

Codex

The Gauntlet's monthly RPG zine

STARLIGHT

This month, Tom McGrenery, the author of *Malandros*, and Joshua Fox, the co-author of *Lovecraftesque*, have graciously supplied starters for their respective games.

This issue also contains a deluxe *Dungeon World* starter called *The Temple of the Peerless Star* (which fans of the *Discern Realities* podcast might recognize as the location where *Ramshackle Crow* and *Urbina Castafiel* got themselves killed), and a miscellany about creepy omens. Enjoy!



www.gauntlet-rpg.com

CAFÉ LUZ ESTELAR

A MALANDROS STARTER
BY THOMAS MCGRENNERY

ILLUSTRATED BY SEAN POPPE



∞ Impressions ∞

A quayside boteco with green-shuttered windows: a small courtyard faces the sea.

Summer lightning flashes on the horizon beneath a star-dusted sky.

The tall white arches of the Carioca Aqueduct, framed against the silhouette of the mountain.

Bohemian socialites, slumming it, top hats and velvet jackets and studied nonchalance.

Awnings flutter in a salt-water breeze above the tables along the outside wall. From the water, creaks and clanks of ships at anchor.

A warm yellow glow from the high-arched doorway, sounds of laughter and conversation beyond.

In the main saloon, **mingled scents** of tobacco, cachaça, rum, sweat and perfume.

Behind the bar, **towering shelves of booze**: green, brown, red, clear, even some blue or yellow.

Lamplight glimmers upon the instruments of the choro band in the courtyard: polished wood on the guitars, scratched silver on the flute of impish old Guilherme Costa.

On a balcony at the top of ancient wooden steps, the door to the manager's office: faded blue paint and a sign saying "PROPRIETARIO" - no one remembers ever seeing it open.

Sleek, powdered, perfumed boys and girls of the oldest profession work the clientele: the loners, the boisterous all-male groups, the inexperienced drinkers and the wealthy in particular.

Grubby urchins beg for change and cigarettes at the outside tables.

Serious young men and women whisper of a republic, glancing over their shoulders.

A half-dozen sailors roll in from the docks, shouting and laughing with money to spend.

A university student holds forth to a prostitute on the "hierarchy of the races and the appeal of the mulata woman" while spilling his wine with extravagant hand gestures.

A group of Gothic poets (an unfashionable style) compete to outdo one another with lurid tales of tragic love, murder, deals with the Devil, binge-drinking and cannibalism.

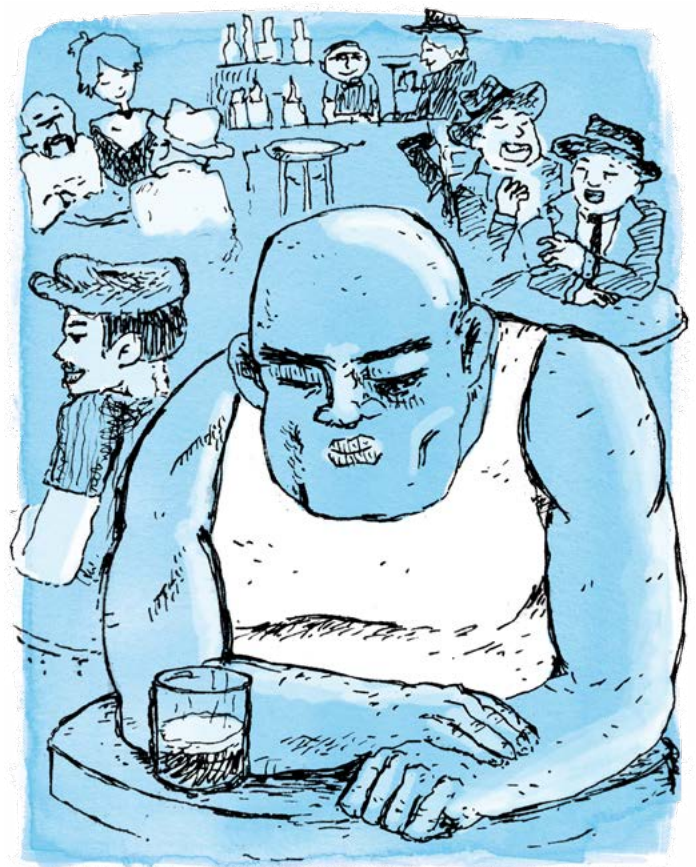
∞ People ∞

Stately, plump Diogo Carvalho, the son of Portuguese migrants, sings fado laments for a homeland he has never seen.

The widow Tia Carolina casts flowers into the water beneath the jetty every week. No one knows who for: perhaps some long-drowned love, perhaps the magical encantados who live in the waters of the bay.

The capoeirista Faisca is quiet and serious and his services are much in demand. He has two rules: no free lessons and no, he does not want to join your gang.

Zulmira is a runaway bride, an open secret: she waits tables, smokes cigarettes, dances with inappropriate men, laughs louder than her mother would approve of.



The dock worker Orfeu, a former slave, drowning his sorrows. He's under a curse, he'll tell you if you ask.

At a corner table, **the gang leader Braço-Forte**, bright silk scarf round his bullish neck, holds court with his gang, the Espada de Lapa.

Rake-thin, owlish Franz, the head barman, sees everything, knows everyone.

Watching forlornly from the house across the road, **Ester: still a slave**. Her master said he'd kill her if she left, Golden Law or no. She believes him.

Waxy-moustached Andrea da Silva, the vigarista, descendant of Portuguese nobility (he says), dancing with tonight's lucky lady. They dance the maxixe with elegance and verve.

Questions

Who among the Espada gang will be first to fly off the handle when the rival Monturos show up?

Which one of the regulars is the policeman near the doorway waiting for?

Who here is most likely to be an encantado dolphin magically turned into human form?

Who do you think really owns the Café Luz Estelar?

Whose wife came down here to find him in the early hours last Saturday? What did you say to placate her?

Whose house did you wake up in this morning?

What secret mission brings Manuel Carneiro da Silva, second Baron of Ururaí, to the boteco tonight?

How did your friend earn a bloodied nose last time you were here? Is the perpetrator here again tonight?

What have you heard about the diamond necklace that went missing from the Count's mansion last week?

Which cop is in the pay of the Nagoa capoeira nation? Which one is most brutal to those he arrests?

How are you scarred and who do you intend to pay back for inflicting it?

PLAYER CHARACTERS

These sample Player Characters are ready to run, with one step remaining. When you have all chosen PCs, tell each player in turn what your character wants from theirs. They'll tell you why that's impossible, at least for now. When the others say what they want from your PC, tell them why they can't have it.

Carolina Monteiro

Comerciante (a flower seller)

Desire: respect

Dramatic poles: social climber or iconoclast?

Talking 3 Business 2 Knowing 2 Making 1

Resource: switchblade (2 harm, hand, easy to hide)

Signature Move: Word on the Street

Name	Relationship	What I want
Marietta	She helps sell flowers	Subservience
Beatriz	Enemies	Surrender: go back to your high-society world
Paulo	He’s my suitor	Proof of affection
Roberto	He’s my suitor	Proof he would be worth marrying
Luís	Neighbours	Love

Marietta Rossi

Moleque (street urchin)

Desire: a future

Dramatic poles: independence or belonging?

Sneaking 3 Knowing 2 Moving 2 Talking 1

Resource: rosary

Signature Move: Do the Hustle (deliveries, theft)

Name	Relationship	What I want
Carolina	I sometimes work for her	Trust
Beatriz	She’s my hero	Approval
Paulo	Beggar and benefactor	An adoptive father
Roberto	He teaches me knots and stuff	Respect: let me choose my own way
Luís	Teacher and apprentice	Trust: bring me in on a big scam

Beatriz Gonzaga

Músico (musician)

Desire: revenge

Dramatic poles: art or abandon?

Art 3 Knowing 2 Talking 2 Moving 1

Resource: collection of avant-garde compositions

Signature Move: Duende

Name	Relationship	What I want
Carolina	Neighbours	Friendship
Marietta	She’s an annoyance	Obedience: leave me alone
Paulo	Siblings	Acceptance: let me be a musician
Roberto	Neighbours	Respect
Luís	Ex-lovers	Forgiveness

Roberto Veloso

Pescador (fisherman)

Desire: love

Dramatic poles: selfishness or altruism?

Making 3 Knowing 2 Enduring 2 Talking 1

Resource: amulet of Yemanja, goddess of the sea

Signature Move: Master of my Fate
(seaworthiness 1)

<i>Name</i>	<i>Relationship</i>	<i>What I want</i>
<i>Carolina</i>	Friends since childhood	Love
<i>Marietta</i>	I teach her about boats	Obedience: go to school
<i>Beatriz</i>	Neighbours	Friendship
<i>Paulo</i>	Rivals for Carolina	For him to go away
<i>Luís</i>	He's my nephew	Subservience: work on my boat

Luís Correia

Vigarista (hustler)

Desire: wealth

Dramatic poles: family or self?

Talking 3 Moving 2 Knowing 2 Sneaking 1

Resource: navalha (straight razor)

Signature Move: The Power of Street Knowledge

<i>Name</i>	<i>Relationship</i>	<i>What I want</i>
<i>Carolina</i>	Family friends	Friendship
<i>Marietta</i>	Teacher and apprentice	Subservience
<i>Beatriz</i>	Ex-lover	Forgiveness
<i>Paulo</i>	Con artist and mark	Trust: I'm working a long con
<i>Roberto</i>	He's my uncle	Approval

Paulo Gonzaga

Peixe fora d'água (slumming aristocrat)

Desire: fame

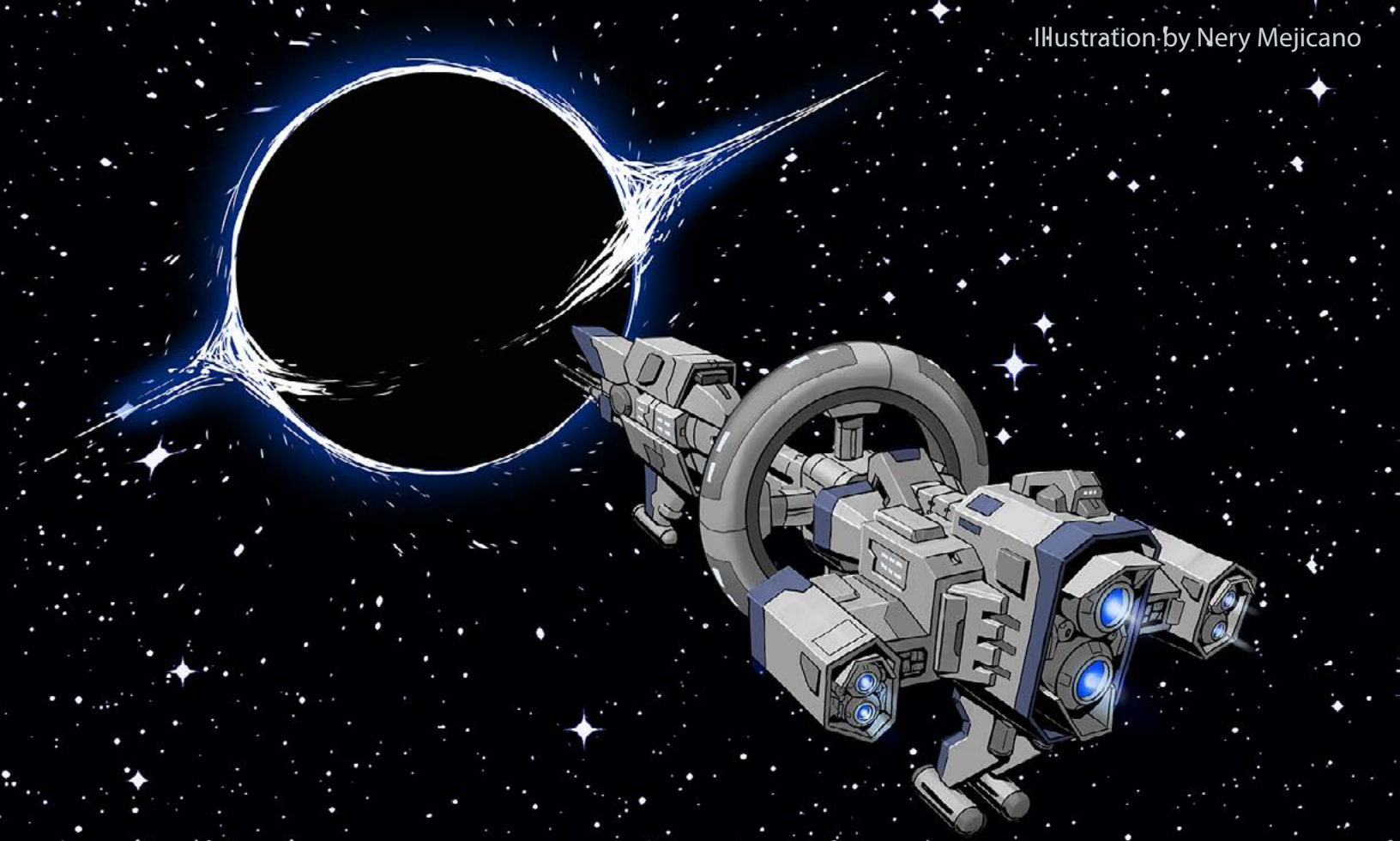
Dramatic poles: birthright or rebellion?

Wealthy 3 Sneaking 2 Talking 2 Knowing 1

Resource: unshakable self-confidence

Signature Move: Inherited Wealth

<i>Name</i>	<i>Relationship</i>	<i>What I want</i>
<i>Carolina</i>	Mutual(?) attraction	Love
<i>Marietta</i>	I give her a coin sometimes	Respect
<i>Beatriz</i>	Siblings	To quit music and go back to the family home
<i>Roberto</i>	Rivals for Carolina	Acceptance of defeat
<i>Luís</i>	Drinking buddies	Real friendship



EX NIHILO

A LOVECRAFTESQUE
SCENARIO BY JOSH FOX

THE WITNESS

Captain Trayvon Clay, a washed-up former Mars colony pioneer, B-list celebrity and officially in command. Clay was a hot-shot astronaut back in the day but is now well past his best, more comfortable on the chat-show circuit than in the cockpit. Clay's name was instrumental in ensuring the mission got funded, but he is viewed as a liability by the NASA elite. Clay is possessed of boundless confidence but tends to fall back on the hard stuff when things get really difficult.

OTHER CHARACTERS

Temple, an experimental synthetic human, supposedly twice as smart as the world's leading scientists, stronger than an olympian and able to operate in conditions lethal to humans. It is programmed to obey the crew, but protects human life as its first priority.

Professor Liu Choi, astrophysicist, inventor of the Choi field, Time Magazine Person of the Year, and reputed to be the world's smartest person. The mission is Choi's brainchild and she simmers with resentment at not having command.

Major Carrie Daley, a skilled pilot trained by the US Air Force. Physically fit but also a talented scientist in her own right (top of her class at MIT). She keeps to herself.

Felipe Aguilar, the designer of the ship and its chief engineer. He is an obsessive perfectionist and constantly fiddling with various aspects of the ship.

LOCATION AND ERA

Theseus, a unique deep space vessel designed to travel the vast distance to a black hole and then withstand the crushing pressure of its gravity well for as long as possible. The year is 2083, thirty years after the first manned expedition to Mars. This is the first flight into a black hole in history.

OTHER LOCATIONS

The Hub, comprising the helm, navigation centre, and the "nerve centre," where all sensory data is received and analysed. Each crew member has a station, a comfortable seat from which they have access to a wide range of information.

The Choi field generator, a large structure which generates the Choi field, the only thing preventing those on board from being atomised once the ship approaches the black hole.

The crew quarters, a cramped living space arranged in a thin crescent next to the Choi field generator. The air is slightly too warm, everyone is pretty much on top of each other, and the place smells of stale sweat.

The engines, storage and the **communications array** are all packed efficiently into a small space, and each really only accessible by one person at a time.

The sensor array, protruding from the front of the ship and only accessible via a narrow crawlspace in zero gravity. The sensor array is relatively unprotected from the bizarre and powerful forces expected as the ship approaches the black hole.

V616 Monocerotis, "Mon", and its immense gravity well, the closest black hole to Earth. It is invisible and detected only by the effects on the ship and its crew, and the appearance of other celestial objects. The ship is flying straight towards it, and will soon pass the event horizon. In theory the Choi field may allow it to break previously understood physical laws and return afterwards.

BLACK HOLE PHYSICS

There are a whole host of reasons why flying into a black hole would be a terrible proposition. As one approaches the black hole, time and space begin to distort. Everything slows to a crawl, effectively freezing you in amber while the rest of the world moves on - though from your perspective everything seems normal. Once you cross the event horizon, you are drawn inexorably towards the black hole - it is impossible to return. Beyond the event horizon, nobody outside can even observe you, and vice versa. As you get closer, the immense forces and distortion of space will rip you to pieces, a process evocatively referred to as "spaghettification," to say nothing of the massive amounts of radiation, far beyond a lethal dose.

In this scenario, we hand-wave away many of these problems with a fictional invention called the Choi field. In theory, everyone inside the field is safe from the effects of the black hole and it is even possible to leave the event horizon.

Of course, that's only theory, tested for the first time in this scenario - what happens in practice is up to you. We suggest you don't worry too much about black hole physics, but feel free to riff off those effects to introduce creepy pseudo-scientific strangeness. Messing around with time and space, or otherwise unleashing strange physics, is very much on the table here - just don't get hung up on being "realistic." Equally, you can take the scenario in a completely different direction, leaving the physics angle as mere window dressing.

CARDS

A Bizarrerie

Spatiotemporal Distortions

Strange Location

Warped Bodies

SAMPLE CLUES

These system failures, initially thought to be random, appear to be following a pattern.

A chunk of an unknown mineral hits the ship. Its shape and structure don't appear natural.

An unpleasant sensation, like something squirming just beneath your skin.

Footage clearly shows who did this sabotage, but nobody saw them leave their bunk, where they swear they were the whole time.

Part of the Theseus becomes completely inaccessible. Whenever anyone tries to go there, they somehow get turned around and end up back where they started.

A distant tugging at the back of the mind, growing stronger as time goes on. It is calling you towards the black hole.

The Theseus picks up a signal that is undefinably disturbing, and even after the receiver is switched off it seems faintly audible, like a tune you can't forget.

A stasis field appears on the ship. From outside nothing appears to move, except for a patch of shadow that has definitely changed position in the last hour.

A powerful feeling you are not yourself, that you have somehow been duplicated and you are the doppelganger.

One of the crew vanishes from the ship. There is literally nowhere they could have gone and no way to leave the ship without triggering dozens of alarms. But they are gone.

One of the ship's systems has stopped functioning. On inspection, it has corroded away to almost nothing.

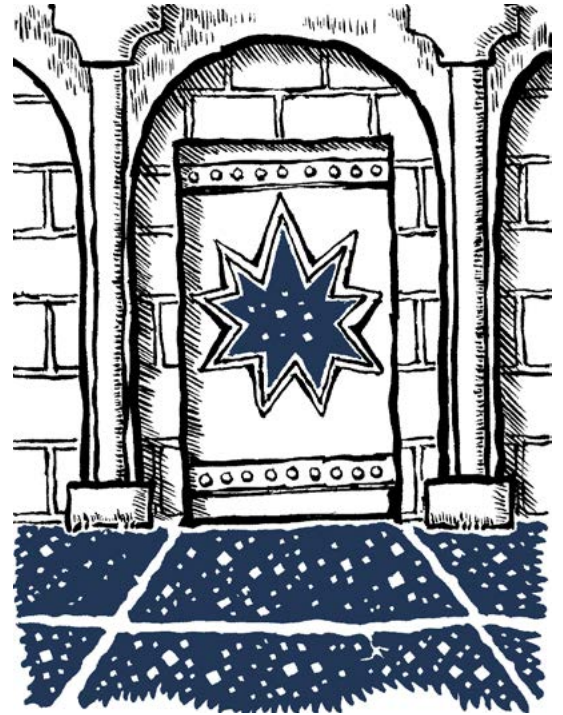
A loud and unnerving sound, wrenching and popping, apparently originating from the ship's hull.

The other crew members' body language and voice tone is subtly off, like they're extremely convincing actors playing themselves.

You can find out more about Lovecraftesque by going to
www.blackarmada.com

THE TEMPLE OF THE PEERLESS STAR

A deluxe Dungeon World starter by
Jason Cordova and Daniel Fowler.
Illustrations by Daniel Walthall



CUSTOM MOVES

The Observatory

Atop the temple sits an enormous device made of gears, spinning orbs and lenses. It is always moving and requires constant maintenance by the faithful. At night, the light of the moon and various stars are focused by its spinning lenses onto runes carved onto the roof.

Great insights can be learned about important events, both those in the past and those yet to come. The Faith of the Peerless Star uses these predictions to establish their power and doom their enemies.

If you attempt to decipher the device's astronomical predictions, name an upcoming event and roll + INT. *On a 10+, choose three. *On a 7-9, choose one. *On a miss, choose one, and the GM gets to make a move.

- You are made aware of a location important to this upcoming event. The GM will tell you where.
- You will play a significant role in this upcoming event. Gain +1 forward when dealing with it directly.
- Something important will be lost. Ask the GM what it is.

You may either accept this necessity, gaining a +1 forward when it happens, or you may act to prevent it.

- Another name appears. Ask the GM to name an NPC. They are significant to the event in a way you do not yet understand.

QUESTIONS

Tell me about the constellation that was brightest in the sky on the night you were born. Has it affected your life for good or ill?

What great treasures do the priests of the temple parade in front of their followers during religious festivals?

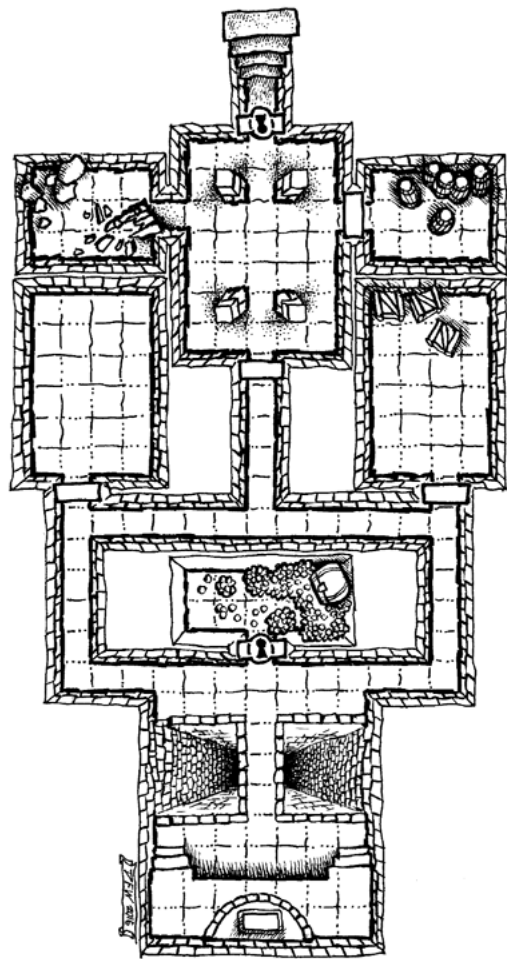
Someone you know has recently adopted the Faith of the Peerless Star, and now serves at this temple. Who are they?

Were you taught to worship the Peerless Star as a child? If not, how do your gods, or the gods of your community, view the star and those who worship it?

What miracle or demonstration of power have you observed being performed by priests of the Peerless Star?

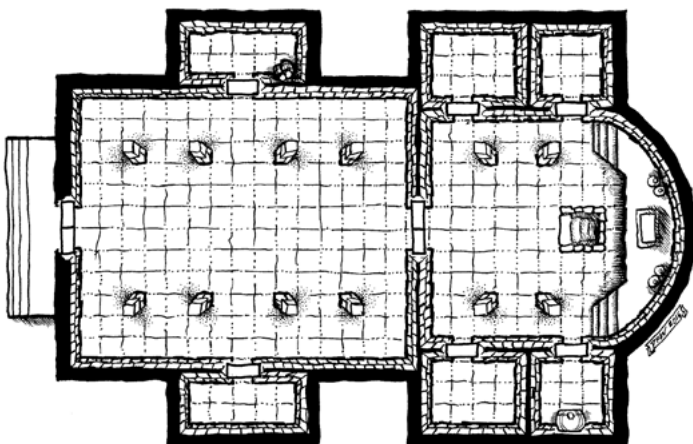
IMPRESSIONS - ABOVE GROUND

- The soft swishing sound of an acolyte sweeping the marble steps near the temple's grand entrance.
- An iron door decorated with a relief of a stylized, nine-pointed star.
- The light of the Peerless Star, throbbing and yellow, viewed through an opening in the ceiling above the main altar.
- A supplicant occasionally sings a few bars from his favorite hymn, "The Nine Points of Glory," though the melody is more ominous and unsettling than you originally remember.
- The sensation of starlight wine on your tongue, fizzy and sweet, but with an unmistakably bitter aftertaste.
- The silvery yellow pigment rubbed on the statues and busts adorning the main sept.
- Floor tiles painted deep blue and black, with pinpricks of yellow and white; each a tiny representation of the night sky.
- The low murmur of a woman kneeling at a prayer plinth, begging the Peerless Star for guidance; you catch a glimpse of the deep gouges she has cut into her own shoulders and arms.
- The soft white color of the star priests' robes.
- A silver fountain filled with star stone offerings, and, if you look closely, more than a few human teeth.



IMPRESSIONS - BELOW GROUND

- Simple wooden doors decorated with hastily-painted yellow stars.
- A large snake scale, silver and shiny like mirrored glass.
- Circular metal grates along the walls that swing outward on a hinge, giving access to the corridors from a crawl space that runs parallel to them.
- A beautifully-lacquered wooden desk that does not match the room's otherwise humble furnishings.
- A rusty short sword with the word "Ramshackle" engraved on the handle.
- The sharp, medicinal smell of the temple's apothecary lab.
- The whirr and clank of a vault door being closed.
- The nauseating "perfume" of the starborn, a smell like soured milk and ash.
- The dessicated corpse of the old high priest, lying in repose, and the gold-flecked star crown he wore in life.



THINGS

Starlight Serpent Egg

The eggs laid by the mythical starlight serpents are covered in hard scales that resemble mirrored glass. These scales make the eggs as beautiful as any art object forged by dwarves, elves, and men, but also serve a very practical purpose: to absorb the nourishing starlight the baby serpent inside needs to grow strong.

Immediately after an egg has spent a night exposed to the light of the stars, but before it has hatched, it is an incredibly powerful source of magical energy. For purposes of the Ritual move, it functions as a place of power for rituals associated with celestial bodies or prophecies. Alternatively, it can be used to replace one of the GM requirements for such a ritual.

There are rumors suggesting the nature of the egg's magic changes if it is exposed to other types of light, and can even change the nature of the growing serpent inside, but this has never been verified.

Censer of Guardian Spirits

The powders contained in this censer are used in burial rites, and said to convey spirits to the heavens. When swung under the open night sky, the silent visage of the recently dead can be revealed. **Name a fallen PC or hireling.** Their ghostly image can be summoned to patrol a camp, cause a distraction, or otherwise serve as best it can without voice or physical form. After the censer has been used, roll a D6. If the result is '1,' the powder inside is consumed, and the item cannot be used again until more is acquired.

Star Crystals

Through a complex process of reflection and lensing, the light of the stars can be purified and slowed until it crystallizes. If handled gently, these crystals can be stored safely for years. If smashed, they will flood the area with a flash of blinding light. Whatever they strike will glow for several seconds.

The Key of Heavens (Hand, 1 weight)

The key to the Vault of Heavens is very ornate and surprisingly large. Gripped by its bow, it may be wielded as an effective club or axe. Its silver tip comes to a point, and its many teeth are each made of a different mineral worked into ornate shapes. When you encounter a creature or situation that requires a specific material to overcome, you may Spout Lore on the key to see if the material is present.

SERVICES

Horoscope 5gp

Conveying a spirit to the heavens 5gp

Baptism of light 2gp (free during festival)

Attuning someone to a constellation of good fortune 50gp

Attuning someone to a constellation of doom 100gp

Sleeping potion (5 uses) 15gp

Simple marriage 5gp

Star-blessed marriage 30gp



SPELLS

Omen Star (Cleric Level 1)

Name an event that may happen in the future. Then name a star and describe its position in the night sky. If the event comes to pass you will notice the star fading out the following night.

Peerless Visage (Cleric Level 1)

The light of the Peerless Star shines from within your flesh. For a short time, your features become warm and inviting, and only the rudest of cads could refuse your request. When you Parley, you may treat the 7-9 result as a 10+. Releasing the spell in the presence of your target may result in some shock and resentment.

TRAPS

Mirror of Self-Loathing

This perfectly clear silver mirror is large enough to be mistaken for another hallway until you meet your reflection. In its unmatched clarity you may observe your many failings and flaws. As you watch, your image sneers in disgust and reaches for its weapon, activating the trap. Once activated, your double will step from the mirror and attack you.

Sands of Purest White

Unlike most sand traps, the powder used by the Faith of the Peerless Star comes at great expense from the shores of underground lakes deep under distant mountains. This pure white dust is so fine it flows like water and disperses into the air as a fine mist. The particles that fill the air have a tendency to ignite when exposed to open flame. Surfaces coated in the dust become nearly frictionless.

MONSTERS

Starlight Serpent

Fangs (d10 damage, reach) 16 HP 2 Armor

The greatest treasure of the Faith of the Peerless Star is also the guardian of their secret vaults. This magnificent serpent is covered in mirror-like scales.

The pulsating reflection of these scales can mesmerise its intended victim, leaving it helpless and waiting to be devoured.

Instinct: To hunt and devour its prey.

Mesmerize its victims

Wrap them in crushing coils

Starborn

Claws (d8 damage, close) 6 HP 0 armor

Special Qualities: Darkvision

These creatures may be descended from men but have been permanently transformed by their existence living under the temple. From birth to demise they shun the sun and only rarely leave the temple at night. In the deepest, most hidden chambers beneath the temple, they perform the oldest rites of the Faith of the Peerless Star.

Their skin is milky white and their enormous eyes are incredibly sensitive.

Instinct: To lure intruders into hidden traps.

Participate in secret rituals



Three Dozen Signs the Stars Are Right!



Animals gather in places of worship; birds, pigs, dogs and deer all waiting like a congregation before the sermon.



Kings and queens are eating their heirs.



A patron vomits a toad into their drink.



The bodies of lovers and twins are found in their homes, each strangled by the other.



The creatures of the woods are all simultaneously looking to the north, as if waiting for something to arrive.



Children are obedient and helpful, and speak as though they are adults.



Rich merchants have sold their belongings for pennies and have taken to begging in the streets for sustenance.



Everyone unconsciously uses "day star" instead of sun in casual conversation. When pointed out, they don't remember not using "sun."



The honey from the beehive runs black and stinks of something dead.



The water reflects entirely different constellations and a moon unlike our own.



A peculiar-looking star has turned orange and is growing in size.



Itching palms, yellow mucus, a wart on your lip, a long wiry strand of black hair in an unusual place. *You lucky dog.*



An aurora originates at the Equator.



Every sparrow in the world commits suicide by flying into the sea and drowning themselves.



All tv psychics, palm readers, and newspaper horoscopes begin to make accurate predictions; all point toward an event at the final alignment.



Strangers begin to appear in town. They always seem to be standing still, and yet are a little closer each time you look at them again.



Horns are heard in the sky with no discernible source.



Birds follow you incessantly, issuing raucous warning cries. Magpies, ravens, and owls, mostly.



News reports are trickling in from all over the world about what appears to be a global die-off of all non-human primates.



All dogs assume a permanent submissive state. They constantly whimper and whine, and only crawl around on their bellies.



Pigs are found chewing on human teeth.



The sweet scent of blossoming fruit rides on the wind.



Children say the darnedest things. Like, "Flames spread like blood across the bed when the stars turn red." Or, "Death glides out of the corners of your eyes when the crow flies."



You step on an ant and it starts to rain.



The roosters refuse to crow at dawn.



You wake to find newts, frogs, and other amphibians lying belly up all over the yard and sidewalk.



Only the prophecy can be printed or written. No matter what you try, it's the only thing that ends up on the paper, and it has replaced all news articles and online comments.



Trees fall in sigils.



Various online hobbyists are reporting a new island based on screen captures from Google Earth. This island has carved rock structures and appears to have pushed through the ocean's surface along the Mid-Atlantic Ridge.



On the third hour of a new day, infant boys wake from their peaceful slumber and begin to speak in tongues.



A cow was born with the face of a child. It speaks only in scripture from an unknown gospel.



Your heart, probably everyone's heart, beats in time with the flickering stars.



A black lion stalks any who leave the village.



Your childhood crush gets stranded and happens to knock on your door.



Unexplained groaning sounds seem to emit from graveyards, starting in Connecticut and then spreading successively to Ohio, Michigan, Indiana, Nebraska, and Georgia.



For one full month, there are no Cthulhu-related products on Kickstarter.

CREDITS

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A Lovecraftesque Scenario By Josh Fox. Illustration by Nery Mejicano.

The Temple of the Peerless Star: A deluxe Dungeon World starter by Jason Cordova and Daniel Fowler. Illustrations by Daniel Walthall

Miscellany: Three-dozen signs the stars are right!

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Matthew Gushta, Keeper of the First Oak
Shervyn von Hoerl, Keeper of the Titan's Womb
Daniel Fowler, Keeper of the Unidentified Artifacts
Daniel Lewis, Keeper of the Unspeakable Fixation
Christopher Wiegand, Keeper of the Head of Nerva Atellus
Brian Vo, Keeper of the Seclusium of Loshe the Living
Fraser Simons, Keeper of the Neon Veil
Kyle Simons, Keeper of the Tome of Heroes
Ray Otus, Keeper of the Endless Page
Stewart Wieck, Keeper of the Ink-Black Night
Matt Stuart, Keeper of the Ulfre Door
Lester Ward, Keeper of the Golden Knot
Candida Norwood, Keeper of the Weeping Cells
Sean Smith, Keeper of the Crimson Hood
Jared Neubrandner, Keeper of the Library of Eidoloss
Jeremy Scott, Keeper of the Brazier of Azad-Kan
Patrick Brannick, Keeper of the True Name of Abbadon
Wesley Naval, Keeper of the Tenebrous Chapel
Patrick Perkins, Keeper of the Vernal Extraction
Mikael Tysver, Keeper of the Hymnal of St. Evelyn the White
Richard Ruane, Keeper of the Sacred Malignance
Tim Jensen, Keeper of the Pilgrim's Forge
John Nolan, Keeper of the Crown of Good King Edwall
John Roberts, Keeper of the Sword of St. Murienne

watergoesred, Keeper of the Rose Maiden's Labyrinth
Aaron, Keeper of the Child Upon Whom We Dare Not Look
Jacob Wood, Keeper of the Protoplasmic Pit of New Life
Jorge Salazar, Keeper of the Red King's Heart
Yoshi Creelman, Keeper of the Triton's Blessing
Samwise Crider, Keeper of the Golden Scar
Victor Wyatt, Keeper of the Blood-Soaked Corridor
Steven Warble, Keeper of the Basin of Vile Ablutions
Andrew Mayer, Keeper of the Sandstone Mysteries
Jim Miller, Keeper of the Conch Shell Horn of Nammu
Kevin Lovecraft, Keeper of the Flesh-Bound Book
Nicholas Hopkins, Keeper of the Passage to Dim Carcosa
Christopher Onstad, Keeper of the Ancient Ungulate
Slade Stolar, Keeper of the Crone's Black Verse
Jeffery Collyer, Keeper of the Oneirophrenic Chords
Gary Anastasio, Keeper of the Bludgeons of Ecstasy
Manuel Suarez, Keeper of the Sentient Mist
Jason D'Angelo, Keeper of the Merry Abbatoir
Flo Hoheneder, Keeper of the Bone Reliquary
Dan Shimizu, Keeper of the Child Who is Wreathed in Flame
Adam Nordin, Keeper of the Vault of Atrocities
Bay Chang, Keeper of the Heart of Lursiss
Vincent Arebalo, Keeper of the Dolm Sarcophagus
Saul Alexander, Keeper of the Ebony Cat and All We Deem Above Her
Jesse Burciaga, Keeper of the Beast Masks
Ron Thomas, Keeper of the Spectral Visions
Jeremy Mahr, Keeper of the Almanac of Leng
Casey McKenzie, Keeper of the Pain Repast
Mick Bradley, Keeper of the Man Who is Naught but Mouths
Steve Mains, the Keeper Who is Beyond Our Reach
Johan Jaurin, Keeper of the Laughing Chaos
Volker Mantel, Keeper of the Children of Malgoliant
Edgar Gonzalez, Keeper of the Iridescent Forest
David Beaudoin, Keeper of the Nightmare Crèche
Luke Cox, Keeper of the Screaming Statuary
Simon Appleton, Keeper of the Last Tears They Shed
Aniket Schneider, Keeper of Nine Rooks
Lachiel Vaher, Keeper of the Box Into Which We Dare Not Reach
Doyce Testerman, Keeper of the Angelic Wards
Maxime Lacoste, Keeper of the Silver Rods
Shane Liebling, Keeper of the Unlearnable Alphabet
Michael Heiligenstein, Keeper of the Child Who Repeats the Numbers