

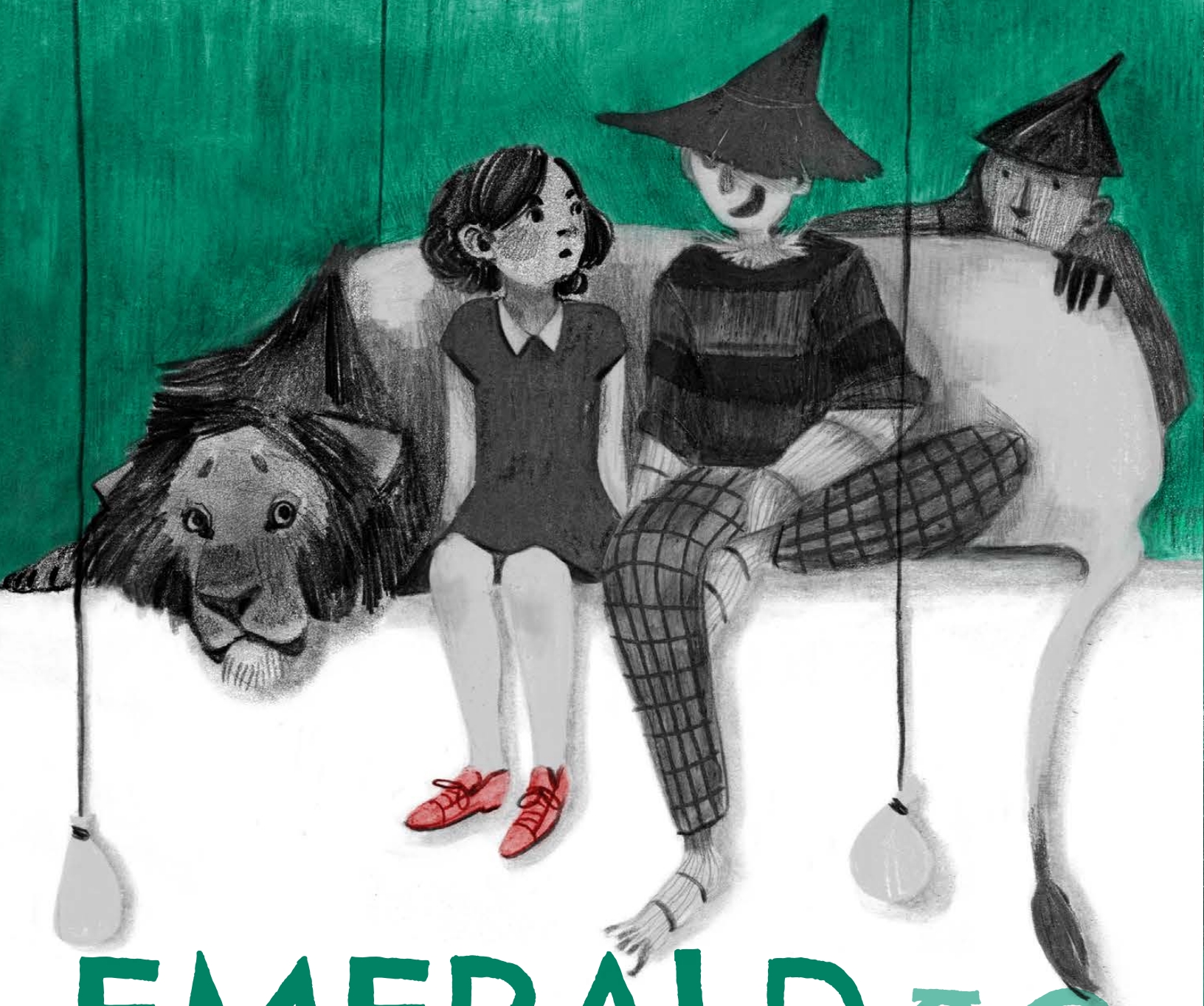
Codex

The Gauntlet's monthly RPG zine



EMERALD

ENCOUNTERS WEIRD AND
WONDERFUL FROM OZ AND BEYOND



EMERALD CITY

drama club

A Monsterhearts 2 Framework by Jesse Ross
Illustrations by Cecilia Ferri



Emerald City High School

is putting on its annual
winter production of *The
Wizard of Oz*.

The new theater director, Mr. Fleming, has
an electrifying cast, and this year's show is sure
to be everything the director needs to prove he was
worth hiring.

The sets are superb in all their technicolor glory.
The actors' chemistry is palpable. Everything
is so perfect. Mr. Fleming couldn't have
wished for better.

MAIN CAST

These are the main characters of the game, who the players will be portraying. If you have fewer players, any of these can be moved to a side character. If you have more, you can always pull from the Supporting Cast below, but you'll need to determine which skin suits them best. Additionally, only Esme and Dorothy have their pronouns specified. Players of Andy, Micah, and Will can have their characters identify however they'd like.

Esme Gulch, senior at ECHS, has been the understudy for the role of Dorothy Gale for the past three years. She knows every line by heart, and now that she's in her last year, this was her moment to finally shine in the leading role. Then who shows up and snatches the role right out from under her? A little nobody named Dorothy. Dorothy?! Her name is actually Dorothy. This would not have happened if Mrs. Roberts was still the theater director.

Dorothy Summers, freshman at ECHS, is new to the Drama Club. But she's a natural. She's magnetic and whip-smart and willing to go places other actors won't. She's method. Or at least, that's how it seems. Every time Dorothy rehearses, she opens a door to another world. And she's there, living in both worlds: this gray and boring one and that one. That beautiful, magical one. She's tried to stay there, but she always snaps back. And when she does, she keeps bringing... *things*... back with her.

Andy Johnson, sophomore at ECHS, doesn't know who they are. They don't fit in at home. They don't fit in at school. But they found Drama Club this year, and at least here they can be anyone. They can even be Esme. Or Dorothy. Try on some roles, see what fits. How about Micah or Will? It seems like everyone else has a good head on their shoulders, so why can't Andy?

CAST SUMMARY:

ESME, PLAYING THE WICKED WITCH, IS THE HARPY

(AVAILABLE IN SKINS FOR THE SKINLESS, PROVIDED AS A SEPARATE DOWNLOAD FOR CODEX - EMERALD, ADAPTED FOR MONSTERHEARTS 2, WITH PERMISSION OF THE AUTHOR.)

DOROTHY, PLAYING DOROTHY, IS THE BEDLAM (AVAILABLE IN SKIN DEEP)

ANDY, PLAYING THE SCARECROW, IS THE HOLLOW

MICAH, PLAYING THE TIN MAN, IS THE GHOUL

WILL, PLAYING THE COWARDLY LION, IS THE INFERNAL

Micah Baumhauer, junior at ECHS, isn't even supposed to be here. They remember the accident with their old best friend Will, they remember the blood and the way it tasted in their mouth. They remember dying. And then they came back, determined to stay young and curious and foolish and hungry. And they were hungry. For love. For blood. For that familiar taste in their mouth.

Will Leonard, junior at ECHS, is to blame for all of this. Last summer, after Will ran like a coward from the scene of Micah's accident, Will wished on a star for Micah to come back. Their wishes were answered, but not by what they expected. The Beast with the Green Eyes kept asking what Will wanted. Want your former best friend to feel the way you used to feel for them? Want a new best friend who looks up to you? Want someone to see how magical the world is with you in it? Want to punish everyone who ever wronged you, especially that Gulch girl? What else do you want, Will? Just wish upon a star, Will. Dreams really do come true.

SUGGESTED CHARACTER SETUP

The players can pick any moves and either stat line for their characters, but these are the ones I'd suggest if they're having trouble deciding or if this is being run as a time-limited one-shot.

Esme: The Harpy

Stat line: Hot -1, Cold 2, Volatile 1, Dark -1
Starting Moves: Lightning Talons, Snatcher
You start with the advancement Vicious Flock (your gang is The Winged Monkeys)

Dorothy: The Bedlam

Stat line: Hot 2, Cold -1, Volatile -1, Dark 1
Starting Moves: Terabithia, Through the Looking Glass

Andy: The Hollow

Stat line: Hot -1, Cold -1, Volatile 2, Dark 1
Starting Moves: Try Harder Next Time, Strange Impressions

Micah: The Ghoul

Stat line: Hot -1, Cold 2, Volatile -1, Dark 1
Starting Moves: The Hunger, A Short Rest for the Wicked, Esprit de Corpse

Will: The Infernal

Stat line: Hot 1, Cold -1, Volatile -1, Dark 2
Starting Moves: Can't Save Myself, Bargains (Uncanny Voices, Strings Attached)

SUPPORTING CAST

These are your side characters. Instead of the normal classroom setup, have your players build relationships and backstories with these individuals. Esme will have established relationships with The Winged Monkeys as they are her gang. Mr. Fleming—as the only adult—obviously takes on the role of the teacher.

Oscar

Playing the Wizard of Oz

Rowan

Playing the Gate Guardian of Emerald City

Gillian

Playing Glinda the Good

Ainsley

Playing Aunt Em

The Winged Monkeys

The Munchkins

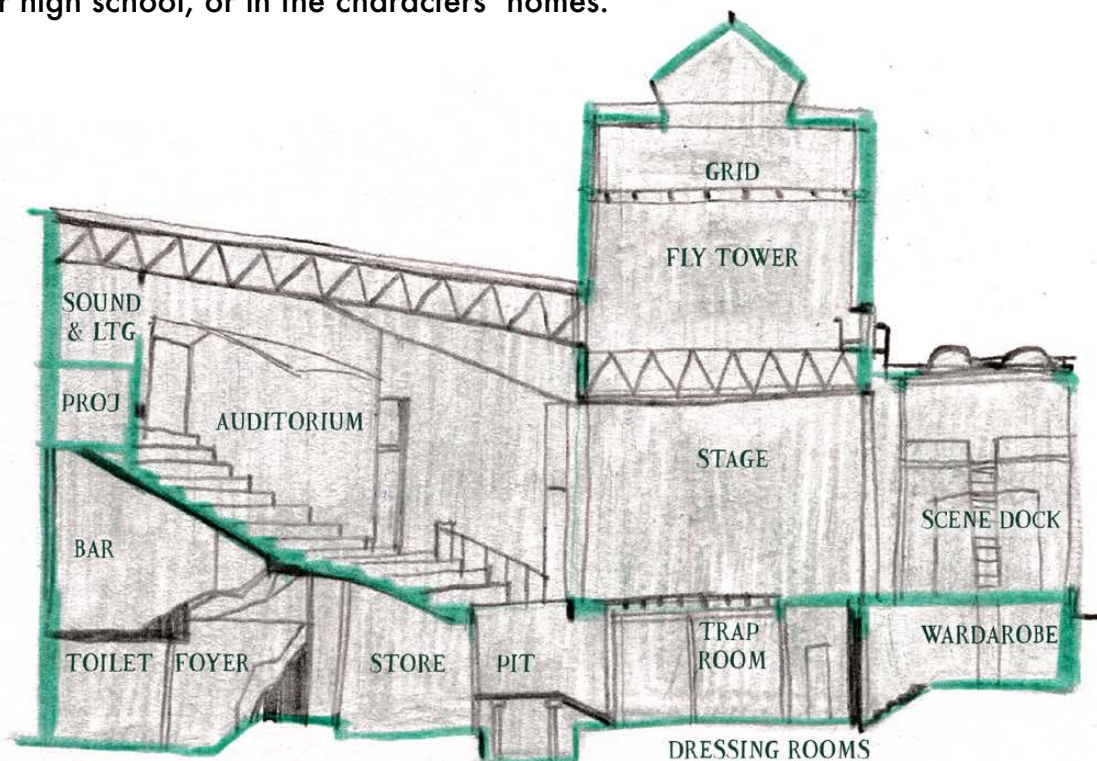
The Fighting Trees

Directed by Mr. Fleming

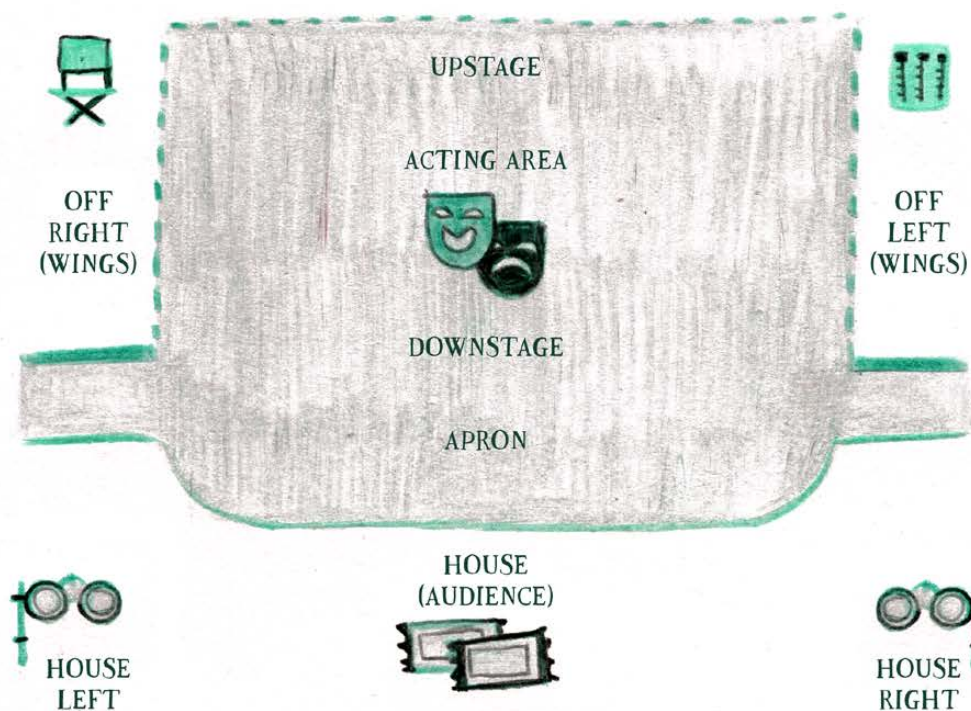
Additionally, Will should establish some facts about their **Dark Power**, known only as **The Beast with the Green Eyes**.

LOCATIONS

Most of the action for this playset takes place onstage, backstage, or in Oz. Below you'll find two theater diagrams to use at the table for keeping everyone on the same page. While in Oz, pull from any of the scenes from the movie or book: Munchkinland, the Haunted Forest, the Poppy Field, the Emerald City, the Wicked Witch's castle. Additionally, feel free to include scenes in Mr. Fleming's office, the wider high school, or in the characters' homes.



CROSS OVER



MC TIPS

As long as you know Monsterhearts 2, this game can run without much prep. However, I've found that it is much more enjoyable if you (and your players, if possible) watch the classic 1939 version of The Wizard of Oz shortly before playing.

When describing scenes, use color symbolically. Red should indicate real power, like the ruby slippers. Green means artifice and illusion, like the Emerald City and the Wizard himself. Gold and yellow can be used for guidance and direction, like the yellow brick road.

The Beast with the Green Eyes wants to give Will exactly what Will asks for. It functions like a genie, making wishes come true but with twisted side effects. The side effects should get worse and worse throughout the game, and incorporate more and more of the other characters and Oz itself. What it really is—and whether it has any connections to either Mr. Fleming or Mrs. Roberts—is up to you and the players.

MC REACTION: Blur the lines

When reality is already confusing and full of context-switching because of all the roles the characters are playing—teenager, student, monster, actor—take the reins and confuse them even more. If they're on stage, make them wander into another world and bombard their senses with the fantastical and frightening. If they're already in the other world, shift them suddenly into their bedroom into an uncomfortable or compromising situation. Additionally, you can use the other world as another way to Put them together and Separate them.

QUOTES

Here are a few select quotes from the 1939 movie that you can drop into your game as a callback to those famous scenes. These are listed by the character who spoke them. However, anyone can speak these lines as long as the situation is appropriate.

The Wicked Witch:

"I'll get you, my pretty, and your little dog, too!"

"I'm melting!"

Dorothy:

"Somewhere over the rainbow."

"I know we're not in Kansas!"

"Lions, and tigers, and bears! Oh, my!"

"Because if it isn't there, I never really lost it to begin with!"

"I think I'll miss you most of all."

"There's no place like home!"

The Scarecrow:

"Some people without brains do an awful lot of talking, don't they?"

"Of course, some people do go both ways."

The Tin Man:

"Now I know I've got a heart, 'cause it's breaking..."

The Cowardly Lion:

"Not nobody! Not nohow!"

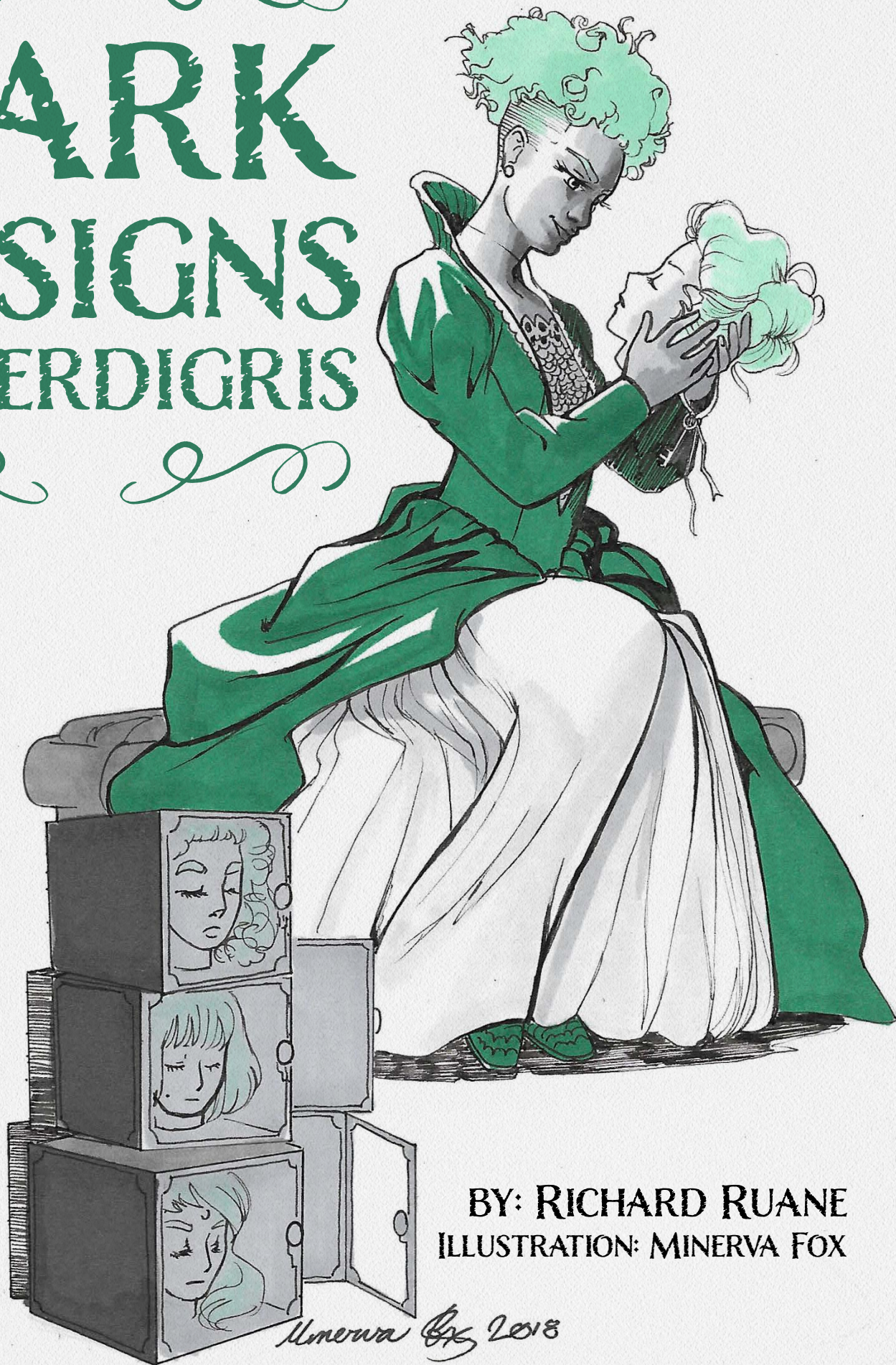
The Wizard of Oz:

"Hearts will never be practical until they can be made unbreakable."

"Pay no attention to the man behind the curtain!"

SPECIAL THANKS to my playtesters for all their incredible feedback and insight: Jen Overstreet, Jim Crocker, Patrick Knowles, Rich Rogers

DARK DESIGNS IN VERDIGRIS



BY: RICHARD RUANE
ILLUSTRATION: MINERVA FOX

Minerva Fox 2018

OZ HAD A TASTE FOR QUEER FOLKS.

IT FOUND THE WIZARD AND BROUGHT HIM HERE, found Dorothy and brought her along, too. You did not plan for Oz to take you, but then there were cyclones, angry mobs, gunfire, storms at sea, holes in the world you thought would bury you. And then you flew, and you belonged to Oz. Your monochrome life was over for good.

QUEEN OZMA REIGNED WITH HER CONSORT DOROTHY BY HER SIDE. The Emerald City gleamed with color and sunlight, and you found a home. You had adventures. You learned a little witchcraft. You had people to love like a family.

BUT OZMA VANISHED, DOROTHY FLED, AND OZ FELL. The green and glistening ruins are all that remain of The Emerald City, and the lands surrounding it have become The Wastes. Now you live in Verdigris, the cavernous, sunless capital of Oz Below.

THERE IS STILL LIFE AND MAGIC HERE. Sometimes, there's even a sad beauty. Ogres in pasteboard masks plot assassinations over cheap cocawine. Lonely automatons sing to themselves as they pull wealthy residents in pedicabs. Amid the gaslit hot-houses and goddess temples, a blue-clad refugee from the east buys tin flowers to take to a would-be paramour with the head of a hawk. Under the humming electrical sun, northern merchants in violet-feathered scarves sell intoxicants to renegade westerners in yellow vests. Beyond and below, tunnels reach out in all directions, and roving gangs and self-taught wizards stalk the wastelands above.



CREATING A CHARACTER

1) CHOOSE A NAME

2) CHOOSE YOUR PRONOUNS

3) START WITH 0 IN FEROCITY, DUPLICITY, AND SORCERY

4) CHOOSE THREE CHARACTER HISTORY QUESTIONS

Roll a d6 for each. You can exchange rolls on one table for another or just ignore one roll and choose the result you want. Add Traits (including duplicate traits) and increase attributes as indicated (never beyond +3).

5) SELECT QUEERLY DISTURBING AND QUEERLY APPEALING TRAITS

Queerly Disturbing (Choose One): Odd Silence, Poker Face, Sharp Tongue, Mirthless Laugh, Soul-Piercing Gaze, Morbid Conversation, or create your own.

Queerly Appealing (Choose One): Smoldering Eyes, Innocent Face, Commanding Presence, Enchanting Voice, Flirtatious Grin, Seductive Confidence, or create your own.

6) CHOOSE YOUR LOOK (one each):

- Asian, South Asian, Near Eastern, Black, Caucasian, Hispanic, Native American, or Create Your Own.

- Tall Hat, Monocle and Chain, Indigo Jacket, Scrimshaw Cane, Mismatched Formalwear, Scarlet Scarf, or Create Your Own.

7) CHOOSE SOMETHING YOU CANNOT RESIST:

- Infectious Laugh, Innocent Eyes, Knowing Grins, Shared Intoxicants, Invitations to Debauchery, Knowing Nods, or Create Your Own.

8) ROLL 1D6+6 FOR HIT POINTS

9) CHOOSE A FORM OF SORCERY:

- Soothsay, Communications, Illusions, Traversals, Summonings, Commands

10) CHOOSE A PACK AND BUY POSSESSIONS

CHARACTER HISTORY QUESTIONS

IN YOUR MONOCHROME LIFE BEFORE, WHAT WERE YOU?

- 1 **Fortune Teller.** +1 Duplicity, the trait **Deception**, **Soothsaying** as an additional form of magic, and a deck of cards with shifting illustrations.
- 2 **Cornfield Mystic.** +1 Sorcery, the trait **Alchemy**, **Communications** as an additional form of magic, and a book of esoteric erotic photographs without captions.
- 3 **Circus Wizard.** +1 Duplicity, the traits **Deception** and **Misdirection**, and a pet you use in your tricks.
- 4 **Gunslinger.** +1 Ferocity, the trait **Sharp Shooter**, and two six-shooters (1d6+1 damage).
- 5 **Travelling Musician.** +1 Duplicity, the traits **Charm** and **Music**, and a guitar or mandolin you brought with you.
- 6 **Army Nurse.** The traits **Pharmaceuticals**, **Pithy Wisdom**, **First Aid**, and your nurse's bag and two doses of sedatives.

WITH WHOM DO YOU RENDEZVOUS DISCREETLY? IS IT A FORBIDDEN LOVE OR SECRET FRIENDSHIP?

- 1 **Impoverished Pretender.** +1 Ferocity and the traits **High Society** and **Duels**. Name the pawnshop at whose doors your friend lingers. What did they sell here?
- 2 **Lost Sailor.** +1 Duplicity and the traits **Navigation** and **Negotiation**. Name the street cart where you meet for beers and pastries.
- 3 **Invisible Spy.** +1 Sorcery and the traits **Sneaking** and **Surveillance**. Name the street corner where you stand when you want them to find you. What is their codename for you?
- 4 **Automaton Maker.** +1 Sorcery and the traits **Tinker** and **Repair**. Name the place you can sometimes locate an automaton's assistance.
- 5 **Abandoned Witch's Apprentice.** The traits **History**, **Alchemy**, and one additional form of magic. Name the abandoned building where they practice their skills.
- 6 **Talking Bear.** +1 Ferocity and the traits **Skirmish** and **Wrestle**. Name the hotel where they make the honeyed cocawine your friend favors.

WHEN YOU LIVED IN OZ THAT WAS, WHAT WAS YOUR MOST COLORFUL VOCATION?

- 1 **Wizard's Dirigible Crew.** +1 Ferocity, the traits **Tough** and **Acrobat**, and your saber (1d6+1 damage). Which other surviving crew member do you still meet for drinks?
- 2 **Queen Consort's Kansas Guard.** +1 Ferocity, the traits **Guardian** and **Watch**, and your halberd (1d6+2 damage). Which other surviving guard did you keep a secret for?
- 3 **The Leonine Rangers.** +1 Ferocity, the traits **Scout** and **Hunt**, and a rifle (1d6+2 damage). Name a criminal you hunted who now lives down here below?
- 4 **Imperial Soldier.** +1 Ferocity, the traits **Skirmish** and **Endurance**, and a service revolver (1d6+1 damage). Name an old commander you still visit in the hospital.
- 5 **Witch's Spy.** +1 Sorcery, the trait **Spy**, one additional form of magic, and a silver box with three stolen silver lozenges you cannot identify. Name a survivor you once tried to recruit to the witch's service.
- 6 **Emerald Courtesan.** +1 Duplicity, +1 Sorcery, **Illusions** as an additional form of magic, and a necklace with two concealed vials of poison. Name a surviving colleague who you no longer completely trust.

WHEN YOU CAME BELOW, WHICH BOSS OF VERDIGRIS DID YOU WORK FOR?

- 1 **King Cleaver, Animate Knife.** +1 Ferocity, +1 Duplicity, and the trait **Connected**. Name someone in Verdigris who betrayed the king and say where they are hiding. Why haven't you told Cleaver where the traitor is?
- 2 **General Jinjur, Resistance Vigilante.** +1 Ferocity and the traits **Spy** and **Hunt**. Name someone in the resistance you trusted and someone else that betrayed you. Do you doubt the general now or trust her?
- 3 **Mombi, Outlaw Sorceress.** +1 Duplicity, +1 Sorcery, one additional form of magic. Name someone in Verdigris for whom Mombi is hiding something. Do you know what it is?
- 4 **Fallen Polychrome, Rainbow Ring Master.** +1 Sorcery, +1 Ferocity, and the trait **Acrobat**. Name an agent of Polychrome who is spying on another boss. Why do you worry about their safety?
- 5 **Langwidere of the Hundred-Faces.** +1 Sorcery, **Commands** as an additional form of magic, and the trait **Disguise**. Name the three faces of Langwidere you have seen.
- 6 **Dox, Forgotten Vulpine Royalty.** +1 Ferocity, +1 Duplicity, and the trait **Flattery**. Name the wealthy visitor who is the fox's current lover. Has Dox rewarded them (and/or you) with a fox's head yet?

PLAYING A CHARACTER

TAKING (AND EVADING) RISKS.

When you do something risky or evade danger, roll 2d6 and add Ferocity (aggression, intimidation, or violence), Duplicity (trickery, charm, or lies), or Sorcery (magic, technology, or lore).

- **With 6-**, you miss: things turn out poorly. If you still succeed, the costs will be very high.
- **With 7-9**, you partially succeed. There will be pain, loss, limitations, or compromises.
- **With 10-11**, you succeed without complications, though your GM might offer some complications in exchange for critical success.
- **With 12+**, you critically succeed. You gain some unexpected benefit or advantage.

RESCUE. When an ally is in certain trouble, say why they matter and take a big risk to save them before they suffer the full consequences. On a 7-9, you diminish or redirect some of the consequences. On a miss, both of you are in terrible trouble.

TRAITS. Your traits are skills and abilities. If a trait (including your Queerly Appealing or Queerly Disturbing trait), applies to what you are trying, explain how it helps in this situation and share a memory of where you learned it. Then check off the trait to do any of the following:

- Turn your miss into a partial success
- Turn an ally's partial success to a full success
- Rescue an ally from a miss without needing to roll

You cannot use a checked trait.

REST & DREAMING. When you get off your feet and rest your eyes for a spell, tell us about something from your past that haunts your dreams, daydreams, or nightmares. Then roll 2d6. If the total is higher than your hit points, this is your new hit points. You also uncheck 1d6 of traits.

FORMS OF MAGIC. Everyone knows at least one form of wizardry. When using spells of your own (or items that use magic or technology), roll with Sorcery. Take -1 forward if the spell goes farther than you can see, -1 forward if the spell affects something larger than a single person, and -1 if the spell is retroactive or delayed. You may offset these penalties by exhausting yourself and checking off a trait. Applicable traits affect spells the same way they affect everything else.

HIT POINTS & GOING OUT. You begin play with 1d6+6 hit points. When you lose your hit points, you are out. If your companions can get Alchemical Stims to you very quickly, you can stabilize, rolling 2d6 for your new hit points (though it's risky to take stims more than once per day).

If your companions can take your broken form to safety, you may make arrangements for metallic replacements for your torso, arms, legs, or head. Ask the GM what it costs and what the upsides and downsides are. If they cannot bring you back, they may each once confess to or confront your ghost (see "Recovery & Advancement").

PLAYING A CHARACTER

MEMENTOS & POSSESSIONS.

Every character has the following:

- Any possessions gained from their life path.
- Two additional favors or mementos you always carry.
- A pack, which you choose at the start of each journey:
 - **Light:** Candles, matches, a notebook, fountain pen, knife (1d6 damage), either lockpicks or crowbar
 - **Normal:** As a light pack, but also: 20' rope, grappling hook, 10 spikes, bedroll, hatchet
 - **Heavy:** As a normal pack, but also: shovel, pickaxe, collapsing pole

Mark these on your character sheet, along with 60 Gillikin silver dollars (aka, "gills" or "gs"). If you get a chance, you can spend these on:

- **Brain Pills** for the temporary (and risky) profession of knowledge or skill: 25gs (more for better formulations or more obscure information).
- **Heart Powders** for the animation of inanimate objects and curing cold hearts: 125gs (more for less risky formulations).
- **Liquid Courage** for can-do energy and the forgetting of fears, including Cannacafe (5gs/mug), Alchemical Stims (15gs/vial), Cocawine (2gs/bottle).
- **Hand-Crank Electronics** such as hand lights, neon watches, holographic projectors, portable radios: 40gs or more.

- **Dragon Grenades** set an area on fire (2d6 damage per round for 3+ rounds unless extinguished).

- **Hotels:** 1-5gs each for a room, food, carousing, or companionship.

WEAPONS & DAMAGE

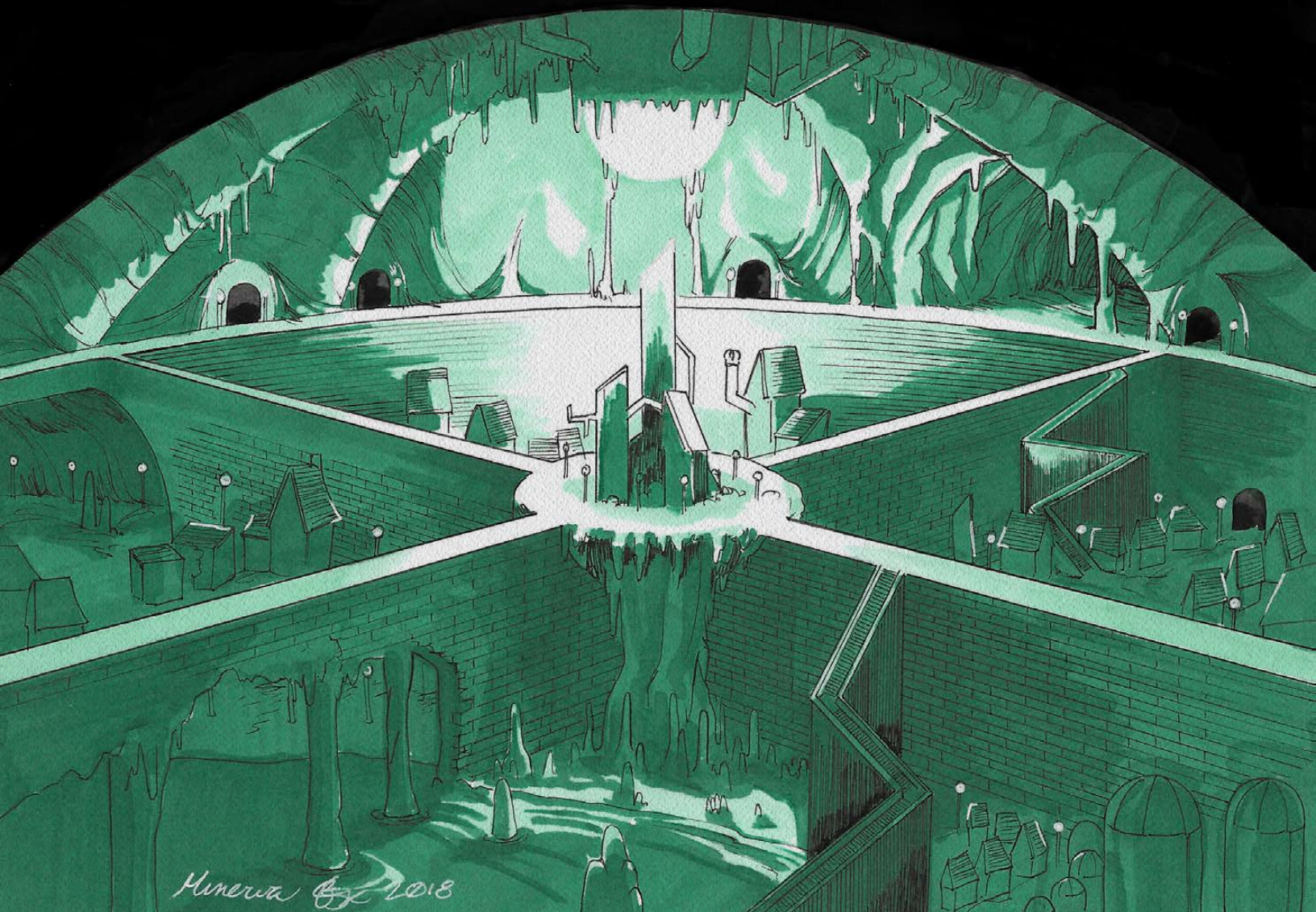
Knives, clubs, and hatchets do 1d6 damage. Add +1 for sabers or pistols or +2 for rifles and polearms.

RECOVERY & ADVANCEMENT. When you return home or make a new home (at least for a time), say who you confront, confess to, or carouse with. Say why and work out the details of how it goes. That character will give you a choice between two unchecked advancements.

When you next wake, choose one and say what you remember of that night and why it changed or defined your relationship. Then roll 1d6+6 hit points and uncheck all of your traits. Advancements include:

- ☐ +1 Sorcery, Duplicity, or Ferocity (Maximum +3)
- ☐ +1d6 hit points to rest/recover
- ☐ +1d6 to damage
- ☐ New Skill
- ☐ New Form of Magic

THERE IS STILL LIFE
AND MAGIC HERE.
SOMETIMES THERE'S EVEN A SAD BEAUTY.



GM PRINCIPLES

ASK THEM TO REMEMBER. The Oz that Was is a place where wishes came true. Verdigris is the place they came after those wishes were lost. What do they remember? Who do they miss? What monochrome moments do they wish they could relive or forget?

OZ BELOW IS A LAND OF DARK DREAMS. No matter how concrete their daily lives may feel, never let them forget that Verdigris and Oz Below are surreal. Keep sorcery dark and wild, and resist the impulse to impose consistency on the strange and uncanny.

RISKS ARE RISKY. When things go wrong, don't flinch. Tell them the stakes, explain the consequences, make the deadly outcomes clear, then follow through.

INFORMATION WANTS TO BE FREE. Don't be stingy with clues, lore, or reminders. In most cases, only have them roll when there's sorcery involved or a fight might start. If they fail a roll to answer a question, things should go badly, but they should still learn something.

THERE IS STILL SO MUCH BEAUTY. Friends, lovers, flowers, music, and the feel of a spell in your fingers... these moments of beauty still exist. Remind them why they don't give up.

WHAT'S LEFT OF OZ IS YOURS. You don't need to know much about Oz to run Verdigris. The pieces of Oz I've injected here were minimally detailed and/or inconsistently presented in the original books. Do not let the hobgoblins of consistency and canon perturb you.



ADVENTURES & ADVENTURE SEEDS



MANY MODULES OLD AND NEW WORK WELL IN OZ BELOW, ESPECIALLY THOSE DESIGNED FOR URBAN ADVENTURES OR UNDERGROUND EXPLORATIONS. IF YOU ARE STUCK FOR WHERE TO START, TRY THE FOLLOWING TABLES.



WHO BECOMES FRIGHTENED?

- | | |
|---|----------------------------------------------------------------|
| 1 | A friend has gone into hiding. |
| 2 | A rival asks the characters for shelter and discretion. |
| 3 | A paramour confesses something seen only in nightmares. |
| 4 | A friendly street vendor runs away when the characters appear. |
| 5 | A boss bans a character from their presence. |
| 6 | A talkative neighbor makes an oath of silence. |

WHAT IS IN TROUBLE?

- | | |
|---|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | An automaton has killed a beloved southern musician before going silent and still. |
| 2 | Someone falls deeply asleep and a black rabbit in a gray suit returns from above with baskets of poppies. |
| 3 | A tiger claims to have a message from Dorothy and preaches in the streets against vice. |
| 4 | An insectoid professor steals a map from the ruined archives. |
| 5 | An old flame or former traveling companion appears from the monochrome world (choose: San Juan Capistrano, California; Gallup, New Mexico; Tacoma, Washington; Saint John's, New Brunswick; Galveston, Texas; or Calgary, Alberta). |
| 6 | Cyclones form in the caverns of Verdigris and someone steals Langwidere's favorite face. |

WHO CASTS THE LONG SHADOW?

- | | |
|---|---------------------------------------------------------------|
| 1 | An ambitious lieutenant of King Cleaver. |
| 2 | Someone searching for what Mombi hid. |
| 3 | A friend thought deceased, recrafted in leather and brass. |
| 4 | A hungry lioness with a prismatic aura. |
| 5 | A mysterious killer sealing victims' lips with Ozma's signet. |
| 6 | A mysterious new boss that General Jinjur wants removed. |

ADVENTURES & ADVENTURE SEEDS

WHAT IS NEEDFUL BUT DANGEROUS?

1	A belt that grants wishes but warps desires.
2	A cap that thrice calls strange servants but thrice binds the wearer to service.
3	An unerring rifle that each may fire once but that reminds each of their failings.
4	A mirror that shows what is asked for but not always what is true.
5	Water that cleanses both crimes and memories.
6	Shoes that walk where you wish but take you there alone.

A PLACE BEYOND VERDIGRIS?

1	A pre-dawn ghost market in the ruined city above.
2	An oasis below the northern desert's sands and rocks.
3	The amber skyport far to the west.
4	An abandoned palace to the south, where a witch's treasures were lost.
5	The Temple of Mount Phantastico, home of the first and foremost phanfasms.
6	A lost cavern to the east, leading to the buried treasures of the beastfolk.

THE RESIDENTS OF VERDIGRIS

There are all sorts of residents in Oz Below, though they vary as much as the humans do. Give them names and make them individuals (and if you need to, 1d6 to 5d6 hit points). Some of the folks who reside in Verdigris include:

- **Growleywogs.** Puzzle-loving humanoids who look like knotted ropes of pure muscle.
- **Whimsies.** These tattooed ogres never show their full faces to strangers, always hiding behind their pasteboard masks.
- **Dragonettes.** Young dragons, defying and escaping their ancient elders but proud of the descent from the Green Dragon of Atlantis.
- **Automatons.** Some are crafted for labor, some for cunning, and some for both. Some achieve free will, but even then are still regarded as property by their owners.
- **Scoodlers.** Once humans of Oz, the Scoodlers lives are consumed by manic, all-consuming, cannibalistic passions. Their one desire is to consume the targets of their longing. They regenerate much as trolls do, and are willing to rip their own bodies apart and hurl the pieces at anyone who opposes them.
- **Nomes.** From the lands beneath the hills, the nomes invaded Oz once, and, as punishment, were cut off from their own memories. They no longer remember their homes, their names, or their goals. They only know that they long to dig.
- **Humans.** Driven underground when The Emerald City fell, some still trade with the far-flung communities above. Many still wear their regional colors: eastern blue, southern red, western yellow, and northern purple.

PHANFASMS

These fierce, seductive, and chaotic spirits take animal-headed forms and haunt Verdigris and Oz Below. Both amnesiac and immortal, they solidify their own identities through pacts with sorcerers. If you deal with them, set the terms. Until you break the terms, each time you roll for hit points, remove the results of one die. Instead of hit points, this die is the number of times you may call for assistance until you roll hit points again. Phanfasms have at least 4d6 hit points of their own, and can never be permanently killed.

Sample Names: Vile, Comet, Ode, Mist, Echo, Copper, Justice, Elsewise

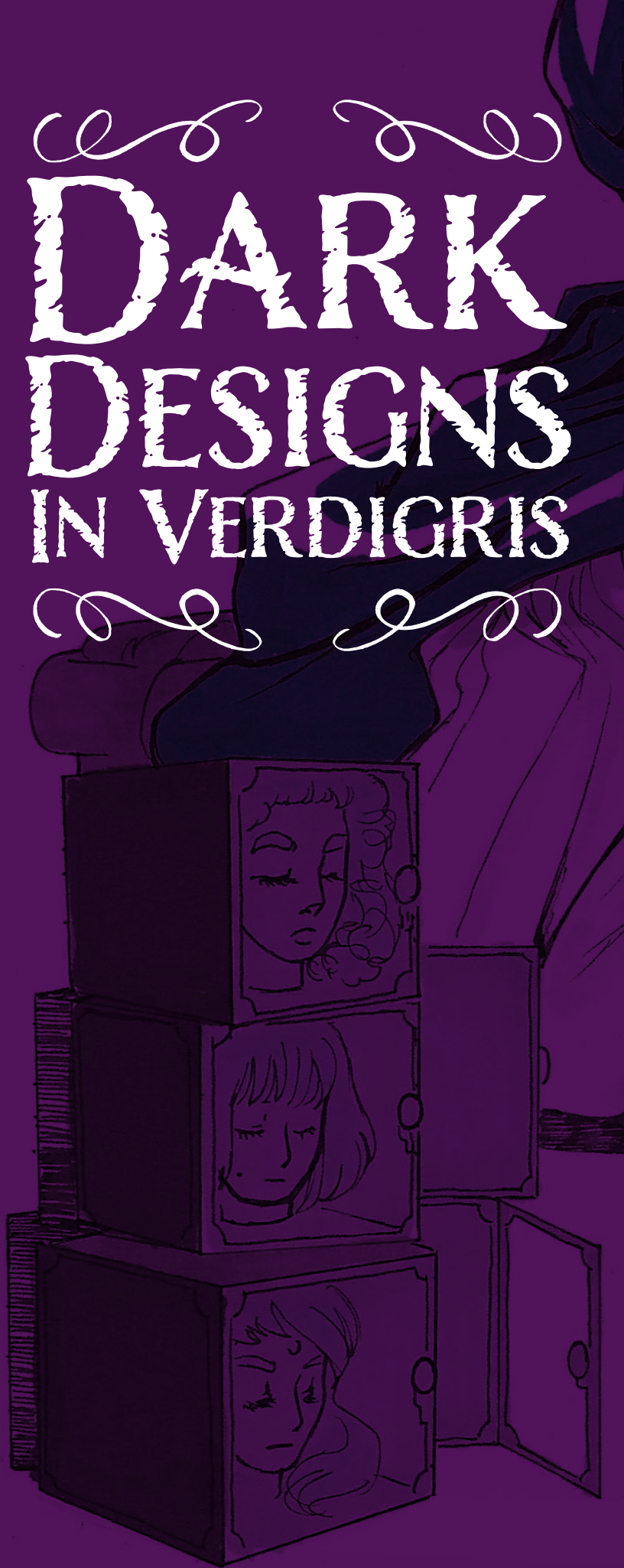
Sample Heads: Owl, Viper, Otter, Bear, Fox, Pigeon, Hornet, Moth

Sample Specializations: Disguises, Cyclones, Infernos, Thunder, Earthquakes, Shadows, Regret, Roads

PLAYTESTERS

Cam Banks, Beth Bersson, Chris Bernal, Scott Brown, David Collins, Liza Cortwright, Sebastian del Castillo, Jonah Eisenstock, Will Goodman, Ian Jarrard, Justin Kahler, Shane Lieblich, Benjamin Loy, Michael Miller, Trevor Pierce, Greg Robinson, Gavin Rook, Robin Russell, Silviana Russo, Neal Tanner, Jeff Wikstrom, Elias Woods

DARK DESIGNS IN VERDIGRIS



DARK DESIGNS IN VERDIGRIS

NAME: _____

PRONOUNS: _____

Look: (Choose one from each list)

- Asian, South or Central Asian, Black, Caucasian, Hispanic, Native American, or _____
- Tall Hat, Monocle and Chain, Indigo Jacket, Scrimshaw Cane, Misappropriated Evening Wear, Scarlet Scarf, or _____

Can't Resist: (Choose One)

Infectious Laugh, Innocent Eyes, Knowing Grins, Shared Intoxicants, Invitations to Debauchery, Knowing Nods, or _____

PACK – at the start of an adventure, choose one:

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
No Pack (very fast)	Light Pack (fast)	Standard Pack (normal)	Heavy Pack (slow)

POSSESSIONS:

MEMENTOS:

ADVANCEMENTS:

- | | |
|-------------------------------------------------|--------------------------------------------------|
| <input type="checkbox"/> +1 Sorcery (Max. +3) | <input type="checkbox"/> +1d6 HP to rest/recover |
| <input type="checkbox"/> +1 Duplicity (Max. +3) | <input type="checkbox"/> +1d6 to damage |
| <input type="checkbox"/> +1 Ferocity (Max. +3) | <input type="checkbox"/> New Skill |
| <input type="checkbox"/> +1 Any Attr. (Max. +3) | <input type="checkbox"/> A New Form of Magic |

HIT POINTS:
(start with 1d6+6)

FEROCITY:

DUPLICITY:

SORCERY:

(max +3 on any)

TRAITS:

- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____

QUEER TRAITS:

Queerly Disturbing: (Choose One)

Odd Quiet, Supernaturally Unfazed, Sharp Tongue, Mirthless Laugh, Soul-Piercing Gaze, Morbid Conversation, or _____

Queerly Appealing: (Choose One)

Smoldering Eyes, Innocent Face, Commanding Presence, Enchanting Voice, Flirtatious Grin, Seductive Confidence, or _____

FORMS OF MAGIC (Choose One)

Soothsay, Communications, Illusions, Traversals, Summonings, Commands

DOORWAY

**A LABYRINTH OF
DWARVEN TUNNELS,
STAIRS, HOMES,
WORKSHOPS
AND CRYPTS.**

**BY DANIEL AND
DUSTIN FOWLER**

**ILLUSTRATIONS BY
AMANDA LEE FRANCK**





Once the pinnacle of dwarven civilization, Doolhoven spanned a vast network of tunnels and caverns deep under the rich earth of the Bowen Hills. Long ago, tradesmen came from across the lands to commission miraculous inventions, tools, toys, and jewelry from its many families of craftsmen and inventors. Their military genius was especially prized, and Doolhoven army equipment became a byword amongst military leaders. But even during the height of their glory, they were being corrupted from within.

The secret of their prosperity was the creation of tireless mechanical servants and machines called automon. Within the heart of each machine pulsed a flawless emerald, instilled with the light of intelligence by dark magics. This pulsing light became known as verdite, and its creators went to great lengths to keep its method of creation a secret. Soon, verdite and the emeralds that housed it became the focus of deadly plots and power struggles. The first families to harness this power used it to ruin their competitors and prop themselves up as a new aristocracy.

While these struggles were kept secret from the outside world, friends and visitors began to notice a change in the dwarves of Doolhoven. They began to show signs of aging and disease. Once proud dwarven merchants were seen with missing teeth, thinning beards, and a pale glow in their increasingly paranoid glares. No outsiders were allowed near the automon lest the secret be stolen. The mine and foundry were closed off, and anyone who pried into their secrets was blacklisted. Several overly-curious visitors disappeared without explanation. Trade and communications became less frequent, until one day their gates were found shut and sealed. Even dwarven allies and relations were refused entrance. After failing to breach the gates, the neighboring kingdoms eventually moved on, and Doolhoven was largely forgotten by the surface world...

QUESTIONS:

- In what story did you first hear of Doolhoven?
- Doolhoven's massive stone gates have been sealed for hundreds of years and have resisted the might of armies. How did you get in?
- Who else came with you, ahead of you, or might follow after?
- Are you here on someone's behalf? What do they seek?
- What legends have you heard about the construction of Doolhoven?
- What wondrous item was commissioned right before they cut themselves off?
- Who might lay claim to Doolhoven and its treasures if it was suddenly accessible?
- What do you personally hope to find in the great vault under the city?
- What about your past connects you to Doolhoven and its fate?
- How do you show respect for the dead? What customs do you observe when entering someone's home?
- What legends have you heard about Doolhoven's treatment of thieves and spys?

IMPRESSIONS:

- Unusually warm and dry air for an underground cavern.
- A pale green glow emanating from seemingly stone walls and ceilings.
- The rhythmic hum and click of turning gears and belts. Heavy thrumming vibrations can be felt more plainly as you near the foundry.
- The foul taste and sweet scent of decay rising out of a dark shaft.
- The slow plod of heavy leather boots down a side passage. The rapid click of tiny metal feet through a small air shaft.
- Beautiful gardens of fungus and moss-covered fountains, alive but overgrown after many years of neglect.
- A discarded metallic arm and blade; the break shows signs of rust and corrosion.
- Massive stone doors with improbably large locks.
- Narrow openings blocked by stone statues of glaring guards, their emerald eyes dimly glowing from within.
- A massive shaft cut at an angle leading down to the lower levels. The grinding of a stone platform big enough for several carts can be heard as it slides up and down.
- A narrow bridge spans a wide chasm supported from the roof by heavy iron chains. The bottom is obscured by darkness.
- With a rumble of unseen gears, an entire passageway rotates in position to connect to another hall.
- Iron rails embedded in the floor of large passageways. Distant vibrations can be felt if you quietly press your ear to the cold metal.
- Slight nausea, dizziness, and a lack of appetite. Strange thoughts and bouts of anger. "Thieves!" "Invaders!"
- A handful of bones around a public stockade, the last evidence of a thief put on display and left to rot.

NAVIGATION:

This module does not fully map out the metropolis of Doolhoven. Instead, it uses Jason Cordova's Labyrinth move (slightly modified) to let the players decide which areas they encounter. Below are listed several areas that could be used as places of interest based on the result. Each area is given a simple description to help the GM describe the scene. The GM may add doors or other obstacles to inspire the players to roll to progress to the next area (ex: moving a giant stone lever with STR, or leaping a collapsed area with DEX). Some areas may have dedicated threats and loot, but you can always choose to populate them with a handful of Doolhoven dead.

If the players ever wish to backtrack or return to a previous location (before a 1-3 result) it should be assumed that they mapped out their path and can do so in a reasonable amount of time, no roll required.

WHEN YOU ATTEMPT TO NAVIGATE *or progress through the labyrinthian corridors of Doolhoven, describe how and roll +STAT.*

- **On a 12+, hold 2.**
- **On a 10+, hold 1.**
- **On a 7-9, hold 1**, but you also encounter a guardian.
- **On a miss**, you encounter a guardian and / or dangerous area.
- **On a 1-3**, also lose all hold as you are forced off the path by danger or moving architecture.

Hold is shared by the party, and multiple players can make this roll throughout the adventure whenever their character takes the lead to move to the next area. Before rolling, you may spend 1 hold to find one of the labyrinth's treasures or 3 hold to find the entrance to the Vault.

WONDEROUS ARCHITECTURE & ADVANCED LUXURIES

Appropriate areas for a 10+ (or 12+) result. These areas are generally safe or sparsely populated with lightly armed residents (d6 damage). They may be used for a 7-9 result by adding more substantial guardians.

ILLUMINATED BOULEVARD

Once a main thoroughfare through the city, its flagstones are worn smooth by foot traffic, and there are iron tracks set in the floor that may have been used for carts. The entire length is lit by pale green light emanating from shield-sized, cloudy emeralds embedded in the curved roof. Storefronts have been carved into the walls on either side, and a balcony with regularly spaced staircases gives access to an upper level of finer shops and restaurants. The stores still hold all manner of luxury goods but much has been given over to rot. This may be a good place to resupply.

FOUNTAIN PARK

A wondrous display of all manner of plants that do not require sunlight to thrive. Many varieties of fungus—and some seemingly alien plants—crowd the paths and picnic areas. They shun bright light and heat but will bloom and produce a dazzling ultraviolet display by

themselves. A system of fountains still run in this area and keep the air comfortably humid. The water comes from far away and is untainted. It is easy to find something edible and a quiet place to rest.

AUTO-LIBRARY

This library has not been used in centuries but holds a treasure trove of ancient writings. Small rail-mounted automon quietly dust and sort volumes. They may even retrieve requested material. Ancient library rules limit visitors from leaving with more than three books and must return one before checking out another. Lit torches and open containers of liquid are forbidden and quickly removed. This is a safe and relaxing area if you follow the rules and stay reasonably quiet. The automon librarians may even accept books from the outside world in exchange for special access or forgiveness for rule violations.

WONDEROUS ARCHITECTURE & ADVANCED LUXURIES

AUTO-THEATER

A large stage of lacquered red wood sits at the bottom of a tiered auditorium surrounded by rows of seating. Any sounds from the stage are carried clearly by the theater's domed roof all the way to the back seats. Behind the moth eaten curtain sits a great machine of levers and ropes still humming with eagerness. When triggered, it will raise the curtain and deploy backdrops and scenery props for any number of famous dwarven plays. This might be a good area to learn something of the history and downfall of Doolhoven.

BATH HOUSE

The water in this room is kept clean and comfortably warm by hidden furnaces and filtration devices. Many private alcoves surround a large communal pool. Some alcoves have different depths or special features like bubble jets and fountains. Connected to the bath are multiple rooms of lockers that may contain any number of abandoned items. There is also a locked backroom for controlling the flow and temperature of the water.

ELEVATOR

This platform is wide enough for three carts to run side by side. It smoothly slides up and down a slanted shaft many stories deep. There are narrow staircases for pedestrians on either side. The controls are marked in dwarven runes but are obviously related to multiple stops along the shaft. A nearby weathered carving shows the shaft and may give some idea of the general layout of Doolhoven (+1 forward to the next navigation roll).

NOBEL HOUSE

The houses of nobles are often positioned at the ends of roads and surrounded by the homes of kinfolk and faithful friends. Most span multiple stories, and include many rooms and at least one grand hall. A private family vault will be located in an interior space and connected to the main bedroom or office. Only the heads of the family or the most trusted servants would possess the keys or knowledge needed to access these rooms. There are usually only two entrances, both easily guarded and barricaded. The main entrance is grand and generally opens on a meeting hall. The back way is for servants and deliveries, and generally opens onto the kitchen or courtyard.

SECURE AREAS & CHOKES POINTS

Appropriate for a 7-9 result. These areas are usually trapped, but might be useful once cleared. These places are the most thickly populated by what remains of the Doolhoven dwarves. They work tirelessly or stand eternal guard against intruders.

BRIDGE

The great bridges of Doolhoven are built out of multiple hanging stone platforms, suspended from the cavern ceiling by massive chains. Their great mass and interlocking stone teeth keep them mostly stable, while ancient machines allow them to be raised or released to thwart invaders. Important bridges are also equipped with guard houses at one or both ends.

BARRACKS

Barracks are generally long halls equipped with multiple rows of beds and trunks. They often have an officer's room near the front next to a communal bathroom. Many noble families keep barracks of soldiers or laborers near their homes, businesses, and gates. Most of the linens have rotted away after years of neglect, but you may find equipment and possessions of metal or stone locked away or stashed under a mattress.

ARMORY

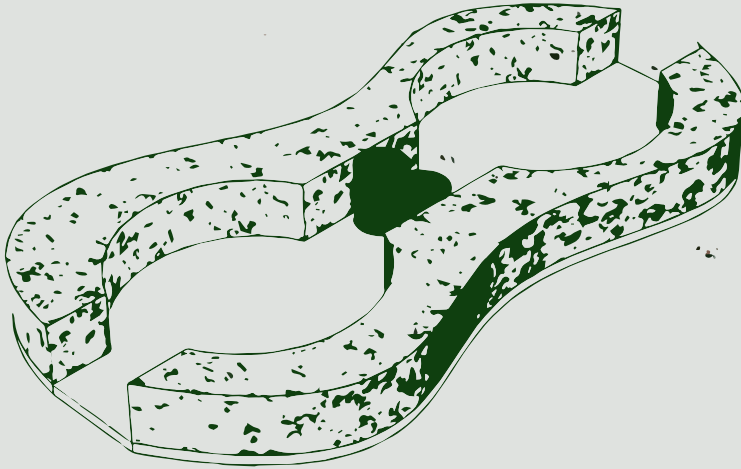
Rows of mass-produced but high quality weapons sit on shelves across from stacks of chain tunics. Old boots and other unneeded equipment can also be found packed into crates. While wealthier dwarves would carry their own personalized equipment, these rooms held equipment for anyone willing to take up arms in defense of Doolhoven. Armories are often located near or adjacent to smithys and are always protected by a sturdy locked door.

FOUNDRY

The walls and floor of this huge building vibrate with the workings of hidden machinery. The main floor is covered with evenly spaced work areas centered around an anvil. Giant iron furnaces line one wall, heat radiating from their surfaces. The other walls are lined with automated hammering, rolling, cutting, and drilling tools. A backroom houses a mass of pipe valves and dials that control the

SECURE AREAS & CHOKES

speed of the machines and the flow of natural gases to the furnace. Multiple conveyor belts disappear down dark shafts; some lead to storage areas for finished products, while others lead to trash heaps or recycling crucibles.



GATE

The passage through this area is blocked by a seemingly inert pair of giant stones carved into the likeness of dwarven warriors. If a character stands directly in front of the stones without presenting authorizing credentials or passwords, the stones will activate; their eyes

begin to glow and they will move out of the passage and deploy a blade or flail from a spinning midsection. This larger type of guardian automon is slow but very sturdily built (+1 armor). It can tilt its attack to reach targets below and above. It will pursue the characters relentlessly (even through the now-open passage) unless prevented by its own size or tripped. If disarmed, it will try to topple itself onto a victim or crush them against a wall.

DANGERS & SURPRISES FOR INTRUDERS

Appropriate for a miss result. These areas are generally trapped, or are reached by falling victim to a trap. They may also be protected or inhabited by threats. On a 1-3, the players should be separated or transported away from the areas already explored. They should be required to succeed on another navigation roll to find their way back to a previous area.

PIT BOTTOM

— Pits are only used in secret or highly secure areas where honest pedestrians would never travel. They are generally carved with smooth walls, and sink down at least twice the height of an average human. The worst are equipped with bronze spikes or other implements of torture. A locked gate allows access to claim prisoners or clean up remains. If an area is protected by multiple pits, they may open into a communal cell. Given the current state of Doolhoven, it is unlikely anyone will come to check on the prisoners anytime soon, but other dangers may have taken up residence.

PRISON CELLS

A heavy iron portcullis protects this chamber and can only be opened from the outside. The ancient automon warden installed above the gate will seal the exits if it senses unauthorized visitors bearing weapons. The main

chamber opens upon a vast chasm filled with evenly-spaced columns disappearing into the darkness. An iron ring is embedded in the center of each pillar top but only the most desperate prisoner would attempt to leap to freedom. Access to the columns is granted by the use of an ancient, crane-mounted platform.

SEWER

Wealthier neighborhoods and industrial areas are often equipped with a sewer system. Since rainfall is unlikely in Doolhoven, only bathrooms, kitchens, and certain chemical or waste handling areas are usually connected. The passageways are generally cramped, even for a dwarf, and will be filled with stinking filth despite the years and regular automated flushes. Getting caught by a flush would be highly dangerous and might transport a character to another area. Anything left behind will be lost after an hour or so. A blocked and unattended sewer passage may eventually result in a flooded area.

DANGERS & SURPRISES FOR INTRUDERS

ARENA

Many of the dwarves of Doolhoven were proud fighters. An arena match might be held for recognition, profit, the settling of disputes, or even political gain. Arenas come in many sizes, from personal dueling grounds to stadium-sized battlegrounds. They generally have areas for spectators and connected rooms for combatants. While Doolhoven never forced slaves or prisoners to fight, many dwarves lost their lives in these areas in painful and tragic ways. Perhaps bound by honor or obligation, some spirits still remain and relive their final battles.

AUTO-DUNGEON

These passageways usually prevent access to important rooms or secure facilities. They are meant to punish intruders and thieves. There is usually a switch or trigger hidden near the entrance that deactivates the trap. If someone enters the room unaware or tries to rush to the exit, they are quickly stopped by falling gates, flying projectiles, or even crushing walls and ceilings. After their grisly work is done, the passage resets, leaving only stains to hint at danger. Age may have slowed down the mechanisms, giving the party a few moments to act. Common

triggers include protruding stones, torch sconces, portraits, and furniture that must be pushed into the correct arrangement.

GARBAGE CHUTE

These passageways come in many shapes and sizes. None are meant for living occupation and some may be too small for even a dwarf and require a specialized automon to service. Thick leather conveyor belts lead to vertical shafts that eventually drop into dump sites. Automon attempt to sort recyclable materials and exterminate vermin. While the flow of garbage has virtually stopped, what remains has sat there for hundreds of years waiting for removal.

CRYPT

Many noble houses have private family crypts, while lesser Doolhoven residents were laid to rest in public necropolises. Traditionally, the dead were stored in stone mausoleums for ten to twenty years to allow visitors to pay respect. Eventually their bones were removed to lower alcoves and their possessions returned to their families. Each mausoleum displays a plaque showing the resident's name, family crest, and notable deeds. Only the crypt's records describe which alcove their final remains were placed in. Many spirits still mourn their end here, waiting for loved ones who will never be laid to rest.

TREASURES & SUPPLIES

Appropriate as a reward for spending 1 hold. These areas may have been hidden or secured but the players managed to access them by spending the hold. Any area in Doolhoven might contain loot if the players search, but these places are specifically dedicated to storing treasure. They may hold one or more items from the Treasures list along with an appropriate stockpile of gold and other precious materials (1d100 coin value).

STORAGE ROOM

These rooms house goods in bulk along towering shelves. Reaching the upper shelves might require a climb or the help of the crate-lifting automon slowly gliding through the aisles. Records of what is stored where seem to have been lost, and some goods have obviously degraded over the years. Adventuring gear can easily be found or refilled here without rolling. Most other things can be found with enough searching. Some storage rooms may have unusual climates necessary to preserve specific goods.

MARKET

The open markets housed under great domes connected to major thoroughfares are where outside merchants would bring wares from distant lands to sell to local Doolhoven residents. Most of the stalls have collapsed and been shoved into piles by the Doolhoven dead. Most of the goods here were

luxury items not easily replicated in Doolhoven. Searching characters might even spot something from their own homeland, no matter how remote.

PRIVATE VAULT

These rooms are often hidden and always secured somewhere inside a wealthy dwarf's home. They most often house a supply of Doolhoven crowns (coins) and precious jewels. They may also contain family relics or valuable pieces of artwork.

THE HALL OF HEROES

The Hall of Heroes honors the greatest of Doolhoven's founders. Each is depicted in marble so smooth and lifelike, they seem as if they might step down off their plinths at any moment. The statues wear their finest clothes or armor and carry their most prized equipment. Many of these treasures are wondrous or even magical in nature. Unfortunately, the stone

TREASURES & SUPPLIES

seems to have been formed in place, inside and gripping these prize possessions. Looting these treasures is impossible without defacing a statue. Anything taken from this hall would be easily recognised by a Doolhoven resident.

WORKSHOP

This was once the private workshop of a notable Doolhoven artisan. The highest quality tools line the shelves and all manner of precious material wait in nearby bins. The workshop centers around

a comfortable working area that is always well-lit and organized. Even a novice could repair broken equipment with this setup. Craftsmen with some skill might be able to make or finish a wondrous item. Completed works or items awaiting repair might still be resting in plain sight.



THE VAULT

This area can only be found by spending 3 hold and represents the deepest and most protected area of Doolhoven. Even when the Vault door is located, it may not be opened except by using three verdite torques, which the players may still need to find. The door represents the pinnacle of Doolhoven engineering, craftsmanship, and magic, so forcing it would require a lifetime of skilled work—or god-like power. The precise contents of the Vault is up to the GM, and might be suggested by the players' answers to the above Questions.

THREATS

GUARDIAN AUTOMON

(Machine, Slow walk, Fast movement on track)

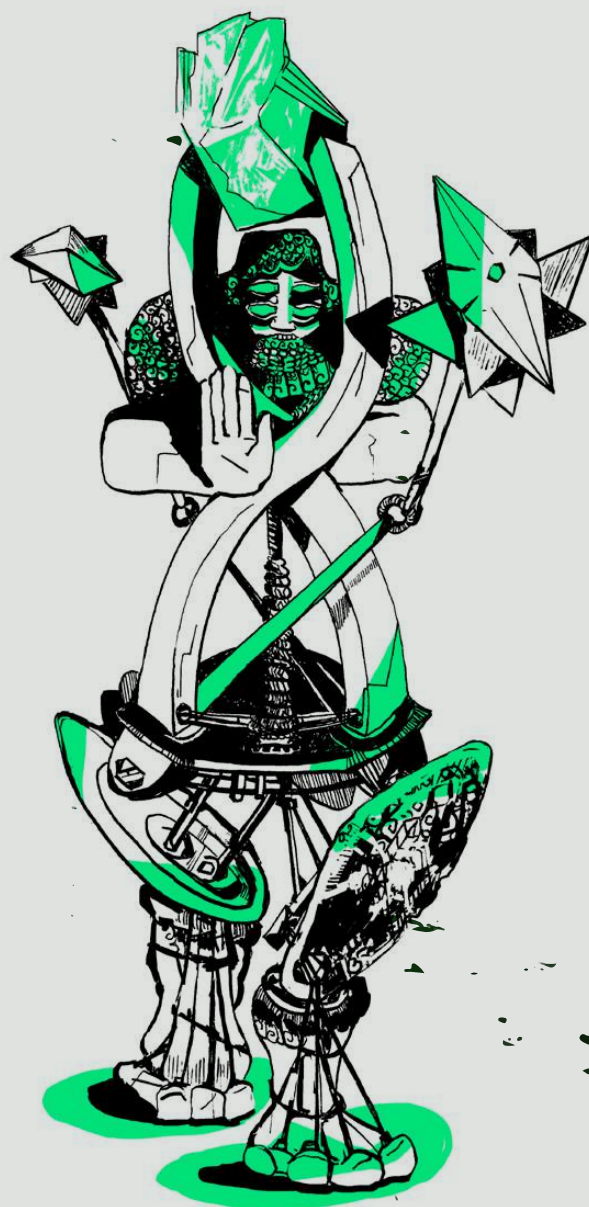
Spinning blades
(d10 damage 1 piercing)
or Bolts (d8 damage 2 piercing)

10HP 2 Armor

These clockwork dwarves still patrol secure areas and respond to large disturbances elsewhere. They seem intelligent enough to distinguish between intruders, authorized personnel, and Doolhoven residents. Some may even respond to and speak dwarven command phrases. Most are composed of a stone shell protecting their more delicate machine vitals. They move around either on concealed tracks or with a slowly rocking waddle. Spinning blades and flails are common but some have internal bolt quivers. Each automon houses a small emerald brain that requires verdite. While some may be able to be powered indefinitely from the ambient light of Doolhoven, others may be limited in action or require charging.

Instinct: to protect an area

- Deploy suddenly from a chute or closet
- Demand credentials in Dwarven
- Self-destruct if overpowered or outmatched
- Seek out verdite-infused emeralds



THREATS

DOOLHOVEN DEAD

(Slow, Undead, Group)

Axes and tools (d8 damage)

6 HP 1 Armor

These slowly shuffling zombies are all that remain of the Doolhovens craftsmen and artists. Most are thin, weathered husks of their former selves. Their blank stares flare pale green when they spot an intruder or have a moment of recognition. They will wander aimlessly forever unless provoked. Many still wear armor and carry the tools of their trade. Every once in a while, one will find itself at a familiar workplace and slowly, awkwardly go through the motions. The machines are still running after hundreds of years and new tunnels are slowly being added across the city. They seem to remember their hatred of the rodekever and will attack them even when other intruders are present. They work tirelessly to exterminate the pests and repair the damage they cause.

Instinct: *To attack the living*

- Moan loudly or bang tools on stone to draw attention to intruders

- Quickly return to routine when not able to find a target
- Do small repairs and fiddle with machines in an aimless manner
- Hoard useful tools or valuable materials

SPIRITS OF THE OUDE

(Incorporeal, Intelligent, Undead)

Ghostly touch (d4 damage ignores armor)

6 HP 0 armor

Ghostly Doolhoven elders haunt places dear to them. They are not always openly hostile, but they are all mad. If they attack you, are allowed to touch you, or converse with you for a long time, roll + WIS. *On a hit, the spirit vanishes. *On a 7-9, its whispers can still be heard, hold 1. The GM may spend 2 hold to give you a vision, leaving you unable to act or defend yourself for a short time. The GM may spend 3 hold to force you to roll Last Breath.

Instinct: *To spread madness*

- Appear harmless at first
- Act out a scene from their life
- Become belligerent for no reason

THREATS

MUURDEN

(Slow, Amorphous, Camouflage)

Teeth/crushing (d8 damage)

3HP 2 Armor

Some areas of Doolhoven have become so thick with verdite corruption that their very walls have softened and gained a predatory hunger. When still, these creatures appear as part of the architecture and may even stretch across openings to hide passageways. They will seek to

separate and trap prey before revealing their hundreds of teeth-filled maws. They seem uninterested in automon or undead.

Instinct: To confuse and trap prey by hiding doorways

- Escape by flowing into cracks or under doorways
- Blend in seamlessly with the environment
- Cover their prey like a blanket of teeth

TREASURES

DOOLHOVEN ARMY EQUIPMENT (1 use)

All military equipment produced in Doolhoven is of the highest quality and shows no signs of age or wear. Any of it could fetch 5 times the value of a normal item if sold. Additionally, each piece of equipment contains or can be used as one peice of adventuring gear. Once specified, this choice is permanent.

(Ex: Torch-axe, trapping bow, lockpicking-gauntlet, self-greasing boots...)

RODEKEVER

See the **Rust Monster** on page 293 of the *Dungeon World* text.

To randomly determine equipment type, roll a d6 and give the player the options below.

1. Dagger or knife (1 weight, hand)
2. Sword, axe (1 weight, hand, close) or shield (1 weight, +1 Armor)
3. Pole axe or spear (1 weight, close, reach)
4. Gloves, belt or boots
5. Helm, bow (near, far) or crossbow (+1 damage, near, far, reload)
6. Plate (3 armor, clumsy, 3 weight) or chainmail (2 armor, 2 weight)

CLOCKWORK REPAIR TOOLS (3 uses)

A small leather bag or case that might contain fine tools, belts, gears, springs and other hardware necessary for repairing machinery and clockwork. Would be very valuable to a craftsman.

VERDITE TORQUE

Each of these small cubes is covered in runes that identify it as belonging to one of the noble houses of Doolhoven. A perfect fist-sized emerald is housed inside and infused with a seemingly endless supply of verdite. When inserted into the activation or charging slot of Doolhoven machinery, it will begin to rotate and leak pale green light. This will power the machine indefinitely or for many days after removal. Incredibly rare, each of these devices is priceless and would qualify the owner for noble rank in dwarven society. Unfortunately, the verdite's life decaying effect will begin to take hold after a year of close proximity.

STONE CARVER BLADE/AXE

(1 weight, hand, close)

These simple weapons are even older than Doolhoven and might appear more familiar to connoisseurs of ancient dwarven craftsmanship and magic. The red

TREASURES

gold metal of their blades cuts through stone as easily as it cuts through flesh.

MINER'S HELM

When lit, the candle on this wide-brimmed helm will reflect a spotlight from its attached mirror in the direction the wearer is facing. The light will change color if it touches precious metal, secret doors, or passes through toxic gases.

POCKET AUTOMON

These orbs unfold into doll-sized clockwork dwarves. Each is modeled after a particular profession and carries the related tools in miniature form. They are very delicate and not much use in combat but can follow simple instructions given in dwarvish. They quickly lose power and become inert if not provided with a source of verdite for their tiny emerald brains.

KEG OF SPECIAL BREW

(1 weight, 3 uses, flammable)

These small barrels were once the private stock of some Doolhoven brewer and would be treasured by anyone with a taste for fine ale. They each pack their own special kick. When found, name the brew and choose a stat. Each use gives the character +1 forward to their next Defy Danger roll using that stat.

DOOLHOVEN CROWNS (4 coin)

Larger than traditional coins and made of many rare metals, each of these coins is also stamped with an ancient bargain. Any dwarven smith will accept one of these coins as payment for any repair job. They might want to know how you

TREASURES

came across them and some might resent wanton plunder of their brethren. Roll 3d6 to determine the number of crowns found.

BRONZE BUCKLE OF AUTHORITY

Used by military and civil authorities throughout Doolhoven, these bronze buckles are carved in intricate diagrams that would be almost impossible to forge. When presented to a guardian automon, it may allow you to pass unmolested. Roll a d6 for each attempt. On a roll of 1, the buckle has been deemed suspicious and will no longer be accepted.

DOOLHOVEN



Monstrosities of Kalduhr

A bestiary for things that shall not be named.

Thirty-Six Treasures, Temporarily Held

Precious items that will outlive your treasure-hunters.

Hunters Under an Emerald Glow

New occupations, backgrounds and rituals.

Witchwood

An incursion on a road paved in gold.



TROPHY

JESSE RØSS

Monstrosities of Kalduhr



The man they carried back with them was said to be the famed sellsword Berit Changall himself, but a red-beined fungus had consumed much of his upper torso and face that he was a fungus was evident. He determined to had been under. The physician afraid that the material they

gave birth to an ugly thing, its broad grin already full of teeth. She still wanted to nurse the wretched creature, by God! Best to leave those damnable goblins to the dark heart of the woods and let them become

creatures which we encountered was clearly not a man, but neither a beast. Something in between with attributes of both. I have long heard rumors of men who miraculously survived a wolf's or lion's bite, but came back with strange passions, such as a taste

This fellow man or a longing described as matching her height and figure, but closer inspection revealed it to be a swarm of stinging insects merely in the shape of the woman, which dispersed when approached by the widower. Later that evening he claimed to have heard a song that his wife would frequently sing of insects.



Calfor of Naganeh plucked out his own teeth one by one after he saw that his son and daughter were able to live

May it please Your Majesty,

I wish to inform you of an important occurrence that has come to my attention in the matter of the Forest of Kalduhr. As Your Majesty is well aware, recent expeditions in the forest depths have resulted in the discovery of the tomb of Queen Sehter ils Noh—The Devourer. Attempts to breach the tomb itself have been, thus far, unsuccessful, though at least two members of Your Royal Guard have made contact with a















MONSTROSITIES OF KALDUHR

The things that lurk in the forest don't have names. Named things are known, identifiable, understood. Their behaviors are predictable and their territories are defined. Named things can be tamed or hunted. Named things can be killed.

Thus, when you run Trophy, don't give the monstrosities names unless you want the characters to be able to fight them. Instead, describe them in vivid, awful detail. Use your words to make them present and deadly. But never name them.

Below is a system you can use for generating monstrous descriptions.

First, roll a dark and light die to select two adjectives for the monstrosity:

 inky	 spectral	 writhing	 twitching
 giant	 glistening	 shambling	 rippling
 thorned	 broken	 rotting	 stone

Then, roll again and add the two dice for the general form the monstrosity takes:

2 serpent	5 bear	8 wolf	11 reptile
3 spider	6 child	9 stag	12 mass
4 lion	7 figure	10 boar	

Finally, roll again and add the two dice for its current behavior:

2 causing plants to grow wildly	8 staring with vacant eyes
3 chanting in an ancient tongue	9 disappearing into shadows
4 clicking teeth together	10 humming a familiar song
5 crying and wailing	11 whispering forbidden knowledge
6 moving suddenly closer	12 feeding on a fresh kill
7 howling in pain	

Your monstrosity might be an *inky, stone reptile moving suddenly closer*, or a *broken, twitching figure crying and wailing*. What it does next is up to you.

Thirty-Six Treasures, Temporarily Held

When a treasure-hunter arrives at the ruins they seek, roll a dark and light die to describe the precious item they hold in their hands, at least for a little while.

		Tarnished silver crown coated with luminescent moss
		Iron scepter with golden leaf filigree
		Various metal coins depicting King Argiol Seo, eyes scratched out
		Smooth black stone urn, anything placed inside disappears
		Pendant depicting a serpent swallowing the sun
		Jade statue of three lovers, warm to the touch
		Hematite orb in an iron cradle
		Collection of child's clay dolls, all with left arms missing
		Ornate glass coffin, interior speckled with blackened handprints
		Masterwork sword, hilt is also a blade, making it unusable
		Iron shield with winged lion in relief
		Gauntlet studded with black opals
		Petrified wood mask with verdigris-copper antlers
		Collection of vials filled with viscous, glittering liquids
		Stone tablet engraved with haunting pictograms
		Bronze ring with three small sapphires forming a triangle
		Necklace of eleven bronzed feathers
		Silver chalice ringed with strange geometric symbols

36 TREASURES, TEMPORARILY HELD



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|---------|---------|---------------------------------------------------------------------------|
| ■ ■ ■ ■ | ■ | Mummified hand with eight long fingers |
| ■ ■ ■ ■ | ■ | Milk-white gems, something flitting about inside them |
| ■ ■ ■ ■ | ■ ■ | Ruby-studded slippers, too small for anyone in the party |
| ■ ■ ■ ■ | ■ ■ ■ | Chest made of repurposed sword blades, filled with disintegrating scrolls |
| ■ ■ ■ ■ | ■ ■ ■ ■ | Jade sphere engraved with two symbols: an eye opening and an eye closing |
| ■ ■ ■ ■ | ■ ■ ■ ■ | Simple metal flask with a clear liquid, mildly hallucinogenic |
-

- | | | |
|---------|---------|----------------------------------------------------------------|
| ■ ■ ■ ■ | ■ | Curved ritual knife with a hollow blade |
| ■ ■ ■ ■ | ■ | Large clay vase depicting graphic scenes of battle |
| ■ ■ ■ ■ | ■ ■ | Figurine of nude man with ax, made of silver |
| ■ ■ ■ ■ | ■ ■ ■ | Palm-sized pouch constructed from hundreds of tiny glass beads |
| ■ ■ ■ ■ | ■ ■ ■ ■ | Polished gold mirror, only reflects one member of the party |
| ■ ■ ■ ■ | ■ ■ ■ ■ | Pearl-inlaid jewelry box, locked |
-

- | | | |
|---------|---------|----------------------------------------------------------------------------------------|
| ■ ■ ■ ■ | ■ | Small crystal bottle and dropper, a dried purple substance caked to the bottom |
| ■ ■ ■ ■ | ■ | Key with a handle shaped like a child wreathed with thorns |
| ■ ■ ■ ■ | ■ ■ | Statuette of an unfamiliar eight-limbed beast of burden with a tentacled face |
| ■ ■ ■ ■ | ■ ■ ■ | Lap harp painted with ghostly figures, any song played reminds listeners of lost loves |
| ■ ■ ■ ■ | ■ ■ ■ ■ | Clay nesting dolls, each looks like a member of the party |
| ■ ■ ■ ■ | ■ ■ ■ ■ | Simple silver ring, makes the wearer incorporeal but draws spirits to them |
-

Hunters Under an Emerald Glow

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

OCCUPATIONS

Farmhand (*skilled in pests, plants, weather*)

Royal (*skilled in appraisal, bribery, command*)

Witch (*skilled in homes, paths, rituals*)

Woodcutter (*skilled in craft, construction, weapons*)

BACKGROUNDS

Cured Beastbitten (*skilled in transformation*)

Enlivened Manikin (*skilled in artifice*)

Forlorn Romantic (*skilled in despair*)

Lost Child (*skilled in hiding*)

RITUALS

Enliven (*give flesh and breath to a human effigy*)

Guide (*conjure a golden thread to follow*)

Swarm (*trade favors with a colony of vermin*)

INCURSION

Witchwood

When children escape to the woods seeking adventure or fleeing cruel parents, the part of Kalduhr they frequently find themselves in is known as Witchwood.

THEME

Oz

MOMENTS

- ◇ You hear a child singing sadly somewhere off the trail
- ◇ A sequence of strangely-colored birds flit about the trees: red, orange, yellow, green, blue, indigo, violet
- ◇ A sudden gust of wind shakes the forest, threatening to knock down trees
- ◇ A diminutive, deformed face peeks through the brush, then disappears
- ◇ Your foot kicks crumbled brick, proof that the path on which you walk was once paved
- ◇ Strange pink bubbles float from the trees, but each pops as it approaches
- ◇ A dozen crows circle and flee
- ◇ The remains of a man are tied to a tree, a clear warning to stay away
- ◇ You see a half-finished log cabin ahead, a rusted ax abandoned in a stump
- ◇ The roar of a large cat or bear rumbles some distance away
- ◇ A small pocket of red poppies fill the air with their heady fragrance
- ◇ The bark of a tree is knotted and warped as if a face in pain
- ◇ Branches like fingers unfurl and stretch
- ◇ A flock of winged imp-like creatures shriek through the canopy ahead
- ◇ The structure gleams, light bouncing and reflecting off the emerald leaves

CONDITIONS

- ◇ Limbs seize up, making it difficult to move
- ◇ Overwhelming memories of home wash over you
- ◇ A dominating, animalistic hunger rises in you
- ◇ You can only see in black, white and shades of gray

INCURSION: WITCHWOOD

- ◇ All the colors around you increase in intensity, almost blinding you
- ◇ Your skin is slowly turning to burlap, tin or fur
- ◇ A shadowy black hound only you can see begins following you
- ◇ You need to consume brains, hearts or fear
- ◇ When you are cut, you bleed straw or oil
- ◇ You are convinced this is all a dream

RING 1

TERRORS: Venturing into the forest, the party comes across a man bleeding out. He sputters out “witch...” then asks a member of the party to carry a message back home to his son, but dies before sharing a name or the message itself. Further in, another body is found, crushed under a boulder too heavy for a human to lift. Eventually the party encounters the witch, weakened and run through with a blade after facing the two now-dead treasure hunters. Ask the party what they know of witches: their powers, their aims, how to destroy them. The party is able to kill the monstrosity before it retaliates.

TEMPTATIONS: Spilled on the ground near the witch’s body are a handful of gold coins. They contain unrecognizable writing, but feature engravings of hearts, crowns and hearths.

RING 2

TERRORS: Hungry trees grab at the party, trying to burrow seeds inside them. The trees cannot uproot themselves, but are otherwise fully animate and will bind and tear at the treasure-hunters. They can be hacked at, but are a monstrosity that cannot be fought. There are simply too many of them.

TEMPTATIONS: The exit from the forest is marked by a trail of glimmering gold: treasure dropped during an escape. The treasure can be collected, and the party may contemplate leaving. Ask them about their drives, noting that this treasure only represents $\frac{1}{50}$ th of what they would need to achieve their dream.

RING 3

TERRORS: A twisted, naked boy lures one member away from the rest and names another member of the party. He speaks with a high-pitched voice, like

INCURSION: WITCHWOOD

a Munchkin. He says he was paid by the named individual to steal gear from the rest of the party and keep them from making it out of the forest alive.

TEMPTATIONS: One of the treasure-hunters finds a fruit growing in the forest that they haven't had since they were a child. The fruit was rumored to have been harvested out of existence. If they taste it, ask them what touching memory it evokes.

RING 4

TERRORS: The dead men from Ring 1 reappear, bloody and howling. The man crushed by the stone is just legs and a lower torso. His upper body has been replaced by an intertwined mass of writhing snakes. Describe everything in this ring as either green (plants, snakes) or red (blood, flowers). Introduce any other green or red elements necessary. For example, if the party burned the bodies, they appears as a living red fire.

TEMPTATIONS: The party comes across a stone structure overgrown with moss and ivy. Clearing away the growth reveals symbols similar to those found on the coins earlier. There are no doors, but the walls can be scaled. The interior of the structure is a labyrinthine series of hallways lined in luminous moss that bathes everything in a dim green light.

RING 5

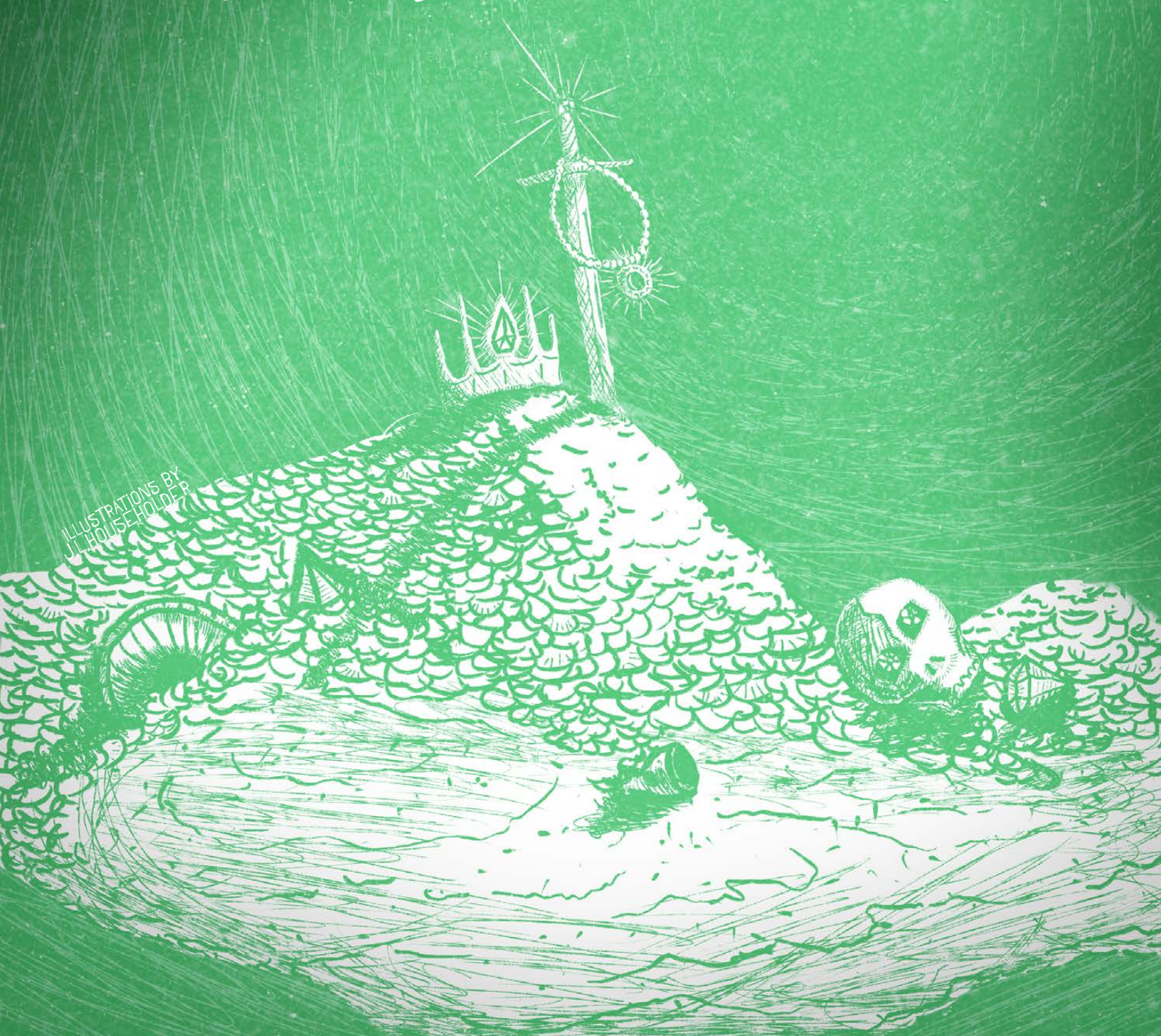
TERRORS: The labyrinth is haunted by a spirit that tries to convince the treasure-hunters that none of this is real, and clouds their heads with dreamlike visions. The spirit offers exactly what the treasure-hunters each want, trying to get them to stay in the labyrinth and pitting them against one another. It might offer one member a place to lie down and rest and another a table with a feast, with the latter not realizing they're about to stab into and eat the former.

TEMPTATIONS: The spirit itself provides the temptations. Connect them to what the treasure-hunter's drives are. One member of the party will eventually find a room blocked by a curtain, with muffled whispers coming from behind. Tearing the curtain away removes the spirit's clouding visions, allowing everyone to see the terrible results of their actions.



THREE DOZEN JEWELLED TREASURES

(allegedly blessed or cursed)



ILLUSTRATIONS BY
JL HOUSEHOLDER

1) “It seemed so dull when first looked upon. Cracked and blackened, hardly a gem at all. As we fled through the jungle, it seemed to grow heavier and heavier. As exhaustion overcame us, we looked down and saw it glow in a most surprising way. Now the vines embrace us, the sprouts of life flow from our hands. Gaea’s Seed is blooming, and we are Her roots.”—Sir Roger, 2nd expedition

2) The Lover’s Brooch is a classic black-and-white cameo, which shows the viewer the face of their true love. When worn pinned over the heart, all can see the face of the wearer’s true love. It has destroyed untold relationships.

3) The Blood Diamond of Bathory is just that—the highly pressurised blood of the wicked countess’ most prized victims. Worn around the neck, all who see you will love you and fear you. And you will always hear an exquisite chorus of screams of pain.

4) Place the Sky Sapphire in a glass of white wine, and summon your distant loved one to mind. Their image will appear in the liquid, showing you their location and general health. If the stone turns black, they are dead.

5) Each knot of this enchanted fishing net holds a tiny turquoise. When cast into a river or lake, the net will always catch the rarest fish present. It glimmers in the shallows, still clutched by the bones of its last owner—a mermaid-hunter who dredged a forgotten horror from its geologic torpor.

6) Hue Stones are opalescent stones that scintillate with the most brilliant sparks of colour. They draw colour from their surroundings, making everything else seem drab and grey. When broken, they release the trapped colours, staining the fabric of reality around them.



1) Emeralds take their fascinating colour from impurities in the stone. In the normal course of things, these impurities are chemical in nature. However, the Cardinal hoards a wealth of gems coloured by spiritual impurity. Where he gathered these sins, and what he plans to do with them, remains a mystery.

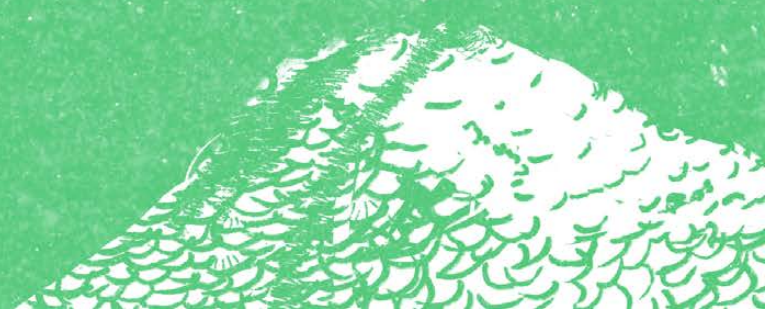
2) The secret to eternal beauty was sealed by the mermaid’s queen in a pearl, which was stolen by a fisherman who was one of their lovers. Passed from hand to hand by various acts of betrayal, it now lays as one of many on the pearl necklace displayed at the pawnbroker on 56th and Central Street.

3) Each and every jade stone strung into this deer leather necklace is polished nearly to a glow—except one. When you take them in hand and count out the steps in your daily chores or daring plan, you can be assured the dullest link will appear where luck, or reasoning, is weakest.

4) The legendary bracelet of Sir Theobald the Moderate is a silver band set with sparkling blueish stones and inscribed with unintelligible but attractive lettering. When an unsuspecting adventurer puts it on, it closes permanently and cannot be removed. Under the bracelet’s influence, the wearer’s vision and hearing sharpen, their judgement and reaction time increase, and they’re unaffected by alcohol no matter how much they drink. They’re also no fun at all.

5) The topaz gavel has been passed down for centuries to the head Dwarven arbiter. It’s said its strike can bring silence to any room; others rumor it slowly renders the user deaf but more resolute in their judgment.

6) Just outside of town, in a small clearing that always feels a tad too humid, there’s a ruby egg the size of a healthy steer resting in the grass. It’s quite a thing to behold, and for the few decades it’s been there, stories have sprung up about how it’s hot to the touch, or feels soft like velvet. Don’t trust those tales though: no one’s ever gotten that close.



—THREE—

1) They say that it's just a story, that the Bone Garnet isn't actually set into a finely-carved ring of human bone. But... everyone who ever owned the thing started to whimper about the faces they saw in the shadows...

2) Look at this here now, lads; it's old Bill the Butcher's diamond-encrusted garrote. Why's it got diamonds? So as old Bill could cut through anyone's fingers if they tried to get a hand up between their neck and a sudden date with death. Kinda ironic about old Bill's fingers though. You woulda thought he would have been more careful, being a butcher and all.

3) The Eye of Viridia: A perfect star emerald the size of a pheasant's egg, set in a pendant of intricately filigreed platinum. The refracted star pattern seems to move independent from a source of light, darting around as an eye searching... searching.

4) This tiny diamond ring would be unremarkable, but what catches your eye is not the poor quality of the gem, but the band itself. Looking closely at it, you can see your face, reflected at the moment of your death.

5) The old mountain kingdom developed a universal abrasive while in search of the universal solvent. The glimmering, translucent dust is so fine that it can slip out of a sealed bottle, and so sharp that a single grain on a stiff breeze can bore straight through a heifer.

6) "Looking for something odd? Well, there's this magical gauntlet, kind siram—if you put it on, it will of course fuse with your hand and make it stronger and more agile. Quite the prize, and never you mind that sometimes it will act on it own—it will only write love poems and friendly words of encouragement."

—FOUR—

1) Lay your eyes upon the fabled Sword of Arrah and you'll see a peerless weapon, its blade still gleaming after centuries. Lay a hand upon it and claim it, however, and your swordsmanship will be forever criticized by the ghosts of its inheritors. Take heart, though—after you fall, you may one day see it wielded by someone worthy.



—FOUR (CONT.)—

2) The Seed of All is a teardrop shaped emerald slightly larger than your thumb set in a platinum chain. It was originally a gift to the last queen of Trenii. When it was placed around her neck, she looked revitalized with life. However, by the end of the evening she appeared to gain a foot of height, with her fingernails reaching the ground, and her hair trailing on the floor behind her.

3) The sulgede kroon ("feather crown") is kept in the archives of the Eesti Rahva Muuseum in Tartu, Estonia. It is a liturgical artifact of the goddess Ītzpāpālōtl consisting of blue cotinga and pink spoonbill feathers affixed to gold plates decorated with a skull motif. During the Nazi occupation, the museum was looted and the crown was given to Friederike Röhmer, sister of the General Commissioner for Estonia, SA Obergruppenführer Karl-Siegmund Litzmann. She wore it for a week and promptly died, and the sulgede kroon was quietly returned to the museum.

4) This Black Star Sapphire carving of a Bear has been known to give its wearers great strength and instill fear to those whose eyes get lost in their glimmer. However, it's rumored that certain wearers will forever be haunted by the Star Bears, wanting to reclaim their kin.

5) Not all evil lords build towers that reach into the sky or dark crypts carved into mountains. Embedded in the wall of an unassuming alley is a gem of deep blue cordierite. All who touch it disappear, replaced with a tiny sparkle of light that glints across the stone's facets before dimming. Only one thief has been clever and cautious enough to return and tell of the labyrinthine halls of blue marble and the terrible guardians who wait for their next victim.

6) In the neon glow outside Hex spaceport, a street vendor ducks between racks with jackets and coats for travelers unprepared for the turbulent weather on Ontos. Among the synaesthetic vests and shimmering collars is a beaten leather jacket encrusted with shining jewels in the pattern of an unknown planetary system. Trying it on binds the jacket to the wearer, and reports come in of a shocking discovery in the cosmos.

1) Is there a more cursed-looking blessing than the Scintillating Caracal of Oliphay? Some bloody-minded artificer cut the beast straight from a geode such that its face leers from ugly, mottled rock, carefully polished up to a shine, while raised haunches bristle in amethyst left raw and jagged. The Caracal invites treasury thieves to a gamble: does the regent keep a most extravagant scarecrow, or has a vicious new breed of guardcat just leapt snarling from living stone?

2) The Eye of Savras is a large pearl that looks like an eye with gold veins and always feels slightly damp. By focusing on the eye, it will let you view anyone you can picture in your mind; but occasionally it will instead show you to that person instead.

3) Cyber-Pope Innocent-TYR is protected from image-propagation curses by having his eyes crafted from marble, onyx, and a set of interchangeable gem-irises that allow not only pure worldly sight, but also spiritual.

4) The Hand of Judgment was an ornate revolver with rubies in the grip. A plantation owner used it to execute rebellious slaves during the Civil War, until the slaves captured him and turned it on him one day. The slaves were later captured, and the Hand of Judgment turned on them by a confederate soldier. After losing the war, the soldier turned the gun on himself. No one else dares use it, fearing they will find their death at the end of its barrel should they kill with it even once.

5) Grey diamonds engulfed in the slate of the old city create endless flecks of dust. Townsfolk call this the “dust of decaying shadows” and tell you that while it is floating through the air, you can feel the untouch of ghosts, but beware of intersecting shadows.

6) The Star Heart is exactly as described, a giant diamond harvested from a dying star. It’s nearly impossible to steal from the art gallery built around it, but that hasn’t stopped the foolish from trying. But who would fence such a treasure? And who would buy?

1) The Beggar’s Diamond is vivid yellow and almost impossible to keep. State of the art security systems fail, planes crash, and no hiding place remains unknown for long. It would be worth a fortune, if you could convince someone to buy the damned thing.

2) This rose-shaped haematite crystal exerts an uncanny pull on nearby spilt blood. Any who wield it can even draw blood forth from an open wound with a mere thought. The crystal digests any blood it touches, adding iron to its mass—eventually it will divide in two and spirit one daughter away to find a new master. It knows to do this while unseen.

3) The ring is not lavish, only a simple copper band but set within the intricate barbed prongs rests a hexagonal amber gem. The gem seems to glisten with moisture yet is always dry to the touch. Licking the gem gives you the sweet taste of honey and visions of the one true queen’s whereabouts.

4) Deep in the bowels of the gem tyrant, hundreds of priceless gems are welded together by digestive fluids into a dull lump. Despite their somewhat vile origins and appearance, legends say that anyone who possesses them cannot help but acquire wealth.

5) Once a gleaming rose gold necklace worn by the councillors of an ancient monarch, The Skins of The Philomathes is a metal band that lays heavily around the wearer’s neck yet is surprisingly supple. On closer inspection, one can see spots where the color has faded. In truth, this necklace is made of more infinitesimally thin layers of different metals than one can count. By breaking the skin of each layer and revealing the new material underneath, the wearer can bring forth the knowledge of one of the metallic beings into their mind.

6) Yes, I know that makes twelve natural ones in a row. But I paid \$1,895 for diamond polyhedrals and I’m going to use them!



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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

Quentin Acord, Keeper of the Word that Binds and Blinds

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

Jason Alejo, Keeper of the Titan's Heart

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

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Tom Androy, Keeper of the One Who Sees Through Clouds

Robert Angus, Keeper of the Keystone of the Many Worlds

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 Wyrm

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

Rye Baerg, Keeper of the Mark of False Direction

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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

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Del Benjamin, Keeper of the Thunderstorm Chariot

Nate Bob Benton, Keeper of the Fungoid Blessing

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Boni, Keeper of the Thirteen Principles of Volmun

Jason Boucher, Keeper of the Feathers of the Molting Godling

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

Brass Monkey-lizard, Keeper of Samantha's Star, May It Stay Forever Dark

David Bresson, Keeper of the Tortoise Who Mends the Heavens

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

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

Michael Burdick, Keeper of the Darkest Dream Under the Mountain

Marcus Burggraf, Keeper of Fathenroke's Deck of Laments

Mike Burnett, Keeper of the Fire of Nal-K'aa

Brian Burnley, Keeper of the Red Architect's Impossible Angle

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

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
Chromatic Chameleon, Keeper of the Gossamer Crown
of Good Queen Belinde
Bay Chang, Keeper of the Heart of Lursiss
Matthew Chappory, Keeper of the Ever-barren Barley
Fields
Daniel Chartier, Keeper of the Sacred Bees and the
Honey of Salvation
Daniel Chiavaroli, 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
Malcolm Coull, Keeper of the Golden Nimbus
Anna Coulter, Keeper of the Teeth of the Two-Tail Giants
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
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
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
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Alex Davis, Keeper of the Joyous Pit
Jim Davis, Keeper of the Marmot That Suffers Not in
Darkness
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
Joshua DeGagne, Keeper of the Sword of Aloester
Graymantle
Tim Denee, Keeper of the Crawling Portrait

Warren Denning, Keeper of the Shambling Madness
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
Jeffrey Dieterle, Keeper of the Red Drums of Bellona
Steve Discont, Keeper of the Kingdom of Amanthi, as
Captured in Miniature by an Unknown Sculptor
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Queen Melys
Stuart Dollar, Keeper of the Blossomed Antlers
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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
edchuk, Keeper of the Sorrow of Morning Mist Castle
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Matthew Egger, Keeper of the White Bats of Good
Queen Jedra
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Norm Elvin, Keeper of the Refined Rose Dust of Daar
Angúl
Tor Erickson, Keeper of Brother Elijah's Last Breath
Jennifer Erixon, Keeper of the Spider Tombs
Charlie Etheridge-Nunn, Keeper of the Unsolvable
Riddle
Richard Evans, Keeper of the Milk Caves
Mitchell Evans, Keeper of the Blackbird's Brides
Fabrissou, Keeper of the Apostate's Silvered Skulls
Katherine Fackrell, Keeper of the Seven Splints of the
Demon Crown
Colin Fahrion, Keeper of the Slaughtered Hearts
Luis Farebrother, Keeper of the Songs of Satyrn's
Sounding
Declan Feeney, Keeper of the Violet Crown

FelTK, Keeper of the Urn that Holds the Ashes of the Red Poet's Heart
Mark Fenlon, Keeper of the Undulating Brood of Clarissa Dunlop
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 Forever
Andrew Fish, Keeper of the Path of Cenduwain
Rose-Whisperer
Asbjørn Flø, Keeper of the Ten Hidden Keys
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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
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 Pheromones
Michael Frieze, Keeper of the Smoke Sylphs
Mirko Froehlich, Keeper of the Man Who Dies Every Third Day
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Hayley G, Keeper of the Selkie's Secret
Angel Garcia Jimenez, Keeper of the Glass Bridges
Nicolás Garcia Lanza, Keeper of the Mossy Robes of the Green Monk
Zachary Garth, Keeper of the Ever-Burning Fury
Josh Gary, Keeper of the Windswept Plane of Dust
Charles Gatz, Keeper of the Last Words of the Drowned Men
Andre Gaucher, Keeper of the Blue Masquerade
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 Was
James Gibson, Keeper of Beltherion Brightlord's Shadow
Daniel Gill, Keeper of the Vial of Dwarf Tears, Secret Shame of Their Race
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
K Grandberry, Keeper of Twilight's Heartfelt Whispers

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Luke Green, Keeper of the Covert Tools of the Eight Immortals
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Greyhoof, Keeper of the Jale Putrescence
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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
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Matthew Gushta, Keeper of the First Oak
Lloyd Gyan, Keeper of the Seven False Smiles
Gene Ha, Keeper of the Gaze, Adoring and Wanton
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 the Shadows
Seth Halbeisan, Keeper of the Nectar Which Shall Never Touch Our Lips
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 Lost All but One Mote of Hope
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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
James Heide, Keeper of the Manifest of the Ship of the Damned
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
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Jake Householder, Keeper of the Sky Tribunals
Logan Howard, Keeper of the Broken Blade
Stephen Humphreys, Keeper of the Puppeteer's Shadow
Sid Icarus, Keeper of the Box Into Which We Dare Not
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James Iles, Keeper of the Ruined Legacy
Insanodog, Keeper of the Porcelain Lantern Which Shall
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insert quest here, Keeper of the Silver Light of St.
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Spencer Isdahl, Keeper of the Steel Blessing of Ares
Zachary Isom, Keeper of the Nameless Queen's
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Adam Jacobson, Keeper of the Eagle Knight's Cloak
Sarah Jacobson, Keeper of the Lion Child Who Wails and
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Jake Rides Again, Keeper of the Woman Who Scrawls the
Symbols
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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
jestr, Keeper of the Skyward Mockery
Joe, Keeper of the Six Keys of the Elements
David Johnson, Keeper of the Dragon That Shines Like
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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
Justin, Keeper of the Nightmare Crèche
Neal Kaplan, Keeper of the Ceramic Moon Dials of the
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Karlo, Keeper of the Midnight Court of Old Queen
Rianne
Stephen Karnes, Keeper of the Hare Skull and the Blue
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Kassidy, Keeper of the Flask of Sorrows
Ralph Kemp, Keeper of the Crook'd Manse That Shelters
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Joshua Kershaw, Keeper of the Conch Shell Horn of
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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
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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
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Ryan Knott, Keeper of the Locks without Key
Patrick Knowles, Keeper of the Violation Hymns
Jonathan Korman, Keeper of the Bleak Lady's Last
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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
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Chris Krueger, Keeper of the Four Mysteries of the
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Taejas Kudva, Keeper of the Screaming Statuary
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
Taylor LaBresh, Keeper of the Prismatic River
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
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Martin Larsson, Keeper of the Mutinous Younglings
Andrew Lawton, Keeper of the Child Whose Face is
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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
Arthur Lender, Keeper of the Dire Pigs of Moloch
Sean Leventhal, Keeper of the Revenant Chord
Rubin Levinson, Keeper of the Golem's Eyes
Brian Lewandowski, Keeper of the Prime Ascetic, Keeper
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Ludo, Keeper of the Malign Mouth of Danjeel the Confessor
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Ryan Macklin, Keeper of the God Sarcophagi
Rory MacLeod, Srorrim Ni Nees Eb Ylno Nac Hcihw Taht Fo Repeek
Mad Hatter, Keeper of the Vein-Seeking Tongue
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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
April March, Keeper of the Farmhand's Oracle Bowl
Michael Marciano, Keeper of Moonweaver's Celestial Cloth
Aaron Marks, Keeper of the Skull Which Catches the Blood
Manu Marron, Keeper of the Automata Philosophica
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
J. Brandon Massengill, Keeper of the Lich-Bone Die
Ryan Mather, Keeper of the Child Who Eats Her Own Fingers
Michelle Matsutani, Keeper of the Golden God-Poppies
Colin Matter, Keeper of the Labyrinth Beneath the Sands
Mikel Matthews, Keeper of the Scarification Blades
Andru Matthews, Keeper of the First Murderer's Knife
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
Josh McIlwain, Keeper of the Blood-Soaked Corridor
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
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Marco Menarini, Keeper of the Silence Between Thunder and Lightning
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-Kubaneck, Keeper of the Meaning of the Valiant Child's Sacrifice
Darren Miguez, Keeper of the Boxes that Once Held Innocence
Kristopher Miller, Keeper of the Chain That Bound
Desmond the Soul-Shattered
Jason Mills, Keeper of the Nameless Guilt of House Castafiel
Ainar Miyata, Keeper of the Corpse Pierced with a Hundred Blades
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Christopher Moore, Keeper of the Five Poisons
Blaine Moore, Keeper of the Ancient Ungulate
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Harry Morris, Keeper of the Sebait of Silver Dreaming
Jim Morrison, Keeper of the First Starlight
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
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Brad J. Murray, Keeper of the Sensual Sword of St. Ortho
Dude Mysterio, Keeper of the Eyes of the First Pirate
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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 Neuhooff, 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
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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
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Timothy Osburn, Keeper of the Wyrms' Black Lectionary
Ray Otus, Keeper of the Endless Page
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James Page, Keeper of the Seed-Sacks of Jonjon
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Maurizio Paoluzi, Keeper of the Bludgeons of Ecstasy
Thyme Paradox, Keeper of the Unspoken Oath
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Chris Paul, Keeper of the Pungi of the Serpent Queen
Paul, Keeper of the First Seer of Anglemoore
Ivan Pawle, Keeper of the Merry Axe of St. Lucina the
Mad
Wayne Peacock, Keeper of the Amber Horn of Heléthe
Pedro Pereira, Keeper of the Maggot Godling
Patrick Perkins, Keeper of the Vernal Extraction
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Michael Petersen, Keeper of the Voidreaver Idol
Loren Peterson, Keeper of the Chronicle of Masks
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Matthew Plank, Keeper of the Final,
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Leandro Pondoc, Keeper of Danelle Bleakwood's
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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
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Gerrit Reininghaus, Keeper of the Voice of the Silent
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Peter Reitz, Keeper of the Child Who Neighs and Her
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Gina Ricker, Keeper of the Princess Whose Mouth is
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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 Riverso, 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
James Robertson, Keeper of the Undying Voice
Richard Rogers, Keeper of the Fathomless Well
John Rogers, Keeper of the Leveraged Library
Clarity Rose, Keeper of the Torment Gardens
Gerald Rose Jr, Keeper of the Mortician's Tesseract Heart
Jesse Ross, Keeper of the Broken Forge
Dylan Ross, the First Keeper
Darold Ross, Keeper of the Highest Ideals of the Bearded
Sages of Tiger Mountain
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RPG Kitchen, Keeper of the Plentiful Cauldron
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Russell, Keeper of the Smoking Mirrors
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Blake Ryan, Keeper of the Words of Dissolution and
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Blake Ryan, Keeper of Those Who Feel the Harrowing
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Raman S, Keeper of the Book of Old Supplications and
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Marco Antonio Salazar Matamoros, Keeper of the
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Marius Salsbury, Keeper of the Milk of the Serpent
Queen

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CJ Sands, Keeper of the Womb of a Thousand Sorrows
Chad Sansing, Keeper of the Constellation of Flame and Wine and Folly
João Felipe Santos, Keeper of the Order of the Crimson Knife
Samuel Sarjant, Keeper of the Devil's Decoction
Sasha, Keeper of the Mistletoe Arrows of St. Aryndion
Ray Sawyer, Keeper of the Oblique Atlas
Ellen Saxon, Keeper of the Milk-White Putrescence
Mendel Schmiedekamp, Keeper of Grandmother Bleakwood's Recipe Box
Aniket Schneider, Keeper of Nine Rooks
Noah Schoenholtz, Keeper of the Almadin Eye
Daniel Scholler, Keeper of the Promise of the Jaguar Prince
John Schuhr, Keeper of the Sanctuary of the Endless Void
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
Seth, Keeper of the Wanderer's Prison
Sherman Sheftall, Keeper of the Impaling Tower of Old King Allonde
Rach Shelkey, Keeper of the Tomb of the Winter Khan
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
Siddharta, Keeper of the Archlich's Last Breath
Asher Silberman, Keeper of the Basalt Crown of Old King Abadon
Aslan Silva, Keeper of the Unknowable Words
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
James Slade, Keeper of the Shrine of Melchior the Maggot
Samuel Slocum, Keeper of the House Without Doors
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Sean Smith, Keeper of the Stone Certificates
Scott Smith, Keeper of the Tenth Face of Kali
Anders Smith, Keeper of the Knight of Mourning Lillies
Oliver Smock, Keeper of the Blind Nightbird
smolghost, Keeper of the Canary Bridge and the Pact That Was Made There
Luiz Paulo Soares Ferraz, Keeper of the Violet Spectacle
Zak Soeria-Atmadja, Keeper of the Child Priest's Unholy Pestilence
Leonard Souza, Keeper of the Six-Legged Substance
Lonnie Spangler, Keeper of the Nine Temptations of Pest
Paul Spraget, Keeper of the Choir of Fallen Angels
Spenser Starke, Keeper of the Woodwitch's Wine Well

Enoch Starnes, Keeper of the Machine That Must Not Stop
Maciej Starzycki, Keeper of the Bone Reliquary
Stefan, Keeper of the Leporine Mausoleum
Lennart Steinke, Keeper of the Great Betrayal
Keith Stetson, Keeper of the Woman Who Mutters the True Name of God
Noah Stevens, Keeper of the Gilded Hour
Erica Stevenson, Keeper of the Forty Funereal Rites
Steven Stewart, Keeper of the Rose Warden's Garden
Vana Stillwater, Keeper of the Weightless Stone
Ryan Stimmel, Keeper of the Bronze Sea Tabernacle
Johannes Stock, Keeper of the Murk Pontiff's Geas
Slade Stolar, Keeper of the Crone's Black Verse
Jeremy Strandberg, Keeper of the Central Stone
Paul Strawser, Keeper of Unclaimed Souls
Matt Stuart, Keeper of the Ulfire Door
James Stuart, Keeper of the Seventeenth Oath of the Silenced Demiurge
Aaron Sturgill, Keeper of the Melody Glades
Dwayne Summerfield, Keeper of Azurix, the Blue Dust Planet
Michael Suzio, Keeper of the Memory Circus
Christian Svalander, Keeper of the Hidden Vortex
Jason Swank, Keeper of the Paper Feast
James Sweetland, Keeper of the Child Who Eats Her Own Fingers
Harrison Swift, Keeper of the Supreme Emperor's Anguish
Ben Swinden, Keeper of the Fell Cairn's Melancholy
Alexander T G, Keeper of the Deed to the Ten Hells
John Taber, Keeper of the Song that Longs to Die
TallTallSkye, Keeper of the Melody Glades
Andrew Tapp, Keeper of the Cannibal King's Ancillary Carnassials
Michael Taylor, Keeper of the One Who Grinds Your Skin
Brennan Taylor, Keeper of the Shell of the Fifth World
Doyce Testerman, Keeper of the Tainted Chorale
Imani Thomas, Keeper of the Alabaster Heart of the Gnome King
Ron Thomas, Keeper of the Spectral Visions
Christopher Thompson, Keeper of the Library of Atlantis
Kyle Thompson, Keeper of the Light of the Peerless Star
Owen Thompson, Keeper of the Soul-Grinding Stone
To the Manticore, Keeper of The Yellow-Tattooed Whales
Jason Tocci, Keeper of the Thirteen Spears of Num-Hei
Kiwi Tokoeka, Keeper of the Blood-Red Violin of Lagethelin Muse-Taker
Evan Torner, Keeper of the Great Serpent's Golden Nimbus
Tina Trillitzch, Keeper of the Eight Phrases
Will Triumph, Keeper of Tolgath, Arm of the Emperor
Jason Tryon, Keeper of the Monkey's First Lie
Charlie Tsai, Keeper of the Corpse Cloak of the Storm Giant King
Mark Tygart, Keeper of the Soul Mill
Mikael Tysver, Keeper of the Hymnal of St. Evelyn the White

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
Adam Vass, Keeper of the Roar of K'al Ha-Whalit, High Drake of M'huun
Phil Vecchione, Keeper of the Cryptic Manuscript
Joost Vervoort, Keeper of the Hollow Squire
Charlie Vick, Keeper of the Lists of Shame
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Brian Vo, Keeper of the Secluseum of Loshe the Living
Sabine Voelkel, Keeper of the Hell Armada
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Shervyn von Hoerl, Keeper of the Titan's Womb
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Chad Walker, Keeper of the Riddles of the Emperor of Rye
David Walker, Keeper of the Severed Hand of the Lonely Knight
Blair Wallace, Keeper of the Astral Willows
Janie Walter, Keeper of the Stainless Vessel of St. Evelyn the White
Gerwyn Walters, Keeper of the Bleakwood Legacy
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