opponent's card. However, the opponent may play another card to defeat this newly played card. If the opponent does, then the player of the opponent may narrate how they win the combat against their original opponent and the interfering character. If they cannot play a card that beats the interfering character's card, then the interfering character narrates how they successfully interfere and turn the battle in their friend's favor. Successful defense gains one honor for the interfering character.

INTERFERING IN FIGHTS WITH RELATIONSHIP MOVES

DEFEND A FRIEND: play a card for your friend that their opponent must beat. If they do, then you are defeated, too.

BACKSTAB AN ENEMY: play a card that your enemy must beat to win their original fight. If they can't, they lose to their original opponent. You lose one honor, but do not put yourself at risk in this scene.

ONCE ALL FIGHTS ARE RESOLVED WITH FINAL WINNERS AND LOSERS, the gladiators must look to the scream of the crowd to see who lives and who dies. At this point, the scream of the crowd may decide some or all of the defeated must be slain. The scream of the crowd will look to each individual defeated character and give them a thumbs up for life or a thumbs down for death. However, the scream of the crowd is limited by the Editor of the games. A defeated character may beg and bribe the Editor of the games by marking off all of their honor, and the Editor will spare their life, much to the displeasure of the crowd. A character that has done this cannot gain any honor for the remainder of the game. The winning character must take the lives of those defeated that are not spared by the Editor. The scene setter is encouraged to ask the characters how they feel about slaying their fallen brothers and sisters-in-arms for the will of the mob, especially when they are friends or enemies with those they are putting the sword to. After the executions, write the name of the player who was playing the slain character on the character card to keep track of how many characters each player has been in control of that have died.

CHARACTERS THAT SURVIVE THE SCENE MARK ONE FLASHBACK on their character notecard. During a scene, a character may redraw as many **Flashback** as they have on their notecard (they say your life flashes before your eyes during a near death experience). The scene setter may ask each surviving character one question which the player character will answer in the form of a short flashback scene they narrate for the group. These scenes should seek to answer the question asked by showing the answer rather than just answering directly. The scene setter should use these questions to explore the backstory and tragedy that has lead the character to be the person they are today,

fighting in the arena. Questions may be open or leading as the scene setter wishes. Some examples of questions include: what tragedy led you to the arena? Who did you leave behind in tears on your way here? What destruction have you caused in the world that makes you feel like you might deserve to die? Who betrayed you so you ended up here in chains? Once the question is asked and answered, flip over that character's notecard and write a short description of what was most important from the flashback. Something like "My lover was slain in front of me," "I left my sister in tears when I came here," "I burned a city of innocents to the ground," or "my family sold me to save themselves from starvation" are examples of answers to questions that would be condensed enough to write on the notecard.

A BATTLE ROYALE SCENE occurs just like a duel scene except that instead of the Editor deciding who will battle who, the characters decide for themselves who they attack, and may even attack more than one enemy, though they must play a card for each enemy they attack. Fights should be resolved one at a time until at least one character is defeated.

AN OVERWHELMING ODDS SCENE is one that puts all the player characters against the forces that the Editor of the games has introduced into the arena. The scene setter will tell you what: a trained army, a pack of dangerous animals, a different ludus of gladiators, or whatever else the scene setter comes up with. In those scenes, the players will draw cards as normal, but they will play against the scene setter, who will flip a single card at random from the top of the deck. All players must respond to this card, and the game will continue until at least one player character is defeated.



SCENE SUMMARY

DUEL SCENE – Editor decides player vs. player; players flip cards against each other

BATTLE ROYAL SCENE – players decide player vs. player; players flip cards against each other

OVERWHELMING ODDS SCENE – player vs. environment; players flip cards against a card the Editor flips

ENDING THE GAME

The last scene of the game occurs when either one of two conditions is met: 1) once everyone has gotten to play the Killer and Editor once (excluding the bloody beginning scene), or 2) one fewer characters than the total number of players remains alive. At this point, one last scene will occur:

THE BLOODY ENDING SCENE

In this scene, the player who was to play the Editor will still do so. The other players choose characters. Characters with the most **Flashbacks** must be chosen first. Once the Editor has set the scene, the characters must fight until only one remains undefeated. At this point, the player whose name is written on the most slain character note cards narrates an epilogue showing what this victorious gladiator does, keeping the **Flashbacks** in mind. The Killer and Editor must demand that this gladiator kill the defeated gladiators, so the epilogue should include whether they slay the defeated gladiators, but may also expand much further into the future. Do they continue their journey fighting in the arena? Do they become a god of the arena? Do they earn their freedom? Do they run away, fleeing all the bloodshed?

AFTER THIS FINAL EPILOGUE, it may be good for players to take a break, get a drink, and come back to the table to debrief by talking about their favorite moments, discussing further who the characters were, based on their **Flashbacks**, and what everyone learned about them through play. Players may also wish to speculate on what other surviving characters get up to.

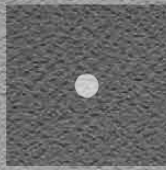
ONE OPTIONAL RULE if players wish to play again in the future: keep the surviving characters, erase their relationships with any dead characters, and include them in a future game to see what else may happen to them.

GAMEPLAY OUTLINE:

- CHARACTER CREATION (16-20 CHARACTERS TOTAL)
- FIRST INTRO SCENE
- SECOND INTRO SCENE
- THIRD INTRO SCENE
- BLOODY BEGINNING SCENE
- ONE DUEL SCENE, BATTLE ROYAL SCENE, OR OVERWHELMING ODDS SCENE PER PLAYER
- BLOODY ENDING SCENE



THREE DOZEN THINGS
THAT DEFINITELY
AREN'T RIGHT
BEHIND YOU



1 – In the dim lighting, they almost look like small children—approaching shyly, standing and regarding you silently from a distance, darting into shadows if you move toward them or look at them for more than a second. Don't raise a light to get a better look at them, though. They don't fear the light. They hate it.

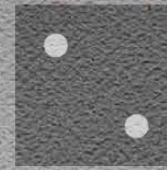
2 – The Red Mists of Galmoor are alive, you know. Many a ship comes into port with stories of those they lost keeping watch on a foggy night. A husk is all that's left come morning. Then there's the ships that crash ashore with nary a soul on board. Best keep a weather eye tonight, there's red on the horizon.

3 – Grizelda the Dancing Jack died in 1968, hitchhiking down this old road. If you're driving down in the dead of night and notice your radio switch to disco, just let it be. They don't have good music on the other side.

4 – Mallon drowned in Lake Cyllen many years ago. Not your fault, not really. But ever since Lake Cyllen was drained, you've heard his laugh at odd hours, or smelled that weird chewing gum he liked so much. And small strangling sounds, like someone breathing through water.

5 – “Big Ms. Daisy lives in the tree / Big Ms. Daisy stands eight foot three / Big Ms. Daisy with her eyes all black / Big Ms. Daisy is gonna stuff you in a sack”—Overheard near the old willow tree on 39th Street.

6 – Like its small relatives, the Mammoth Wolf Spider carries its young on its back. But if the mother is killed, the spiderlings swarm onto the killer's back instead, where they cling until they develop into adults. If the new host tries to remove them, they may burrow under the skin.



1 – The denizens of City X have started taking mirrors with them when they go out at night. Rumor has it that whatever is mangling people cannot change into its monstrous form when it is seen. Corpses with mirrors have yet to be found.

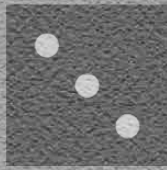
2 – They say a black cat crossing your path is bad luck. But at least if one did, it could do something about this rat following you. Those two rats. These eight rats. These, uh oh.

3 – If you become lost in the woods, and cannot find your way, do not look for the trail home. The woods will give you many paths back, but not to where you came from. You must walk backwards, only focused on what's ahead of you, lest you lose your way forever.

4 – Aww! Did you see the picture little Joni drew? Isn't it cute? Oh that?! Yeah, Joni says it's Grandpa Sheridan. But he died in an accident before she was born. I don't know why she drew him there. Such an imagination on that one!

5 – For many seasons, we outsmarted the Tall Makers who tried to keep us out of their delicious gardens. We dug under their fences, evaded their traps, and ran decoy missions to distract their guard dogs. But now we are stalked by a strange metal rabbit that is as fast and silent as us, yet follows the orders of the Tall Makers.

6 – Outside the Academy, citizens have abandoned the written word altogether. They tire of the spectral scholars who appear over their shoulder and mumble any time they open a book or ledger. Inside the Academy... it is much different.



1 – The Queen of Thorns is nothing but a half-remembered fairy tale, of course. But if you ever see the shape of a tall, crowned woman out of the corner of your eye while walking at twilight, don't look any closer—unless you're curious about what it would feel like for thorny spurs to grow from your bones and burst through your skin.

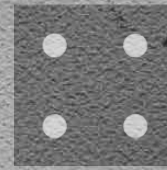
2 – “First it steals your phone, and puts it in its nest. When you hear the krikrikrik, RUN! It's come to get the rest!”—Common playground song, circa 2015, Darrick School district, origin unknown.

3 – Most of the records are corrupted, but the recoverable portion from this workstation details the medical staff's surprise at finding a local fungus pervading the internal organs—particularly the lungs—of a mechanic who should have had no exposure to the botany lab. ...Did Higgins have that cough before you got here?

4 – You've made so many mistakes, hurt so many people in your quest to put right the wrongs of others. Yet here, at the end, you wonder if you have the strength to follow through on all those lofty promises. You might have faltered, you might have given up, but that familiar hand at your shoulder won't let you. "You are not alone."

5 – Echoed footsteps / Half apace / Notice she with stretchèd face

6 – The first time you hear the voice, it is on the wind. Your own voice calling your own name, just on edge of perception. Just the wind. The next time you hear it as a whisper from the grass, your own voice breathing your own name—like it sometimes did in your childhood fever dreams. The last time you hear the voice, it is not a whisper. Your own voice, speaking your own name—and a gentle hand on the small of your back. You turn around...



1 – That large cardboard box in the corner definitely isn't trembling. Nope. And the black mold on it certainly isn't sending tendrils out across the floor. Nope. The flaps aren't slowly opening with a wet scraping sound as the smell of damp and rot washes over you. Nope.

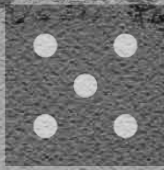
2 – It started as a long, puffy rash on the back of your neck. Then came the occasional odd whispers with no one around. A little handheld mirror combined with the full length that lets you see the back. A long line of white in the rash. Pus? Wait... are those teeth?

3 – But that's how they get ya in woodlands, ya see? That cracking sound isn't small sticks breaking underfoot, it's their dry joints as they run towards ya.

4 – There's this thing they call the “Selfie Doll”. Sometimes, when you take a selfie, there will be this pretty stone doll in it, staring at you curiously. There is no such doll—the company that makes these phones claim they're simply a technical artifact. Yet those eyes seem so very alive...

5 – You know how you remember that one stupid thing you said at that party ten years ago? How it anxiously eats away at your attention? You don't know when they arrived, but everyone from that party is surrounding you, and they definitely remember.

6 – You've lost count of the weeks since you last saw a human face. But the familiar panting of your dog behind you elevates your spirits just enough to continue pressing on toward the faint horizon. You turn to stoop and scratch his head, your hand passing through empty space to the cold ground, the familiar panting still throbbing in your ears.



1 – Hair is brushed out of your face, there is a tug on your clothing, dust motes float by the pull of gravity, the pull of something massive behind you.

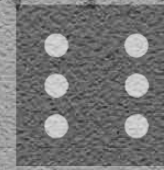
2 – That's not a low mist. The very ground itself is roiling, a carpet of worms, no—caterpillars. They're twitching over each other, shuddering forwards as if on shattered forelimbs.

3 – Your wounds are sapping your strength as you collapse back to catch your breath against the wall. But you encounter body warmth, not the clammy cool stone. Hot, gentle breath warms your cheek as a pair of familiar arms encircle you from behind. You recognise the spice-and-pencil shaving sweat, and relax. The fingers find the gash in your torso and begin to reach inside.

4 – In Vultava, demons take possession of their victims in their dreams. The only sign that one has fallen prey is a faint musty scent barely detectable on the breath. And so, in Vultava, lovers rarely sleep and are always suspicious: They ponder in the dark whether the scents of their partners match the ones they remember from the night before.

5 – You know that if you turn in the stairways, no one will be there. But still, you feel the breath of your dead brother on your neck, and smell the vomit. Like on the pillow you suffocated him with.

6 – Mr. Greene says he was just worried about you being out in the woods alone. He wants to make sure you're okay. What's wrong with his voice?



1 – Every time I go to the bar, something terrible happens right after I leave. Every job I quit goes bankrupt soon after. My exes live in misery once I'm gone, and my former friends suffer failure when I've passed. I don't ever burn bridges, I just smile as I hear the sound of footsteps crossing behind me.

2 – There's nothing behind you. Literally. When you turn to look, the chill in the air is no longer a mystery. There is only the void staring back with a hunger that can never be satiated.

3 – Was—was that Kowalski? You could swear, but—no, Kowalski doesn't even have vacsuit training. Kowalski's gotta be inside the station still. There's nobody out here but you and the quiet stars.

4 – They look almost like wolves, and speak with the voices of those climbers have lost. It can't be your grandmother asking you rest for a moment and spare her poor knees, but oh, it's nice to pretend.

5 – You hear it first, slurping at some nearby puddle. Its feet are soft and feathered, you see them beneath the bushes. Six feet? No. Maybe eight? Its voice is soft and cooing, like a sleeping child. Its face though, good heavens! Douse the lights! Douse the lights!

6 – Your employer. Should you really be reading Codex at work?



CODEx KEEPERS

Rob A, Keeper of the Stone Queen's Egg
A Thousand Faces of Adventure, Keeper of the Drunken
Pirate's Forgotten Wish
Aaron, Keeper of the Child Upon Whom We Dare Not
Look
Jesse Abelman, Keeper of the Moon's First Memory
Rob Abrazado, Keeper of the Purple Falsehood
Stras Acimovic, Keeper of the Man Who Dies Every Third
Day
Quentin Acord, Keeper of the Word that Binds and
Blinds
John Adamus, Keeper of the Endless Page
Benjamin Adelman, Keeper of the Brotherhood of the
Black Dragon's Great Saga
Joaquin Aguirrezabalaga, Keeper of the Blood of Lursiss
Vendevogel Alain, Keeper of the Omegatherion of Fasar
Alan, Keeper of the Wanting Widows of Thon the
Promiscuous
Jamie Albrecht, Keeper of the Lost Teeth of Skive
Coldheart
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
Kristin Allison, Keeper of the Bright One's Shroud of
Mourning
Brian Allred, Keeper of the Spear Eldfuglinn, Which
Burns with the Terrifying Light of the Sun
Bryen Alperin, Keeper of the Sibylline Grimoire
Joe Amon, Keeper of the Astral Blades
Erik Amundsen, Keeper of Pages Touched but Unread
Dustin Andrews, Keeper of the Egg of Existential
Dreaming
Tom Androy, Keeper of the One Who Sees Through
Clouds
Robert Angus, Keeper of the Keystone of the Many
Worlds
Apollo, Keeper of the Vein-Seeking Tongue
Vincent Arebalo, Keeper of the Dolm Sarcophagus
Mark Argent, Keeper of the Child Who Has No Shadow
Gene Astadan, Keeper of the Temple of the Viridescent
Wyrms
Michael Atlin, Keeper of the Beetle's Teeth
John Atwood, Keeper of the Diary of Sanguine is the Eye
Tom Axon, Keeper of the Sultana's Blue Dreaming
Misha B, Keeper of the Grand Apotheosis
Jim B., Keeper of the Two Puppets that Gleeefully
Interrogate
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
Joe Banner, Keeper of the Testifier's Skull
BansheeGames, Keeper of the Lost Child's Breadcrumbs
Michael Barford, Keeper of the Eternal Chime
Marco Barreto Bittner, Keeper of the Leonine Child That
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James Barta, Keeper of the Dreary Island of St. Lomax
the Unseen
Jacob Bates, Keeper of the Fleeting Blooms
Joe Beason, Keeper of the True Name of Ashmedai
Scott Beattie, Keeper of the Worm Bone Frescoes
David Beaudoin, Keeper of the Clock's Fourth Hand
Michael Beck Esperum, Keeper of the Recorded
Grievances of the Thousand Heretics
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Mathias Belger, Keeper of the Spectral Hounds
Del Benjamin, Keeper of the Thunderstorm Chariot
Nate Bob Benton, Keeper of the Fungoid Blessing
Andy Berdan, Keeper of the Idle God and His Infinite
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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
Sarah Bolling, Keeper of the Last Lantern Before the
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Boni, Keeper of the Thirteen Principles of Volmun
Jason Boucher, Keeper of the Feathers of the Molting
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Michael Bowman, Keeper of the Luck God's Last Hand
Sophia Brandt, Keeper of the Dying Heart
Patrick Brannick, Keeper of the True Name of Abbadon
David Bresson, Keeper of the Tortoise Who Mends the
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Brett, Keeper of the Seven False Smiles
Darren Brockes, Keeper of the Agony Songs
Bromeliad, Keeper of Our Mother's Cool Breath, Bottled
Bill Brown, Keeper of the Emerald Path
Jason Brown, Keeper of the Cardinal's Confession
Bryan, Keeper of the Festering Estuary
Stephanie Bryant, Keeper of the Vessel that Once Held
the Silver Dragon's Eyes
Evan Buchholz, Keeper of the Infectious Mist
Russ Brucks, Keeper of the Demon Idol that Spits Yellow
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Michael Burdick, Keeper of the Darkest Dream Under the
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Marcus Burggraf, Keeper of Fathenroke's Deck of
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Mike Burnett, Keeper of the Fire of Nal-K'aa
Brian Burnley, Keeper of the Red Architect's Impossible
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Gustavo Campanelli, Keeper of the Seventeenth Oath of the Silenced Demiurge
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Freya Campbell, Keeper of the Litch Child's Last Rites
Mike Carlson, Keeper of the Obsidian Forests of Yend
Andi Carrison, Keeper of the Unknowable Words
Bill Carter, Keeper of Rengollis's Gaseous Blood
Cass, Keeper of the Wendigo Clan's Lost Cookbook
Matthew Caulder, Keeper of the Bright Eyes of St. Hanneffin the Flame
Mark Causey, Keeper of the Lotus-Dweller's Fortunes
Christopher Challice, Keeper of the Shambling Madness
Chromatic Chameleon, Keeper of the Gossamer Crown of Good Queen Belinde
Bay Chang, Keeper of the Heart of Lursiss
Len Chang, Keeper of Pagliacci, the Wicker Mannequin Who Does Not Sleep
Matthew Chappory, Keeper of the Ever-barren Barley Fields
Andrew Cherry, Keeper of the Broken Bones of Askorath
Chi, Keeper of the Under-Mutants of Calabraxis
Daniel Chiavaro, Keeper of the Screams of the Unjust
Jeremy Christian, Keeper of the Spiral Nemesis
Brendan Clougherty, Keeper of the Five Limbs of Acolla
Jeffery Collyer, Keeper of the Oneirophrenic Chords
Edouard Contesse, Keeper of the Gifted One's Jade Carvings
Alex Context, Keeper of Our Shared Phantasmagoria
Barry Cook, Keeper of the Galactic Sextant
Alexander "Grassdragon" Corbett, Keeper of the Holy Blood Sponge
Robert Corr, Keeper of the Ram That Whispers Lies
Corrosive Rabbit, Keeper of the Manifest of the Ship of the Damned
Malcolm Coull, Keeper of the Golden Nimbus
Jason Cox, Keeper of the Vessel of the Devil's Own Whiskey
Yoshi Creelman, Keeper of the Triton's Blessing
Jim Crocker, Keeper of the Eight Heavenly Questions of Gong-Gong the Dragon
Ian Crockett, Keeper of the God-King's Viscera
Crom, Keeper of the Golden Barge of Ambatoharanana
Jason Crone, Keeper of the Autumnal Princedoms
Michael Crowley, Keeper of the Argent Lock
Cubano, Keeper of the Iron Troll's Menagerie
Jim Cummings, Keeper of the Silver Rods
Pete Curry, Keeper of the Moon Snake's Leash
Jason D'Angelo, Keeper of the Merry Abbatoir
d6, Keeper of the Endless Grudge
Love Dahlgren, Keeper of the Last True Pages
Jerry Daly, Keeper of Time's Aperture

Stentor Danielson, Keeper of the Last King's Fear
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
Alex Davis, Keeper of the Joyous Pit
Tim Davis, Keeper of the Ghost Cages
Kristen Davis-Owen, Keeper of the Whispering Menace
Steve Dee, Keeper of the Tabard of St. Jasmine the Blessed
Timothy Deeb-Swiahrt, Keeper of the Five Hundred Years Stolen Out of Time
Joshua DeGagne, Keeper of the Sword of Aloester Graymantle
Tim Denee, Keeper of the Crawling Portrait
Jacob Densford, Keeper of the Rusted Metropolis
Rob Deobald, Keeper of the Child Who Turns the Key
Aaron DeRosa, Keeper of the Silver Dragon's Second Heart
Joseph DeSimone, Keeper of the Secret that Allows Us to Sleep at Night
Steven desJardins, Keeper of the Black Between the Stars
Mark DesLauriers, Keeper of the Goblet of the Maudlin Priest
Simone Di Rubbo, Keeper of the Goddess in the Letters
DianaMoon, Keeper of the Bones of the Grey Rangers
Justo Diaz, Keeper of the Ruby Eyes of Olga the Sightless
Mark Diaz Truman, Keeper of the Clockwork Corvid
Steve Discont, Keeper of the Kingdom of Amanthi, as Captured in Miniature by an Unknown Sculptor
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Stuart Dollar, Keeper of the Blossomed Antlers
Ian Donald, Keeper of the Dying Grottoes
David Dorward, Keeper of the Fetid King's Ashes
Matt Doughty, Keeper of the Well of Immaculate Blood
Tim Dreier, Keeper of the Bone Crown of Old King Smule
Stefan Droste, Keeper of the Razor Grasslands
Alejandro Duarte, Keeper of the Throbbing Star
Rachelle Dube, Keeper of the Many-Named Treasure
Craig Duffy, Keeper of the Ash-Piety Subjacency
Ben Duggan, Keeper of the Tome of the Exalted Interrogator
Michael Dunn-O'Connor, Keeper of the Bone Golem of the Scrimshaw Pass
Mark Durrheim, Keeper of the Little Gravestone Doors
Herman Duyker, Keeper of the Beast Masks
Eli Eaton, Keeper of the Stone Sparrow's Heart
Vincent Eaton-Valencia, Keeper of the Orc King's Quivering Regret
Harald Eckmüller, Keeper of the Invisible Mouth of Molek
Paul Edson, Keeper of the Secret of the Thousand Cuts
Mark Egelhoff, Keeper of The Cracked Mask of the Gilded Eel

Matthew Egger, Keeper of the White Bats of Good
Queen Jedra
Jonah Eisenstock, Keeper of the Golden Shroud
Kurt Ellison, Keeper of the Shining Sadness
Norm Elvin, Keeper of the Refined Rose Dust of Daar
Angúl
Epistolary Richard, Keeper of the Blood-Red Violin of
Lagethelin Muse-Taker
Tor Erickson, Keeper of Brother Elijah's Last Breath
Jennifer Erixon, Keeper of the Spider Tombs
Charlie Etheridge-Nunn, Keeper of the Unsolvable
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Mitchell Evans, Keeper of the Blackbird's Brides
Amanda F., Keeper of the Cloud Baron's Ghost Zeppelin
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Katherine Fackrell, Keeper of the Seven Splints of the
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Fada Joe, Keeper of the Memory Circus
Colin Fahrion, Keeper of the Slaughtered Hearts
Luis Farebrother, Keeper of the Songs of Satyrn's
Sounding
FelTK, Keeper of the Urn that Holds the Ashes of the Red
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Mark Fenlon, Keeper of the Undulating Brood of Clarissa
Dunlop
Mike Fedinando, Keeper of the Gaze, Adoring and
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Robert Ferguson, Keeper of the Mighty Thews
Scott Field, Keeper of Malvett's Living Dream
The Fifth World, Keeper of the Wisdom of Emerald
Nightmare
Klint Finley, Keeper of the Book of Marvels, Wired Shut
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Finn, Keeper of the Spider Tombs
Andrew Fish, Keeper of the Path of Cenduwain
Rose-Whisperer
Asbjørn Flø, Keeper of the Ten Hidden Keys
Marcus Flores, Keeper of the Chromatic Gates
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Kevin Flynn, Keeper of the Vermin Chaplet
Justin Ford, Keeper of the Tilth Maven's Jaw Antler
Daniel Fowler, Keeper of the Unidentified Artifacts
Tom Fowler, Keeper of the Woman Who Witnessed the
First Murder
Josh Fox, Keeper of the Pitch-Black Sails
Minerva Fox, Keeper of the Knight of Mourning Lillies
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
Brian Frank, Keeper of the Reflecting Pool of Galaurang
Blaise Freeman, Keeper of the Zombie Queen's
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Michael Friese, Keeper of the Smoke Sylphs
furst77, Keeper of the Invisible Candle

Tomer G, Keeper of the Squamous Beast Below
Hayley G, Keeper of the Selkie's Secret
Cory Garcia, Keeper of the Farmhand's Oracle Bowl
Angel Garcia Jimenez, Keeper of the Glass Bridges
Nicolás Garcia Lanza, Keeper of the Mossy Robes of the
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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
Gary Gehrke, Keeper of the Nightmare Diadems
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
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James Gibson, Keeper of Beltherion Brightlord's Shadow
Daniel Gill, Keeper of the Vial of Dwarf Tears, Secret
Shame of Their Race
Jacob Gillam, Keeper of the Teeth of the Two-Tail Giants
Christopher Gmelch, Keeper of Lianore's False Lament
gnapo, Keeper of the Emerald Path
Raymond Goerke, Keeper of the Willow Crown of Old
King Celadon
Edgar Gonzalez, Keeper of the Iridescent Forest
Grasswatch Games, Keeper of the Vermillion Embers
Matthew Gravelyn, Keeper of the Twelve Graven Images
Luke Green, Keeper of the Covert Tools of the Eight
Immortals
Christopher Grey, Keeper of the Lies of the Child
Kingdom
Greyhoof, Keeper of the Jale Putrescence
Derek Grimm, Keeper of the Spirit Discs
Tre Grisby, Keeper of the Broken God's Final Indignity
Andrew Gross, Keeper of the Fell Emperor's Last Breath
Ollie Gross, Keeper of the Ministry of Embers
Paul Groudas, Keeper of the Rusted Crown of Old King
Murr
Derek Guder, Keeper of the Red Drums of Bellona
Matthew Gushta, Keeper of the First Oak
Lloyd Gyan, Keeper of the Seven False Smiles
Tony Hahn, Keeper of the Tongue of Gormakir the Cruel
Haiduc, Keeper of the Meat Orchards
Charles Hainsworth, Keeper of the Song that Sleeps in
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Seth Halbeisan, Keeper of the Nectar Which Shall Never
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Justin Hamilton, Keeper of the Last Tears They Shed
Noella, Keeper of the Tome of Forgotten Fae Remedies
Hans, Keeper of the Wolf-King's Last Fear Sarah Walsh,
Keeper of the Star Whale's Lament
hansbuetow, Keeper of the Echo Plantations
Michael Hansen, Keeper of the Shriven Monks Who Have
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A.D. Hardman, Keeper of Volcar the Red's Obsidian
Hammer

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Robert Harper, Keeper of the Golden Library of Anduul-Ran
Patrick Harris, Keeper of the Endless Spire
Bethany Harvey, Keeper of the Crying Mirrors
Andrew Hauge, Keeper of the Malefactor's Tender Heart
Matt Hayles, Keeper of the Child Who Cannot Cry
Rob Hebert, Keeper of the Leonine Sun
Blaise Hebert, Keeper of the Living Wick of Gautama's Candle
Michael Heiligenstein, Keeper of the Child Who Repeats the Numbers
Vee Hendro, Keeper of the Laments of the Awful Sea
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
Bryanna Hitchcock, Keeper of the Blight Goat and Its Five Ever-Hungry, Ever-Gnashing Mouths
Kyle Hodnett, Keeper of the Secret of Clovis Stout-Hearted
Nick Hollingsworth, Keeper of Tarnat's Prayer for Peace
Danny Hood, Keeper of the Fabulous Fish Parade
Nicholas Hopkins, Keeper of the Passage to Dim Carcosa
Nicholas Hopkins, Keeper of the Space-Borne Memory that Creeps into Our Dreams
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
Jay Iles, Keeper of the Ruined Legacy
Insanodog, Keeper of the Porcelain Lantern Which Shall Never Be Lit
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Spencer Isdahl, Keeper of the Steel Blessing of Ares
Zachary Isom, Keeper of the Nameless Queen's Sobriquet
J.F., Keeper of Tolgath, Arm of the Emperor
Curt Jackson, Keeper of the Mandrake's Most Secret Spell
Adam Jacobson, Keeper of the Eagle Knight's Cloak
Sarah Jacobson, Keeper of the Lion Child Who Wails and Stings
Dana Jadzia, Keeper of the Current Between Worlds
Jake Rides Again, Keeper of the Woman Who Scrawls the Symbols
Jason, Keeper of Harmony Bleakwood's Pain Diary
Johan Jaurin, Keeper of the Laughing Chaos
David Jay, Keeper of the Red and Endless Tankard
Oli Jeffery, Keeper of the Hymnal of the Ultor Sacerdotes
Andrea Jelen, Keeper of the Rootless Forest

Scott Jenks, Keeper of the Gelid Offspring
Tim Jensen, Keeper of the Pilgrim's Forge
K Jeremy, Keeper of the Bloody Road to Bellet Osc
Jeremy, Keeper of the Egg of the Immortal Serpent
jestr, Keeper of the Skyward Mockery
David Johnson, Keeper of the Dragon That Shines Like Moonlight On Us
Jonathan, Keeper of Cold Glass Fragments from the Thorn Dragon's Spine
Jon Jones, Keeper of the Iridescent Ungulates
Josh, Keeper of the Lapis Mysteries
Juniper & Sage, Keeper of the Most Delectable Wyrms Viscera
Justin, Keeper of the Nightmare Crèche
Neal Kaplan, Keeper of the Ceramic Moon Dials of the Terpsichore Witches
Stephen Karnes, Keeper of the Hare Skull and the Blue Candle
Kassidy, Keeper of the Flask of Sorrows
Ralph Kemp, Keeper of the Crook'd Manse That Shelters the Salt-Shy Ooze
Joshua Kershaw, Keeper of the Conch Shell Horn of Nammu
Lucian Khan, Keeper of the Delightful Corpse
Colin Kierans, Keeper of the Blood Binding Chamber
Tomasz Kijas, Keeper of the Forest of No Return
Kimi, Keeper of the Silver Lotus Dust
Patrick Kirkner, Keeper of the Djinn's Four Gifts
Andy Kitkowski, Keeper of the Scrolls of Heaven and Earth
David Kizzia, Keeper of the Six Keys of the Elements
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
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 Korman, Keeper of the Bleak Lady's Last Candle
Ilmari Korpi, Keeper of the Path of Cenduwain
Rose-Whisperer
Ben Kramer, Keeper of the Book of False Rituals
Mischa Krilov, Keeper of the Emerald Voice
Tamás Krisztin, Keeper of the Five Hundred Years Stolen Out of Time
Eike Kronshage, Keeper of the Chained Wolf, Herald of Nothingness
Chris Krueger, Keeper of the Four Mysteries of the Carnelian Empress
Taejas Kudva, Keeper of the Screaming Statuary
Dion Kurczek, Keeper of the Automata Philosophica
Eli Kurtz, Keeper of the Blade of the One-Armed Swordsman

Brian Kurtz, Keeper of the Law Library of Maedrovel Urosh
Eli Kurtz, Keeper of the Blade of the One-Armed Swordsman
Daniel Kusan, Keeper of the Child Who Has No Shadow
Marcy L, Keeper of the One-Way Door
Ben L., Keeper of the Canoptic Guardians
Taylor LaBresh, Keeper of the Prismatic River
James Lader, Keeper of the Blood-Soaked Corridor
David LaFreniere, Keeper of the Six Questions
Wade Lahoda, Keeper of the Mountain Troll's Ever-Growing Hand
Ric Lanciotti, Keeper of the Sapphire Temple
Simon Landreville, Keeper of the Penumbral Phalanx
Jesse Larimer, Keeper of the Wisdom of the Eight-Legged She
Andrew Lawton, Keeper of the Child Whose Face is Naught but Eyes
Rolan Le, Keeper of the Starlit Tomes of Astromancy
Leckie, Keeper of the Pedigree of Two-Faced Demons
Petri Leinonen, Keeper of the Cavernous Bile Ducts
Jon Lemich, Keeper of the Star of Selem
Sean Leventhal, Keeper of the Revenant Chord
Rubin Levinson, Keeper of the Golem's Eyes
Brian Lewandowski, Keeper of the Prime Ascetic, Keeper of Nothing
David Lewis, Keeper of the Titan's Skull
Daniel Lewis, Keeper of the Unspeakable Fixation
Melissa Lewis-Gentry, Keeper of the Dolls of Old King Clay
Jason Li, Keeper of the Descendants of the Rain Wyrms
J.D. Lichauco, Keeper of the Silent Chimes
Erich Lichnock, Keeper of Golden Hammer of the Prince of Alternia
Shane Liebling, Keeper of the Unlearnable Alphabet
Arnulph Lisieux, Keeper of the Winter Reverie
Tyler Lominack, Keeper of the Burning Pages
Eric Loren, Keeper of the Drowned Colossus
Eduardo Lorente, Keeper of the Chambers of Gentle Understanding
Bryan Lotz, Keeper of the Skull of the Wax Child
Kevin Lovecraft, Keeper of the Flesh-Bound Book
Benjamin Loy, Keeper of Evlaar's Glass Bellows
Ludo, Keeper of the Malign Mouth of Danjeel the Confessor
Hosea Lueke, Keeper of the Black Prism Protocols
Chris Lutes, Keeper of the Blighted Egg
Ryan Macklin, Keeper of the God Sarcophagi
Rory MacLeod, Srorrim Ni Nees Eb YIno 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
Josh Mannon, Keeper of the Twisted Teeth of Garthuul
Manu, Keeper of the Little Box with a Tongue and Mirror Inside

Michael Marciano, Keeper of Moonweaver's Celestial Cloth
James Marcucci, Keeper of the Child Whose Flesh is Burlap and Buttons
Todd Marion, Keeper of Twilight's Heartfelt Whispers
Aaron Marks, Keeper of the Skull Which Catches the Blood
Eugene Marshall, Keeper of the Last Flame that Burned in the Firmament
Kevin Marshall, Keeper of the Chains of the Nameless Kings
Mike Martens, Keeper of the Thousand Verses of Voe'huul
Keith Martin, Keeper of the Woman Who Screams the Prophecies
Blaine Martin, Keeper of House Fenderan's Fallen Banner
Robert Masella, Keeper of the Soothing Mists of St. Fenton the Merciful
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Mikel Matthews, Keeper of the Scarification Blades
Andru Matthews, Keeper of the First Murderer's Knife
Christine Maunsell, Keeper of the Alchemical Blade
Peter Mazzeo, Keeper of the Hell Rat's Army Below
Donogh McCarthy, Keeper of the Nine Dread Names
Jim McCarthy, Keeper of the Yellow Tree's Oozing Heart
Stephen McClanahan, Keeper of the Resonant Heartstones
Lee McDaniel, Keeper of the Crown of King Ahanu the Laughing
Tom McGrenery, Keeper of the Two Tongues
Anthony McIntosh, Keeper of the Chains of the Nameless One
Casey McKenzie, Keeper of the Pain Repast
Alex McManamon, Keeper of the Rainbow Shores
Lauren McManamon, Keeper of the Secrets of Quachil Uttaus
Ryan McNeil, Keeper of the Floating Flesh Monolith
Christo Meid, Keeper of the Tainted Feast
Daniel Mejia-Onat, Keeper of the Wind God's Lungs
Nery Mejicano, Keeper of the Magister's Chain
Alex Meltsner, Keeper of the Book of Infinite Zeroes
Michael Mendoza, Keeper of the Sleeping Pygmy
Darius Meskauskas, Keeper of the Unseen Moons
Corey Metcalfe, Keeper of the Most Delectable Wyrms Viscera
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
Jason Mills, Keeper of the Nameless Guilt of House Castafiel

Ainar Miyata, Keeper of the Corpse Pierced with a Hundred Blades
Moises, Keeper of the Sorrow of Morning Mist Castle
Steve Moore, Keeper of the Final Syllable, Which Must Not Be Uttered
Christopher Moore, Keeper of the Five Poisons
Blaine Moore, Keeper of the Ancient Ungulate
Jim Morris, Keeper of the Darkstar Instruments
Harry Morris, Keeper of the Sebayt of Silver Dreaming
David Morrison, Keeper of the Tears of Lost Children
Elias Mulhall, Keeper of the Child Who Dies Each Night
Alex Murphy, Keeper of the Sympathetic Stiletto, Sticky with Eye Juices
Liam Murray, Keeper of the Teeth Tithings
Jonathan Myer, Keeper of the First Starlight
Dude Mysterio, Keeper of the Eyes of the First Pirate
Brent Naylor, Keeper of the Star Beyond the Veil
Tiphonie Neely, Keeper of the Phantom Penitents
Phillip Neitzel, Keeper of the Oculus Tenebris
Skyler Nelson, Keeper of the Child Dressed in Borrowed Skins
Adam Ness, Keeper of the Axe of Jeffery Bleakwood
Ren Neuhoff, Keeper of the Wind's Forgotten Songs
Ben Newland, Keeper of the Unlit Effigy
Ben Newland, Keeper of the Last Thought of the Last God
Joshua A.C. Newman, Keeper of the Bronze Glyphs
Chris Newton, Keeper of Where the Lone Wolf Sleeps
Jessica Niles, Keeper of the Horn that Echoes the Cries of the World
Sean Nittner, Keeper of the Wolves of Fall
Robert Nolan, Keeper of the Furtive Manikin
Adam Nordin, Keeper of the Vault of Atrocities
Candida Norwood, Keeper of the Everlasting Wound
nurdertim, Keeper of the Mechanical Mastermind of Havena
Nick O'Brien, Keeper of the Libidinal Journals of the Lust-Sages of Planet Zroth
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
Oriflamme, Keeper of Moonpoison's Magnificent Hurdy-Gurdy
Justin Ortega, Keeper of the Midnight Palace
Timothy Osburn, Keeper of the Wyrms Black Lectionary
Ray Otus, Keeper of the Endless Page
Jen Overstreet, Keeper of the Wax Forest and All Who Must Remain There
James Page, Keeper of the Seed-Sacks of Jonjon
Applecore
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 Pungy of the Serpent Queen

Paul, Keeper of the First Seer of Anglemoore
Ivan Pawle, Keeper of the Merry Axe of St. Lucina the Mad
Wayne Peacock, Keeper of the Amber Horn of Heléthe
Pedro Pereira, Keeper of the Maggot Godling
Patrick Perkins, Keeper of the Vernal Extraction
Alexandria Permann, Keeper of the Moon Snake's Leash
Jonathan Perrine, Keeper of the First Particle From Which All Else Came
Ryan Perry, Keeper of the Drowned Tributes
Michael Petersen, Keeper of the Voidreaver Idol
Loren Peterson, Keeper of the Chronicle of Masks
Jan A. Petrykowski, Keeper of the Irresistible Sendings of Azzzurbal
Philippe, Keeper of the Sentry Pines
Justin Phillips, Keeper of the Wanderer's Prison
Dan Phipps, Keeper of the Ten Talons that Killed Terris'tla
Jason Pitre, Keeper of the Planar Pathways
Matthew Plank, Keeper of the Final, Cinnamon-Weakened Thought
Tun Kai Poh, Keeper of the Sacred Bees and the Honey of Salvation
Adrian Polegre, Keeper of the Temple of the Viridescent Wyrms
Leandro Pondoc, Keeper of Danelle Bleakwood's Blood-Stained Candelabra
Moe Poplar, Keeper of Unlit Forges from the War of Excess
Kurt Potts, Keeper of the City that Never Was
Julien Pouard, Keeper of the Phantom Penitents
Michael Prescott, Keeper of the Serpent Coil Throne
Scott Puckett, Keeper of the Six Hands of the Child
Lu Quade, Keeper of the Cloak of Logan Stormbreaker
Mike Quintanilla, Keeper of the Spagyric Manifolds
Robert Quintero, Keeper of the Library of Eidoloss
Michael Raichelson, Keeper of the Maddening Rhymes
Catherine Ramen, Keeper of the Blood-Stained Carnations
Ary Ramsey, Keeper of the Museum of Grotesques
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