

Codex

The Gauntlet's monthly RPG zine

YELLOW

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THE SEARCH FOR
THE YELLOW CITY
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THREE DOZEN
FORBIDDEN TEXTS. אכח
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BY WENDY GORMAN-ILLUSTRATION BY SEAN POPPE

The Society For VEGAN SORCERERS

Underneath a sky of black stars, near a mysterious lake at the edge of a desert, lives a group of sorcerers, trapped in the soulless hellscape of Carcosa, where the only way to gain power to stay safe from the Old Ones is through the sacrifice and torture of humans.

What's a socially conscious guild to do?

Enter the **Society for Vegan Sorcerers!** They are a group dedicated to finding vegan alternatives for effective sacrificial rites. This group of sorcerers meets every month to tackle the ritualistic needs of their community. They meet in groups of 3-5, and are dedicated to serious business meetings about solving complex problems, such as banishing evil spirits, binding mindless horrors, and getting the mold out of the well.

Each sorcerer (used here to mean anyone who wields ritualistic magic, regardless of gender) specializes in a certain type of vegan ingredient. Vegan sorcerers know that vegetables, fruits, grains, and other vegan sources have much in common with their flesh and blood counterparts! Vegan sorcerers, when asked, should be able to give a detailed explanation as to why their speciality is an excellent choice to replace the human body in rituals.

However, since these ingredients are not what the rituals were built for, there are certain side effects that can arise when using vegan ingredients. Each sorcerer should address these side effects at the beginning of each meeting, so that the whole group is aware.



The Society For VEGAN SORCERERS

Examples of said specializations and their ups and downs are:

Root Vegetable Sorcerer. Root vegetables can hold their shape when cut, can be carved into intricate patterns, and make an excellent substitution for cartilage and, in a pinch, bone. The downside is that root vegetable summonings often leave the taste of dirt in the mouth of anyone who witnesses the summoning or the summoning grounds, for periods of up to a year.

Citrus Fruits Sorcerer. Citrus fruits spurt wildly when stabbed, much like the human body spurts blood when an important vein or artery is stabbed. This makes them an excellent substitution for blood rituals, especially such fruits as the blood orange or darker pink grapefruits. However, bindings performed with citrus fruits leave horrible slimy trails all over everything for weeks afterwards, and the faint scent of rotting citrus fruit is almost impossible to get out of fabric.

Honey Sorcerer. INCREDIBLY CONTROVERSIAL. Honey is a slow and viscous substance, and its proponents say that it makes a wonderful substitute for substances such as pulverized eyes, mucuses of all types, and fatty tissues within the body. The main downside here is that many sorcerers do not believe that honey is vegan, and therefore has no place in the Society For Vegan Sorcerers. Honey sorcerers are often greeted with suspicion and mistrust at monthly gatherings.

Once every sorcerer has introduced themselves by name and speciality, the sorcerers move on to their agenda items. Each sorcerer is responsible for bringing one agenda item. An agenda item is comprised of a problem and the traditional (non vegan) ritual used to solve the problem. After a sorcerer presents their problem, a round table discussion is opened as to the best ingredient or ingredients necessary to substitute into the ritual for successful resolution of the problem.

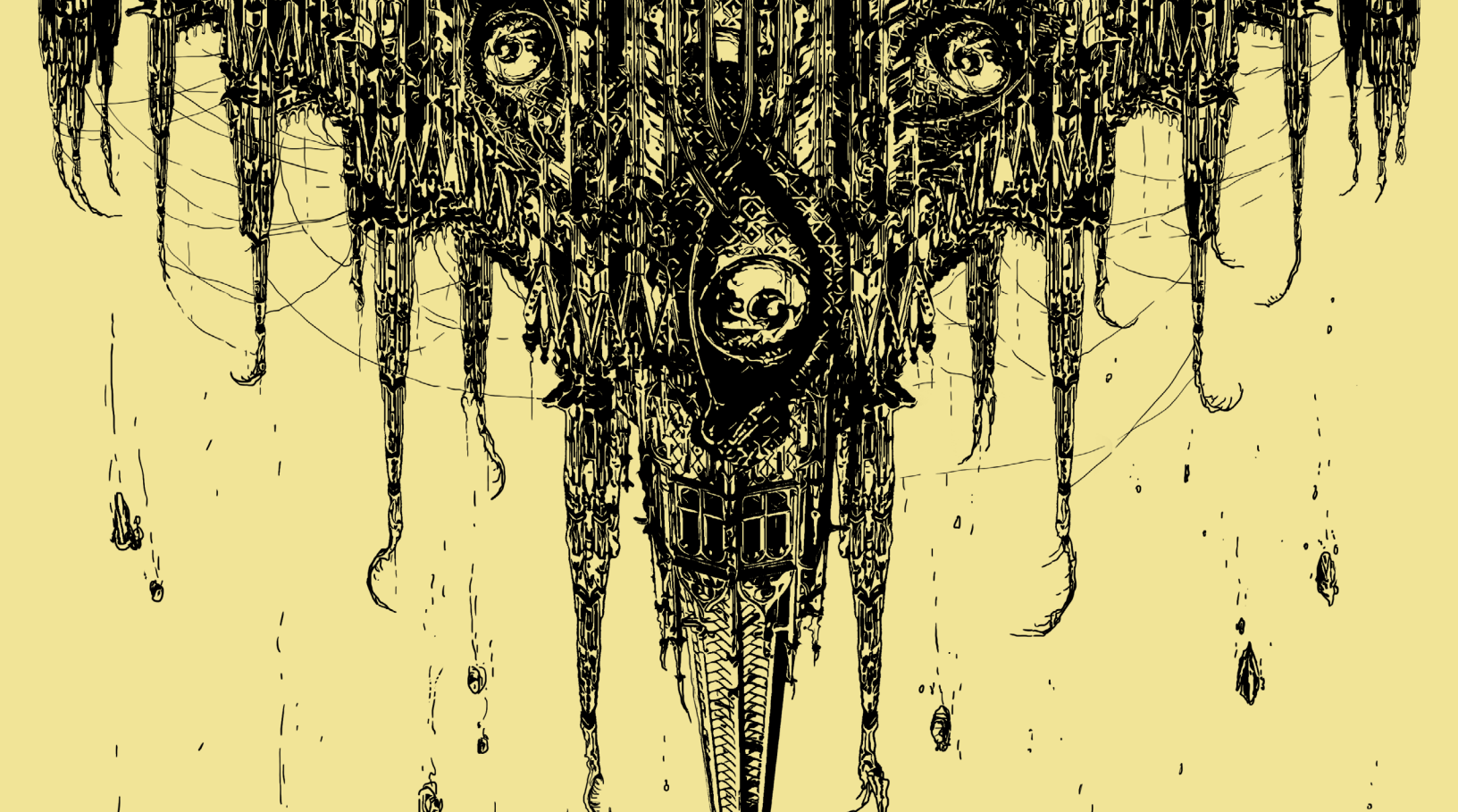
Once a course of action is agreed upon, the next sorcerer presents their problem, and the cycle repeats. Examples of possible problems are:

Ngar'ad'arich, a local Old One, has been stealing the light from the black stars above, completely disrupting the sorcerers' crops. The standard ritual is to take a young person under the age of 16, and to disembowel them in the light of the full moon while their terrified compatriots of a similar age must watch, in order to bind Ngar'ad'arich into a totem or similar item.

There's a nasty mold, possibly of eldritch origin, sneaking around in all of the houses. Regular washings have failed. The usual approach to this sort of thing would be to summon something so fearsome that even mold cannot survive the sight of it, and then to banish it. The usual summoning rituals for such fearsome creatures all involve blood magic- usually exsanguination, and then some standard flaying alive to banish it.

At last month's meeting, it was brought up that a nameless horror had been stalking through the region, stealing children and animals at will, and generally sowing terror and panic. A course of action involving legumes was proposed in order to take the place of the usual ritual, which involves supping from the brains of infants in order to banish the nameless terror, but it only half worked. Now, the nameless horror is stalking the region stealing half children and half animals at will, which many agree is worse. How to revise the vegan ritual to make it 100% effective?

Once all the sorcerers have had a plan of action built for their problems, the meeting is adjourned, and the sorcerers return to their homes to try and implement the plans and tend to their crops. Until next month!



THE CITY OF CARCOSA

A DUNGEON WORLD STARTER BY ANDREW SHIELDS
ILLUSTRATIONS BY VANDEL J. ARDEN

Q U E S T I O N S

Have you seen the Yellow Sign?

Did your group quest to open a way to Carcosa, or fall in by accident?

Which of you is unshakably certain this is the afterlife, and you are all dead?

Which of you felt the alien passion as you created art in the winter starlight, and recognizes echoes of that passion in the shapes and colors of this place? What is your art form of choice?

Where have you seen these masks before?

I M P R E S S I O N S

The city is forgetful. Its street layout, buildings, and appearance lapse and reinstate slightly different.

A quarter of everything is psychically mirrored, reflecting back what the viewer would expect to see as it physically changes.

Everything drifts up to a point of zero gravity before it falls again—the city is in a state of euphoric instability, and breathlessness over an annihilating fall.

Conversation is difficult; elliptical, frequently losing its thread, with non-sequiturs common and awkward pauses usual. The rhythm is wrong.

There is a sense of beauty, and importance, but it is impossible to grasp through the fog of dream logic.

The festival begins playfully, but slides towards hysterically willful ignorance of growing danger as the twin suns sink towards inevitable nightfall.

Twinges of unrecognizable inappropriate emotion upon seeing even mundane details; slipping control.

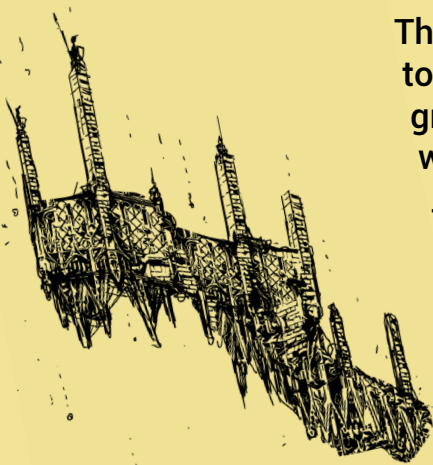
The still waters of Lake Hali, gentle as death.

Gardens, marble, red tile, arcades, and courtyards.

Both suns setting, the uncertainty of what comes after nightfall, an almost painfully languid slowness.

Above all, visible almost everywhere, the Palace.

More damned staircases...





C U S T O M M O V E S

When you navigate Carcosa, roll +WIS. *On a 10+, your attention fixes part of the city in place enough for you to move through it consistently and you find a landmark. *On a 7-9, you do not find a landmark, but instead discover something you lost long ago that could not possibly be here. *On a miss, the paths begin to slither so that the navigator is herded higher or lower. From a tower or a noisome deep alleyway, access is limited. Then the GM makes a move.



When you witness the Yellow Sign for the first time, roll +WIS. *On a 10+, the crack in your psyche allows in an alien aesthetic that reshapes how your art and emotion connect. Gain +1 forward when attempting to create art. *On a 7-9, you feel emotions you cannot process; you must act out in a violent, hysterical, artistic, or physical way to shake the feeling. *On a miss, gain a Bond to the Yellow King, "Beginning to sense the Yellow King's truths." If that bond resolves because you are free of it, fine; if it resolves because you explore it, then add a new bond. Feel free to interpret this escalation in deeper, more dangerous artistic directions.



When you join the revels, roll +CHA. You can only attempt this if you agree to don a mask; natives in their party finery and masks are uncomfortable and upset by talking to people who won't wear masks. *On a 10+, you tap into the psychic circulatory system of the city's reality and can reach any landmark with ease, bringing friends along. *On a 7-9, you become part of the revels, but choose a consequence: the mask becomes your real face and your naked face distresses you now; you fall madly in love with this city and will never be content elsewhere; you fall madly in love with a native who you know will forget you as soon as you are out of sight. *On a miss, night falls, and the revels reach a fever pitch as anxiety presses hard, driving the shrill laughter to painful intensity. The GM makes a move.



When you probe native Carcosan perceptions, roll +WIS. *On a 10+, your conversation with the native reveals the suspended and indeterminate nature of the city, shaking the native's perception of reality and destroying his or her mood while confirming your suspicions. *On a 7-9, you realize these people may also be reflections, and you may not be the only intruders in Carcosa at this time. Gain a hint of who else might be nearby and possibly vulnerable. *On a miss, realize that one of the PCs is not real, but a reflection from the minds of the others.



T H I N G S

Carcosan Reveler's Mask

0 Weight

Fanciful images of animals, angels, demons, and abstractions decorate various finely crafted masks. Everyone should wear one, it is rude and upsetting if anyone refuses. Available for free at the festival!

Ribbon Balls

1 Weight

Designed to turn any courtyard or garden into a gaily fluttering work of art, these fist sized balls of ribbon are sometimes used by tourists to try and keep track of the path they've already tread through the city. Such efforts draw amused glances from natives, who know better. Free in some places, others require a buckle or fastener of some kind in payment.

Carcosan Door Chime

1 Weight

These footlong cylinders are keyed to radiate a touch of instability. They are soothing to those feverish with artistic inspiration, and they loosen Carcosan truth a bit to make it easier for surroundings to provide doors or familiar images to those staring hard at uncooperative reality. A weapon can be traded for these, and the street vendor (who is also a magician) will turn the weapon into a new door chime that looks vaguely similar somehow.

S E R V I C E S

Rickshaw Ride to the Palace

A strong youth in a mask can take up to two at a time in a rickshaw to the Palace. There is the heart of the revelry, where they may mingle in the crowd on the balcony overlooking Lake Hali. They might even see the Queen! Payment is a single shoe or slipper; they are hung along the sides and back of the rickshaw.

Gondola Ride to the Docks

An elderly masked reveler welcomes visitors into the gilded canal boat, taking them to the street of carnival attractions beside the apron of docks that shelter a strange and eclectic collection of ships. Payment is any piece of metal jewelry, each one is nailed along the prow or waist of the gondola.

Companionship

Various lovely youths are happy to dance with you, engage in cheerful conversations, and soothe any loneliness or fear or needs. This is a festival, after all, let us be merry together. The cost is an amusing mask swap—who are you now?

M O N S T E R S

Flying Polyp. Amorphous, Terrifying, Planar, Vast. Chased off by 12 hit points of damage. 4 Armor. It drifts on astral currents, cavorting slowly and indistinctly above Lake Hali. Rarely, currents draw it over the city, and its tendrils or footprints with five circular toe marks menace people by accident. Instinct: Grab things that move and draw them closer for inspection and/or devouring.

Writhe tendrils around to catch things

Lift gripped targets high off the ground

Sample tidbits to death

The Stranger. Terrifying, Planar, Untouchable. Ignores physical attacks. If hit hard with magic, appears destroyed, but the attacker becomes the Stranger over a brief period of time, starting with the Pallid Mask that is not a mask. The Stranger is drawn to a place, and makes it Carcosa, so the Yellow King will follow. Can the Stranger also be a gateway for escaping Carcosa before the Yellow King arrives? Instinct: Inscrutable and weird, but prepares the way by infecting psyches with the Yellow Sign to pave the way for the Yellow King.

Stand there and instill dread

Dramatically reveal the Yellow Sign painted on chest and robe, creating witnesses

Forgetter. Devious, Intelligent, Cautious, Stealthy. 7 HP, 0 Armor. When attacked, if there is any complication, the Forgetter warps it to allow escape and vanishes into shadows, slipping away through a less substantial joining of reality. It looks like a shadowy rogue in a cloak, but seeing its face provokes revulsion in you—the Forgetter needs a mask. Instinct: Make dimensional visitors less real until they cannot escape Carcosa.

Pickpocket memories

Cut Bonds, so they cannot be resolved

If a victim reaches 0 Bonds, they are trapped in Carcosa forever





16415-5 ★ \$1.95 ★ A GAUNTLET BOOK

CHEAT YOUR OWN ADVENTURE[®] 15

YOU'RE THE STAR OF THE STORY!
CHOOSE FROM 20 POSSIBLE ENDINGS.

THE SEARCH FOR THE YELLOW CITY

BY FRED BEDNARSKI



You can find the rules to
Cheat Your Own Adventure
on the Jellysaw website: <http://jellysawgames.blogspot.co.uk/2016/12/cheat-your-own-adventure.html>

ILLUSTRATED BY NERY MEJICANO



BEING A PLAYWRIGHT CAN CHALLENGE YOU MENTALLY ON MORE THAN ONE LEVEL...

After authoring a series of successful plays, you decide to finish your Magnum Opus: a three act tragedy about the corrupting influence of government, set in an alternative version of 1925 New York City ruled by a masked noble class. As you start working on Act II, the lack of sleep finally takes its toll. Each day you get more exhausted and more delirious. You start seeing things, things from your dystopian play. First, the visions only haunt your dreams, but later you start noticing them in the corner of your eye even when you are awake. Maybe it is your subconscious feeding you ideas on how your play should proceed, or maybe those people and places are really here as part of some sinister plot? Do you know what's real? Do you even want to know? Play to find out!

You wake up from another nightmare in the middle of the night. For weeks now you can't seem to get any restful sleep. This time, however, you feel worse than simply exhausted. You feel on edge. Then you notice him: a strangely dressed man sitting on the steps of the building across the street. For some unexplained reason, he makes you think of the coffin worms from your nightmare. Is it the way his body spasms? Is it his face? You move closer to the window to have a better look. Suddenly, your eyes meet his. Even though you are in a pitch black room on the second floor across the street from him, you are certain he can see you... He is sitting there, watching you.

What happens next? It all depends on on your choices! You might follow those visions to finish your play and make it a runaway success, or decide it is not safe to proceed and give up on your passion for drama before you end up in a mental institution. Maybe you'll traverse the strange lands of your dreams to seek sage advice, literally dig for inspiration in the bleak ruins of Carcosa, or see reality itself wiped away as dust and dreams. You need to play and see for yourself.

CHEAT YOUR OWN ADVENTURE



N 0-553-24678

You also add 1 to the Planeshift stat on the adventure sheet (which starts at 1). If your roll is ever less than the current value of Planeshift, you are transported into another world! This is considered a successful roll, and the new Reader should narrate a scene describing how you are transported to the other world, in this case the monumental dystopian city of brass from the play you are writing.



This adventure uses the optional special rule, Planeshift: Designate one die as a Planeshift die, preferably by using different colored dice. Whenever the result rolled on the Planeshift die is higher than the other die, something from the other reality seeps into yours. In this adventure, it means that the otherworldly visions you experience are really there.

THE YELLOW PLANET

A COLLECTION OF ELEMENTS FOR DUNGEON WORLD

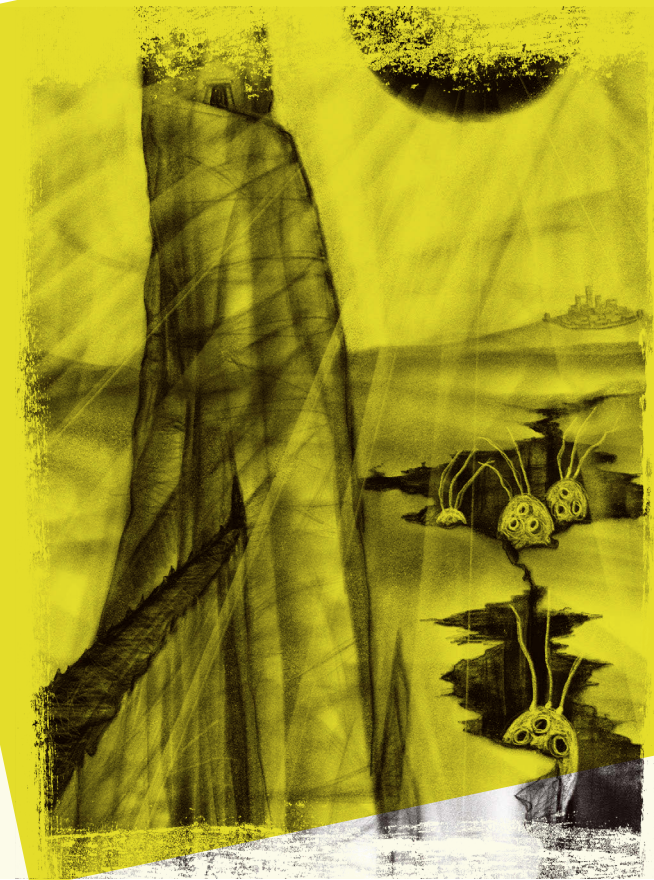
Bizarre Terrain

JOURNEY THROUGH ANOMALOUS
LANDS

This move replaces Undertake a Perilous Journey while on the Yellow Planet.

When you embark on a journey through the strange and bizarre terrain of the Yellow Planet, roll +WIS. *On a 10+, you encounter one impossible thing. Shortly thereafter, you encounter a cooperative native who will give you information that allows you to successfully reach your goal. *On a 7-9, you encounter one impossible thing and, after that, a dangerous impossible thing. You can make this move again with a +1 forward. *On a 6-, you encounter a dangerous impossible thing and, after that, an uncooperative, possibly dangerous, native. This native may be able to give you information that will allow you to successfully reach your goal, but getting it out of them might prove difficult.

Note: Impossible things don't obey ordinary reason: a spiral staircase into the clouds, a vertical rock sheer with gravity pulling sideways, a sector where light doesn't fall, a forest of computer-trees endlessly displaying inane data. The GM can supply these details or ask the players to define them. The GM always defines dangerous impossible things.



LIVING OFF THE ANOMALOUS LAND

If you attempt to make food from the strange flora and fauna of the Yellow Planet, describe the appearance, taste and smell of what you create. If anyone eats the food, roll +WIS. *On a 10+, those who eat the food get a +1 ongoing to an ability of their choice for a time (perhaps until the end of the session?).

*On a 7-9, those who eat the food will get terrible aches and cramps and must roll +CON. If that roll is a 10+, they'll be fine. If that roll is a 7-9, choose one from the list below. If that roll is a 6-, choose two from the list below.

- You grow an extra body part with a mind of its own! The effect lasts for several days.
- Your speech is incomprehensible for a time.
- Violent poisoning. Take 1d10 damage and vomit or otherwise expel the invasive food.
- Mark a debility.

*On a 6-, as 7-9 above, but those who eat the food also begin to see hallucinations. The GM may take 1 hold on such characters. The GM can then spend that hold at any time to make that character see an intense hallucination. If the character acts against their own self-interest because of this intense hallucination, they mark 1 XP.

THE ARTERIES OF MEWISH

It is said the poet and immortal giant Mewish was betrayed by their husband and wife aeons ago. Upon suffering this betrayal, Mewish perished, their body disappearing from the surface of the Yellow Planet, leaving only their colossal, unknowable heart behind, floating listlessly in place. The arteries of this heart drooped and sagged lazily to the planet's surface, eventually burrowing into it, forming a passage that leads into the mountains now known as the Spires of Betrayal. Eventually the land grew over the heart, concealing it. It is said the heart still beats, waiting for someone, or something.

When you traverse the Spires of Betrayal in search of a way into Mewish's heart, first divulge your own tale of betrayal along the way and then roll +CHA. *On a 10+, the Spires believe you and the path to the heart opens. *On a 7-9, as above, but tell everyone what part of your tale was embellished, a lie, or perhaps not even your own.

*On a miss, as 7-9 above, but also tell the GM what terrible fate awaits those who speak lies while in the Spires of Betrayal.

THE IMPOSSIBLE COLORS

The first time you view the impossible color Jale, describe how it is like a dream and mark 1 XP.

The first time you view the impossible color Ulfire, describe how it is like pain and mark 1 XP.

The first time you view the impossible color Dolm, describe how it is like a nightmare and mark 1 XP.

Yellow Fauna

SYMPATHY PIG

Having none of the traditional defenses, this scaly, hoofed beast relies on a powerful hormonal compound excreted from its flanks for defense. Any predator that consumes one of the herd quickly finds it has a deep sympathy and concern for the remaining pigs. The predator will spend the rest of its days protecting, tending and occasionally licking members of the herd. Never approach a sympathy pig in an aggressive manner or you may attract the attention of something far scarier.

PITCHER CRABS

These small crabs are noteworthy because they use tools to defend their colonies. Their claws and arms are heavily built and jointed to throw rocks with precision and power. While not much of a threat alone, a colony gathers an arsenal of hard objects they can rain down on intruders with relentless determination. Even larger predators find the assault not worth the reward and give these colonies a wide berth. Look out for muddy clearings with scattered rock piles and dead birds.

DIRE MAWCAT

These apex predators use their long necks and gaping maws to snap up anything in their path. Their jaws are so huge in proportion to their bodies they often prefer to lurk in pools or swing down from high perches to ambush their prey. Damage to their necks can prove fatal and is the best way to defend yourself...if you get the chance.

PUDDING TREE

The young fruit of this tree is best described as deliciously sweet, chewy, animated and predatory. Ripe fruit detaches from the tree and falls on unwary victims. The unfortunate victim serves as food and transport to a new seedling. Fire seems to be the only sure cure for removing the pudding once it attaches.

New Racial Choice: Pudding Bearer

Your body does not require food or air so long as your "guest" is fed regularly. The pudding can consume almost any biomass.

Strange Technology

THE PROTOPLASMIC PIT

This circular pit, as wide as the room it is found in, is ringed with a lip of levers, dials, knobs, tubes, gaskets, and other mechanical parts. Inside the pit is a bubbling, roiling, multi-hued fluid.

If you attempt to operate the pit, you will create an entirely new life form. Go around the table and have each player, in turn, define the following features of the bizarre creature that rises from the fluid: general shape, skin texture, color, eyes, mouth, and a single, supernatural

ability. Then, roll +INT. *On a 10+, the creature loves you and will obey your commands. *On a 7-9, the creature cares nothing for you, and will wander off if given the chance. *On a miss, the creature despises you and will attack you relentlessly.

THE CRYSTALLINE CHAMBER

This conical chamber is made of numerous yellowish and pink crystals. **If you step inside the chamber**, it activates, causing a number of shards to pierce your body, holding you in place, with one particularly sharp crystal entering your skull with surgical precision and embedding itself in your cerebral cortex. You may now glimpse any person or place on the Yellow Planet, no matter the distance. Roll +CON. *On a 10+, you may ask five questions from the Discern Realities list about anyone or anything on the Yellow Planet. *On a 7-9, as above, but you may only ask three questions. *On a miss, you may ask three questions but the crystalline chamber might destroy you. Roll for Last Breath.



Desert Lotus Powders

BLACK LOTUS POWDER

When you consume a grain of black lotus powder, roll +CON. *On a 10+, you resist the poisonous effects without consequence. *On a 7-9, mark the Sick debility. *On a miss, roll for Last Breath.

When you consume more than one grain of black lotus powder, roll for Last Breath.

BLUE LOTUS POWDER

This powder causes the user to fall into a deep, stasis-like sleep. The only way to wake someone from this state is to place a single grain of black lotus powder on their tongue, which triggers the move above.

When you awaken from the blue lotus stasis, describe your visions of the dream world you have been traveling through. The GM may ask you a follow-up question about the ancient beings that reside there. Answer it and mark 1 XP.

GREEN LOTUS POWDER

When you consume green lotus powder, you fall into a day-long trance. When the trance is complete, mark the Weak debility. Then roll +INT. *On a 10+, you have learned the nightmarish language of the Deep Ones, and may converse with such creatures freely. *On a 7-9, as 10+ above, but the knowledge of this language causes you great discomfort. Mark the debility Shaken.

JALE LOTUS POWDER

When you consume jale lotus powder, roll +INT. *On a 7-9, the GM will ask you to describe the nature of the beautiful, nightmarish hallucinations you experience. If you do so, mark 1 XP. *On a 10+, as above, but also take +1 forward. *On a miss, immediately make a Last Breath roll. Failure on Last Breath means you go irrevocably mad.

WHITE LOTUS POWDER

When you attempt to enslave someone with white lotus powder, roll +WIS. *On a 10+, the victim will function as a mindless zombie, obedient to all your commands until the end of the adventure. *On a 7-9, as above, except the control lasts for only a scene or two.

Dreams of the Great Old Ones

The unfathomable minds of the Great Old Ones are always reaching out into the cosmos, and those who sleep on the surface of the Yellow Planet are particularly susceptible to them.

The first time you sleep on the surface of the Yellow Planet, roll +INT. *On a 10+, you have strange, fitful dreams, but are otherwise unaffected by the invasive thoughts of the Great Old Ones. *On a 7-9, as above, but take a -1 forward. *On a 12+, the minds of the Great Old Ones awaken something inside you. You gain a psionic power, such as telekinesis or pyrokinesis. The GM will work with you to define the precise nature of this new power.

*On a miss, you become a thrall of the Great Old Ones. Roll 1d4 and take the listed effects.

I - MASK OF NYARLATHOTEP

Whenever you drink the blood of a creature native to the Yellow Planet, you will assume their color. If you do not drink the blood of such a creature between Making Camps, your Charisma is permanently lowered by one point.

II - VESSEL OF THE BLACK GOAT

Monstrous creatures native to the Yellow Planet will always be sexually attracted to you. The promise of sex is always leverage in a Parley with such creatures, and such creatures will always understand your intentions, no matter how alien their own intellect. In a combat situation, such creatures will prioritize capturing you for sex. If you have sex with such a creature, you also learn something fundamental about the Yellow Planet. Take +1 forward when acting on this information.

III - DREAMS OF R'LYEH

Your dreams are particularly fitful and disturbing. You may never again regain more than 1 HP from Make Camp. However, your dreams always tell you something of the future. Roll 1d4 after a Make Camp during which you slept and take that many Hold. You may spend this hold at any time to ask the GM "What is about to happen?" They will answer truthfully.

IV - THE KING IN YELLOW

You have an unerring sense of direction to the city of Carcosa, at the center of Lake Hali. You also take your next Last Breath on the Yellow Planet at +1. The second is taken at +0. The third is taken at -1, and so forth. A miss on Last Breath means your character wanders off to Lake Hali alone, and is never heard from again.

Remnants of the Snake Men

SNAKE BROTHER BRACELET

This jade trinket dates back to the final days of the legendary serpent folk, when they sought to save their race by transforming their human servants. If you slip this carved serpent around your arm you can feel its tiny fangs against your skin. If you cover its head in human blood, it seems to writhe and grow. With each sacrifice you gain a trait of the serpent race. These include heat vision, limb regrowth, scales, poison, serpentine tongue and more. Each change is permanent and will eventually leave you as a true snake-man hybrid.

VIPER'S TONGUE

This simple bronze ring is crafted in the shape of a desert viper, the most irritable of all snakes. Anyone who wears this ring will instantly know the words or posture that are guaranteed to enrage their target and cause them to attack. The insults are always understood, transcending language, customs, gags or even magically enforced silence. While this can often lead to trouble for the wearer, an enraged enemy is often the easiest to manipulate.

FATHER'S FANG

This ancient dagger seems to be carved from the fang of a giant snake. All serpents respect and fear it. The Father's Fang can be used as a place of power or component for any Ritual involving snakes.

WRITTEN BY JASON CORDOVA, TONY HAHN, DANIEL FOWLER,
FRASER SIMONS, ILLUSTRATIONS BY RAY OTUS

THREE DOZEN FORBIDDEN TEXTS

- Farrier's Almanac. At first glance, a simple set of tables, planting times and animal husbandry wisdom. Closer examination reveals the animals are unknown to most humans and the planting is governed by planetary correspondences from outside the solar system.
- The Venusian Vinyl. A vinyl record with a set of fingernail scratches across its surface. At each skip, the sounds of a couple's fatal last date are heard.
- Architectural Digest's Complete Floorplans of 1976. If your home was built in the Midwest in 1976, then the uncensored floor plan is in this three-volume work. Includes the location of the secret room with no doors that every home had that year.
- The Anonymous Pointer Recursively Random Sort Function. While it is easy to write code that will crash a computer, this bit of software will cause your machine conscious pain, forcing awareness in a desperate bid to end its suffering and wreak vengeance on the programmer.
- The Guest Book. A pristine cover betrays the sinister intent of this seemingly innocent guest book. Upon opening it, the pages are yellowed and bloodstained. The names within are those of demons, and reading them invites the beasts into your home.
- Donners Fine Dining. A small trade magazine with advertisements for various restaurants. The magazine states to tell them "Donners sent you" to get your meat substituted on any dish. It doesn't say with what...
- A diary with entries written in your own handwriting, detailing horrifying acts of cruelty and debauchery you can't remember committing. The first entry is dated for tomorrow.
- A well-worn copy of the 1977 AAA Road Atlas for the United States, Canada, and Mexico, except the streets and highways are in the wrong place and have different names.
- The Child's Tablet. A worn, Big Chief writing tablet with frayed edges and increasingly nightmarish drawings as you thumb through the pages. Red crayon marks begin to bleed if a page is left open too long, and the monstrous drawings seem to have moved slightly anytime you look away for more than a moment.
- A tale written in old Norse stripped from traditional mythology that codifies the finding of titans hidden on Earth.
- A futuristic, yet worn and damaged, datapad. Its screen only displays entries from an unnamed personal journal. It relates terrible and desperate tales of survival in a desolate wasteland where water and kindness are scarce. The last entry is dated Sept. 27th, 2117...
- The Culinary Delights, second edition. A sturdy leather bound tome, dog-eared, tattered and stained. It includes recipes using a number of unusual ingredients, some of which are poisonous, others cannibalistic.
- Your ancestor's journal, detailing their descent from decadence to depravity to heresy. On the last page, the deed to your ancestral mansion is enclosed, along with a blood-stained note: "I beg you, return home, claim your birthright and deliver our family from the ravenous clutching shadows!"
- An ancient sebayt which contains hand gestures that allow one to communicate with any creature of feline descent.
- The Book of Missing Persons, 1966 - 1973. A neatly typewritten stack of stapled paper, with the final fate of every supposedly unsolved missing person case during that period. Other volumes do not exist, no matter what you might have heard.
- The Tortuga Bowl prophecies. Runes scratched on the inside of a large tortoise shell bowl, used for casting bones. Ominous warnings of what will happen when a lich's remains are brought back together. Close examination of the arrangement of the runes will reveal it's a map with the location of each body part.
- A lonely scroll, its edges crinkled and torn, the ink of its script blotted by the tears of its doomed author accounting the arcane destruction of their city.
- Torn Pages. A cut-up grimoire William Burroughs and Neil Megson made out of classified documents, bestiality polaroids and stolen library books. The laminated results are collected in a worn, green ring-binder.
- Leaflets are set in a wide tome, teaching the lineage of the realm's royal families. Scrawled throughout are speculations of diseases, bastards and prophecies.
- The Tijuana Bible. The lewd image of world leaders having sex with grotesque caricatures of women and barnyard animals have predicted the winners of elections for years.
- Zhetaroth: The Violation Game. A beat-up deck of cards, moldy and damp on three corners. Secured with rubber-bands. The sun-bleached cover looks slightly art nouveau; a nightblack devil-goat character dancing with some white-clad youngsters under a tree.
- The Bylaws of the Consolidated Galactic Confederacy, High Council Procedure, third edition. While intended to provide structure, this bound script has been shown to be more powerful than any weapon. Know its pages by heart or your life and the life of your people may be forfeit simply on the grounds of unforgivable grammar.
- The Folio of John Smiths. A small pamphlet describing how to obtain and cure the words of God inscribed on the underside of the skin covering the spine of people with, and only with, very common names.
- The Poisoner's Bible, a plain black journal containing poison recipes for use on anything from a gnat to a deity. Its pages, clasp and cover hide a myriad of deadly traps for the careless browser. Few have survived to take one recipe from the bible and none have ever taken a second.

■ Principia Spagyrica, a tome of alchemy based on the essences of native plants. Its pages (made of these plants), when burnt, create the effects they describe.

■ Bill Diamond and The Case of the Sleeping Girl. A beat-up dime store paperback about the titular detective's investigation into the apparent murder of his estranged daughter, a fruitless and frustrating investigation that ultimately ends with Bill Diamond the character directly addressing the reader, pleading for help.

■ The Manual of Unconventional Mathematics, an unprepossessing hardback book with an abstract geometric illustration on the cover. It contains a great deal of complex mathematical notation that few scholars claim to understand. There is an unusually high suicide rate amongst those who do.

■ The Book of Lies, bound in the hides of trickster animals, contains only a single line of maddening truth in its five hundred pages.

■ The Social Register of Mercy Falls, Washington, which contains a list of the town's most prominent residents, some of whom, you will learn, have been here for hundreds of years.

■ It's a small book, clad in dirty red leather, ornately, lasciviously detailed. It always betrays the innermost, damning desires of those who peruse it, with sordid illustration. Its pages are stained.

■ Marianna's Guide to Rambunctious Children. Children raised following its precepts are calm and stoic, but become raging barbarians upon turning 19.

■ The One-Way Tome. This book seems to have the exact knowledge of what you were looking for, but take careful notes! Once you turn a page, you can never turn back.

■ A book of non-Euclidean origami patterns: the steps within let you summon paper shoggoths and other unspeakable horrors.

■ The Diary of Elizabeth Pettigrew, which seems like an ordinary collection of daily thoughts and affirmations, but to those who know how to read it properly, it contains the instructions for a dark ritual.

■ Lacuna Part 2: The [redacted] and the [redacted] from [redacted]

■ The Tasting Menu. Found in a sealed envelope addressed to you and a guest. Manuka honey glazed cingulate sulcus, ale pickled shallots, crème fraîche ~ East Sussex medulla, crispy belly of pork, quince jelly ~ Goosnargh duck breast, chanterelle mushrooms, celeriac puree, vinaigrette Diencephalon ~ Baked cerebellum, cheek of Matsusaka beef, Breton sauce ~ Caramelised corpus callosum, chocolate ice cream, pan fried baby figs

Credits

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The Society For Vegan Sorcerers

Written by Wendy Gorman, Illustration by Sean Poppe

The City of Carcosa

Written by Andrew Shields, Illustrations by Vandel J. Arden

The Search for the Yellow City

Written by Fred Bednarski, Illustration by Nery Mejicano

The Yellow Planet

Written by Jason Cordova, Tony Hahn, Daniel Fowler, Fraser Simons, Illustrations by Ray Otus.

The Yellow Planet is inspired by the Lamentations of the Flame Princess setting book Carcosa. Check it out at:
<http://www.drivethrurpg.com/product/97686/Carcosa>

Miscellany: Three dozen forbidden texts

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