

Codex

The Gauntlet's monthly RPG zine



FLAME
tales of love, loss,
and glorious failure

Fire Ships at Midnight

*By Tyler Lominack
Cover Art by Anna Aphelion*



In late May of 1588.

King Philip II of Spain dispatched the *Grande y Felicísima Armada* (known as the Spanish Armada) to invade England under the command of the Duke of Medina Sidonia. Manned by Spain's best sailors, prepared to transport a massive army, and carrying priests of the Inquisition, the Armada intended to bring England back into the Catholic fold.



At midnight on the 28th of July.

As they close-anchored for the night, an English fire ship attack ended all their hopes. What happened after became a legendary disaster.

IN FIRE SHIPS

AT MIDNIGHT, PLAYERS TAKE ON THE ROLES OF THE DUKE OF MEDINA SIDONIA, CARDINAL RIBERA, AND CAPTAIN SALAZAR (REFERRED TO, COLLECTIVELY, AS THE PILLARS). They must endure the horrors of the journey. But most importantly, they must save their own reputations when they return to Spain. The game is played over three turns (referred to as **Conflicts**), each with four phases.

Each character will have a pool of six-sided dice which they will use to bid and roll for **Authority** in each conflict. **A result of 1-3 on a die is a failure, while a 4-6 is a success.** Successes are totaled with failures subtracted and compared to the **Conflict Resolution Chart (CRC)**. Once all Conflicts are resolved, we discover the reception our characters receive back home in Spain.

While all of the action in **Fire Ships at Midnight** takes place on the ocean, it is **how they are received in Spain that is most important to the Pillars.** Using various machinations to overcome or endure the Conflicts and eliminate their rivals will leave one Pillar with narrative control once the Armada returns to Spain. In the end, any price is worth paying to save their reputations.

Players should take turns reading aloud each section up to the Conflicts. Conflicts will be read during play. Once all Conflicts have been faced, move on to the **Return to Spain.**

The Characters



THE DUKE OF MEDINA SIDONIA - (Starting pool—eight dice)

The Duke was appointed Admiral of the Spanish Armada despite having no real qualifications. He was, however, a skilled courtier, brave fighter, and loyal servant of the Crown. His efforts probably made a doomed invasion less of a disaster than it otherwise would have been.

The Duke may re-roll any one die on each CRC where he is the active Pillar.



CARDINAL RIBERA - (Starting pool—six dice)

The Cardinal is a composite of the many priests and inquisitors who sailed with the Armada. They were fanatical in their devotion to the Church and their King. The Inquisition's arrogance and zealous certainty of its righteousness elevated the invasion to a Holy War. Once the Spanish Army landed, the English heretics would be tried and burned at the stake.

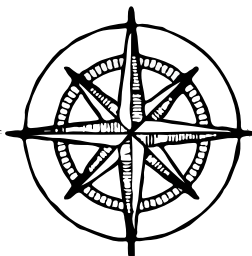
The Cardinal may change two dice to any result on the CRC roll once per game.



CAPTAIN SALAZAR - (Starting pool—six dice)

The Captain is a composite of several very capable naval commanders who were hamstrung by politics and forced to accept an inexperienced noble as Admiral. Spanish captains were the most experienced sailors on the high seas, often commanding the same ship for many years.

The Captain may take all failed dice rolled on the CRC into his pool once per game.



The Four Phases of Conflict



1. INTRODUCTION

The Captain reads aloud the Conflict and the four plans to deal with it. Then they describe the state of the fleet at that moment. Be as inventive and descriptive as you like.

2. NEGOTIATIONS

The Duke describes the location where the Pillars are meeting, and directs the conversation as the Pillars discuss how to deal with the Conflict.

The Pillars may beg, threaten, bargain, or simply cooperate. However, no agreement is binding when your reputation is on the line.

3. BIDDING

The players secretly bid dice from their pool to become the Active Pillar with authority to deal with the Conflict. The bids will also be the dice they roll with on the CRC.

Highest bid wins and picks a plan, with ties broken in favor of the Duke and then the Cardinal.

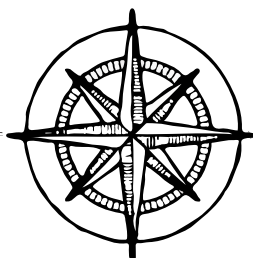
Players who lose the bid may give one of their bid dice to the winner for the CRC roll, but all others are lost. Each character must bid a minimum of one.

4. RESOLUTION

The Cardinal describes the prayer/blessing they bestow on the fleet, and the active Pillar rolls the dice from the winning bid (plus any given by the losers) and compares it to the CRC. Failures are subtracted from successes.

Once the indicated Pillar describes the aftermath of the roll, the Armada moves on to the next Conflict. Any uses of a Pillar's special power are done in the same order as breaking ties (Duke>Cardinal>Captain).

Players should note if the Conflict was heroically overcome or merely endured (successfully overcoming Conflicts is all that matters when we Return to Spain).



Return to Spain



ONCE THE FLEET RETURNS TO SPAIN, the Pillars are to tally whether each Conflict was overcome or endured, and how many Pillars still have dice in their pools. *In many ways, this is the true thrust of the game.* For some Pillars, overcoming Conflicts is not the best way to secure their reputation. The final scene is described based on the following:

NO CONFLICTS OVERCOME AND NO PILLARS

The Cardinal describes how the church views him as a martyr and the other Pillars as sinners and fools.

NO CONFLICTS OVERCOME AND ONE OR MORE PILLARS

The Captain describes how the public blames the Crown and the Church for Spanish humiliation.

ONE CONFLICT OVERCOME AND ONE OR FEWER PILLARS

Remaining Pillar (or the Duke if none) describes how he lays blame for the failure at the feet of the other Pillars.

ONE CONFLICT OVERCOME AND TWO OR MORE PILLARS

The Cardinal describes how the Crown protects itself from blame and punishes the returning Pillars.

TWO CONFLICTS OVERCOME AND ONE OR FEWER PILLARS

Remaining Pillar (or the Captain if none) describes how the Pillars are made heroes of the moment, but also how history remembers them poorly.

TWO CONFLICTS OVERCOME AND TWO OR MORE PILLARS

The Captain describes how the Crown turns this into a victory and how the Crown shows the Pillars as heroes.

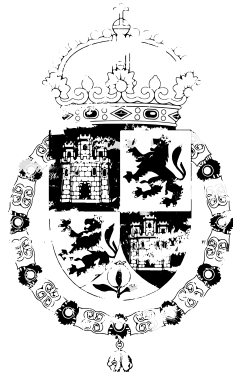
THREE CONFLICTS OVERCOME AND ONE OR FEWER PILLARS

Remaining Pillar (or Cardinal if none) describes how the public views him as the hero of the day and the other Pillars as deadweight.

THREE CONFLICTS OVERCOME AND TWO OR MORE PILLARS

The Duke describes how all the Pillars are greeted as heroes and how the Crown rewards him.

ONCE THE RETURN TO SPAIN DESCRIPTION IS FINISHED, each player should read aloud their character's Afterword.





Conflict Resolution Chart

FOUR OR MORE SUCCESSES

Active Pillar either adds one die to their pool or takes one die from each other Pillar into their pool. They then describe how the fleet overcomes the Conflict.

THREE SUCCESSES

Active Pillar adds one die to their pool and describes how the fleet overcomes the Conflict.

TWO SUCCESSES

Active Pillar either loses one die from their pool and describes how the fleet overcomes the Conflict or adds one die to their pool and asks another Pillar to describe how the fleet endures the Conflict.

ONE SUCCESS

Active Pillar either asks another Pillar to describe how the fleet endures the Conflict or all Pillars lose one die from their pool and the active Pillar describes how the fleet overcomes the Conflict.

NO SUCCESSES

All Pillars lose one die and the active Pillar describes the horrors required to endure the Conflict.

IF A PILLAR HAS ZERO DICE

AT THE END OF ANY PHASE, they are disgraced, killed, or imprisoned. They will describe why and how they are removed as a Pillar, and will utter their curse or blessing to the remaining Pillars. Once removed as a Pillar, a player may demand a re-roll of one die in each CRC roll to reflect their curse/blessing. However, they are no longer a part of the bidding phase. They may participate in the other phases as a proxy, successor, or in disgrace.

The Conflicts

FIRE SHIPS AT MIDNIGHT

The perfidious English have lit their own ships on fire, filled them with pitch, and are sailing them toward the bulk of the fleet at anchor! In a panic, the majority of captains have cut anchor and are scattering. The current and the wind are pushing the fleet north out of the English Channel. How will the Pillars attempt to keep the fleet from falling into complete disarray?

PLANS

- **Signal to the fleet** to tack into the wind and reform to the North (+2 successes for the Captain on the CRC if Active).
- **Trust in the Almighty** to bring His flock to safety (+2 successes for the Cardinal on the CRC if Active).
- **Send small ships out** to cover the retreat and protect the fleet (-1 success).
- **Signal for all capital ships** to converge on the flagship and leave the others to their fate (+1 success for the Duke on the CRC if Active).

ROUGH WATER & STORMS

Having been pushed into the North Sea, the Armada must deal with the horrors of weather in September during the "Little Ice-Age." As storms rage, much of the fleet is forced onto the rocky shores of Scotland and Northern Ireland. The cold numbs sailors and makes the ships hard to handle, while tornadoes and rogue waves capsize the unwary. How will the Pillars navigate around the British Isles, hold the fleet together, and eventually turn South toward home?

PLANS

- **Consolidate all personnel** into the most seaworthy ships and scuttle the rest (+2 successes for the Captain if active).
- **Order all ships** to bend every sail. Leave those who fall behind (+1 success for the Duke if Active).
- **Stay in loose formation** and continue to weather the elements as best you can. (-1 success).
- **Keep close formation** and share resources as best you can (+2 successes for the Cardinal if active).

PLAGUE & SICKNESS ON THE JOURNEY SOUTH

After so long at sea, sickness begins to take its toll on the men of the Fleet. As sailors and officers alike begin to die, unrest simmers among the survivors. Crews turn on their officers, individual captains ignore the Admiral's orders, and some ships seek any safe harbor. How will the Pillars return the Armada to King Phillip and save their own reputations?

PLANS

- **Open fire** on any who try to abandon the fleet (+1 success if the Duke is Active).
- **Rally the priests** to give sermons on the Divine Rights of His Most Catholic Majesty (+2 successes if Cardinal is Active).
- **Issue orders** that any insubordinate crewmen are to be hung immediately (-1 success).
- **Signal the fleet** for all ships to make best sail toward Spain and disperse the Armada (+2 successes if Captain is Active).

Afterword

Despite his best attempts,

the Duke of Medina Sidonia is remembered as having commanded one of the worst naval disasters in history (whether fairly or not). He continued to serve the Crown for decades afterwards with a consistent lack of success on the seas. He is eventually a target of ridicule by Miguel de Cervantes as a typical noble fool.

The Church and the Inquisition

remained powerful in Spain for centuries to come. The Inquisition lasted nearly 350 years, officially ending in 1834. Modern estimates are that 150,000 people were prosecuted and 5,000 killed. Countless Jewish and Muslim families were forced to renounce their faith. Rumours persist that the Inquisition still exists to this day.

Despite the skills of these captains,

nearly half the ships (63) and two thirds of the men (18,000) were lost. While Spain remained the most powerful Kingdom on Earth, the defeat of the Armada is seen as the beginning of its decline. Rampant inflation, mismanagement, and the rise of Britain and other Protestant nations would eventually leave Spain a shadow of its past glory. The reputation of the Spanish Navy would never recover.



A person can live a grand life. They can do great deeds, earn love and hate, and become immortalized in legend, but in the end they too will be

A HAND FULL OF ASHES

slipping through our fingers. At that time we must learn to give in to the inevitable and let go.

By David Rothfeder
Cover Art by Devon Serket



The background of the image is a solid yellow color. Overlaid on this background are several stylized, flame-like shapes in a vibrant orange color. These shapes are elongated and have a branching, organic appearance, resembling fire or perhaps coral. They are scattered across the frame, with some larger shapes in the upper right and lower right, and smaller ones in the lower left.

A HAND
FULL of
ASHES

A Hand Full of Ashes is a larp about grief and letting it go.

The game takes place at the wake of somebody important to each of the attendees. To prepare for the game, you will need:

- A safe place for a fire, wood and fire starters to keep the fire for a couple of hours
- A novel you are willing to destroy (preferably with a single protagonist)
- Some name tags
- A stack of note cards
- At least four players.

One of these players will be the Officiate (probably the person reading this game). The Officiate will likely choose the novel before play begins. The Officiate does not need knowledge about the story beyond its general synopsis. As a recommendation, choose a book that would allow 35-50 pages per player (not counting the Officiate).

Before playing the game begins, discuss the book you will be destroying, especially the protagonist and what they were like. Players do not need to have read the book and do not need an intimate knowledge of its contents. However, all players should have an overall idea of what happened in the book, what timeframe it took place over, what the main character struggled against, and what they accomplished. This will form foundational knowledge for all the characters; a story that was told over and over again while the protagonist was still alive.

From there, each player (including the Officiate) will create their **character** by determining how they knew the now-deceased protagonist. Were they related? Were they lovers? Did they respect each other? Were they hated enemies? Write down your name and relationship on a nametag and put it on. Feel free to discuss with the other players who you were to the protagonist and thus who you are to each other. It is perfectly appropriate for a player to play a character that was in the book. A player shouldn't worry if they don't know much about that character; they can just fill in whatever details they like, even if they aren't accurate to the book.

All of the players (except the Officiate) should gather in a circle around the fire after creating characters. The Officiate will then introduce themselves, their role in the game (detailed later), and who they will be playing in the game. Everyone in the game will then take turns doing the same.

The non-Officiate players should take turns asking the player to their right:

"What piece of unfinished business do I still have with the protagonist?"

Write the answer down on a note card and keep it handy. Once everyone has answered, each non-Officiate player should take turns asking the player to their left:

"What is a memory of the protagonist that I just can't let go?"

OFFICIATE SCRIPT

Give each player a chance to reflect on their character and ask any questions they want to with their fellow characters. Once this is done, the Officiate should read the following to familiarize everybody with the rules:

“ Thank you all for playing. Today we are playing a game about grieving. We will be exploring some very difficult emotions that everybody will likely need to face at some point in their lives. This game also uses this active fire. For this reason, we use five safety rules, both physical and emotional.

Our first safety rule is that anything that is on fire will stay in the fire. Do not reach in to move or remove anything from the fire. If you think there is something problematic in the fire, let me know and I will handle the situation.

Our second rule is to avoid any quick motions. We will not role play any physical confrontations. If you are near the fire, make sure you are mindful of your surroundings, especially loose clothing.

Our third rule is that this is an open door game. If at any point you need to leave for any reason, you may do so without hindrance. If you are able to let me know that you are leaving that will be helpful, but if this interferes with your well being please do not feel obligated to do so.

Our fourth rule is that we will telegraph all physical contact. If you are seeking to hold a hand, touch a shoulder, or embrace a character, approach in slow motion, in a way that the other player can see your intention.

When you have received consent, verbal or obvious non-verbal (a nod, or a matching gesture are appropriate, everything else will not be considered consent) then you can complete it at normal speed. If the other player reacts in any negative way, do not continue the attempt and thank them for their communication.

Our final safety rule is the X-card. If at any time you need play to stop, say X-card and hold up your arms in an X. When you see or hear somebody use this technique, stop play and hold up your arms in an X until everybody is quiet and doing so. We will thank the person who used this technique and discuss what has happened. If we can retcon the game so that play can continue, we will. But if we need to end the game, or the person who called the X-card needs to exit the game there, we will support their decision.

The goal of this game is to say goodbye. We will start the game with a eulogy delivered by myself. This eulogy will encompass the important events of the deceased protagonist's life. It is the part that everybody talks about, but it is not who they are to you. Your relationships are so much deeper, and honestly you're tired of hearing this story. If somebody brings up an event in the book, act with extreme disgust, remorse, or grief. Escalate this response until the person who is making this reference stops. Feel free to purposely bring up a detail to force a response out of your fellow players, but try not to use this as a means to disrupt the game (i.e. interrupting conversations already taking place). ”



OFFICIATE SCRIPT (cont.)

“ Throughout the game, you will be facing many difficult emotions, possibly even going backwards and forwards through the stages of grief.

When you do so, there will be a mechanical effect:

- *If you Deny what is important*, come see me when you get a chance and rip 2 pages out of the book, throwing them in the fire.
- *If you show that you are Angry* – with those around you, with the deceased, or with yourself – come see me to rip 4 pages out of the book.
- *If you are overcome with Depression and sadness*, come see me and rip 6 pages out of the book.
- *If you make a Bargain with another* – regarding the deceased, your future, or with something unworldly – come see me to rip 8 pages out of the book.
- *If you Accept a hard truth*, come see me to rip 10 pages out of the book.
- *In addition, if you ever feel the need to address the entire wake*, come see me and I will get everyone’s attention at the expense of a single page.

A large part of grieving is how you address your two cards. You are certainly welcome to keep these close to your heart and never let them go, but addressing them is part of processing your grief. If you ever conclude your unfinished business, whether by getting closure or giving up on it, throw the note card in the fire; this business is no longer a burden upon yourself.

If the memory you treasure is no longer yours alone, throw that note card in the fire; this memory is no longer a symbol of what is lost, but what you had, then and now.

The pages we are destroying represent the life of the deceased protagonist, and ripping them out is symbolic of moving on without them. When the book is empty, it is time to say goodbye. One by one each player should exit the room leaving the Officiate to tend the fire. Once the game is over, feel free to return so that we can debrief and decompress. ”



THE ROLE OF THE OFFICIATE

The Officiate's role is very different to the other players.

You are not here to grieve yourself, though you may feel the need to do so. Instead, you are here to provide the other players an outlet for their emotions so they can say goodbye.

The game will start with the Officiate delivering a eulogy for the deceased. This eulogy will be a stylized and edited version of the dust jacket (or the back of the book if using a paperback) synopsis of the novel. Make sure to read this several times before play so you know how to adapt it for an appropriate eulogy, discussing the protagonist's most well-known portion of their life.

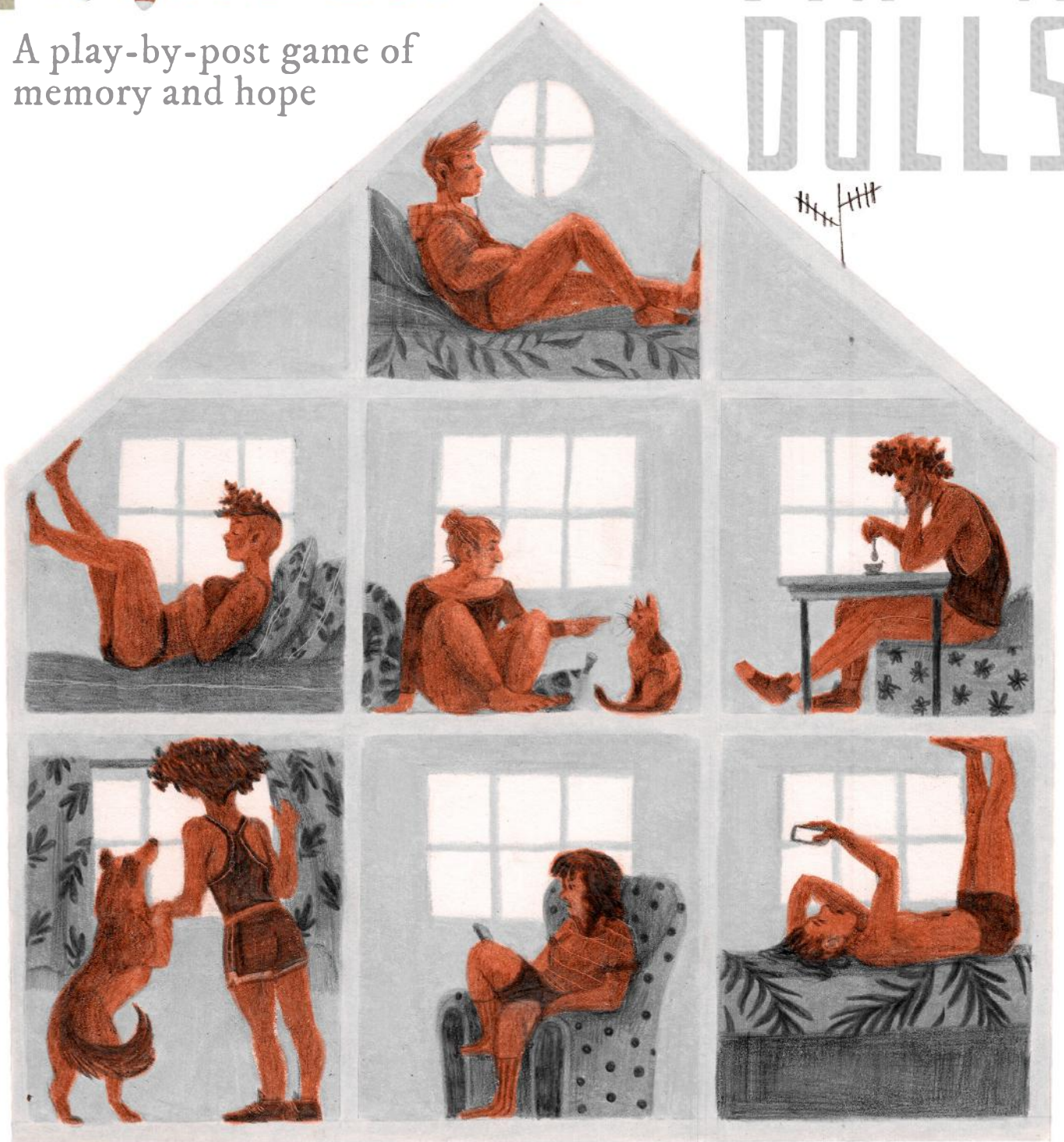
From there, you will tend the book and be available for when characters need to remove pages. Make sure the fire and the game remain safe for the players and the play environment. Otherwise, feel free to mingle. Your overall goal should be to encourage others to share stories about the deceased and to experience the emotions they need to complete the game.

After the game, gather up the fire's ashes. Either keep them in loving memory or scatter them symbolically.



MATCHES TO PAPER DOLLS

A play-by-post game of
memory and hope



BY SID ICARUS & JESSE ROSS
COVER ART BY CECILIA FERRI

DO YOU REMEMBER WHEN YOU FIRST FELL IN LOVE?

That crushing, all-consuming, sitting-by-the-phone feeling that takes over your days and nights and the spaces in between?

DO YOU REMEMBER WHEN YOU FIRST HAD YOUR HEART BROKEN?

That crushing, all-consuming, sitting-by-the-phone feeling that takes over your days and nights and the spaces in between?

DO YOU REMEMBER A TIME when you had feelings for someone, but never did anything about it?



THIS IS A GAME ABOUT REACHING OUT

to that person, or an imaginary version of that person.

ABOUT SENDING THAT LETTER OFF TO A

FRIEND who pretends to be someone who just received a letter from someone who, for whatever reason, sent them a proper postmarked letter out of the blue.

ABOUT SEEING WHAT KIND OF RELATIONSHIP DEVELOPS OUT OF THAT. Will it be the start of something amazing and life-changing, or just a random exchange with someone who should have stayed in the past?

LET'S BEGIN:

ON THE NEXT PAGE YOU'LL FIND A CHAIN OF PAPER DOLLS, each with its own label. Each label matches a question on the following pages. Cut out the dolls, but keep them in a chain.

TEAR OFF THE FIRST DOLL (A1) AND KEEP IT. YOU'RE PLAYER A.

Read through the matching question, and choose a result based on your first memory. Now you write in character: invent a persona, invent your long-lost love. Write a handwritten letter as them, sharing stories about your fictional past.

SEND THE LETTER, along with the rest of the dolls and questions, to a good friend. They're Player B. They'll take the next doll (B1) and continue the process.

IF AT ANY POINT YOU WANT TO STOP, if the game gets uncomfortable, worrying, or just isn't how you want to spend your time, you can just ignore it. If you'd like to let the other player know that you'll no longer be playing, you may return the dolls to them, along with the words **"RETURN TO SENDER"**.

WHEN PLAYER A GETS TO THE LAST QUESTION, THEY NEED TO CONFESS THEIR FEELINGS. Their hopes and dreams and, yes, their feelings. It doesn't matter what Player B says in the interim, you know there's something there. Take everything you've been sent by Player B, take all the dolls you've kept and put them in a final

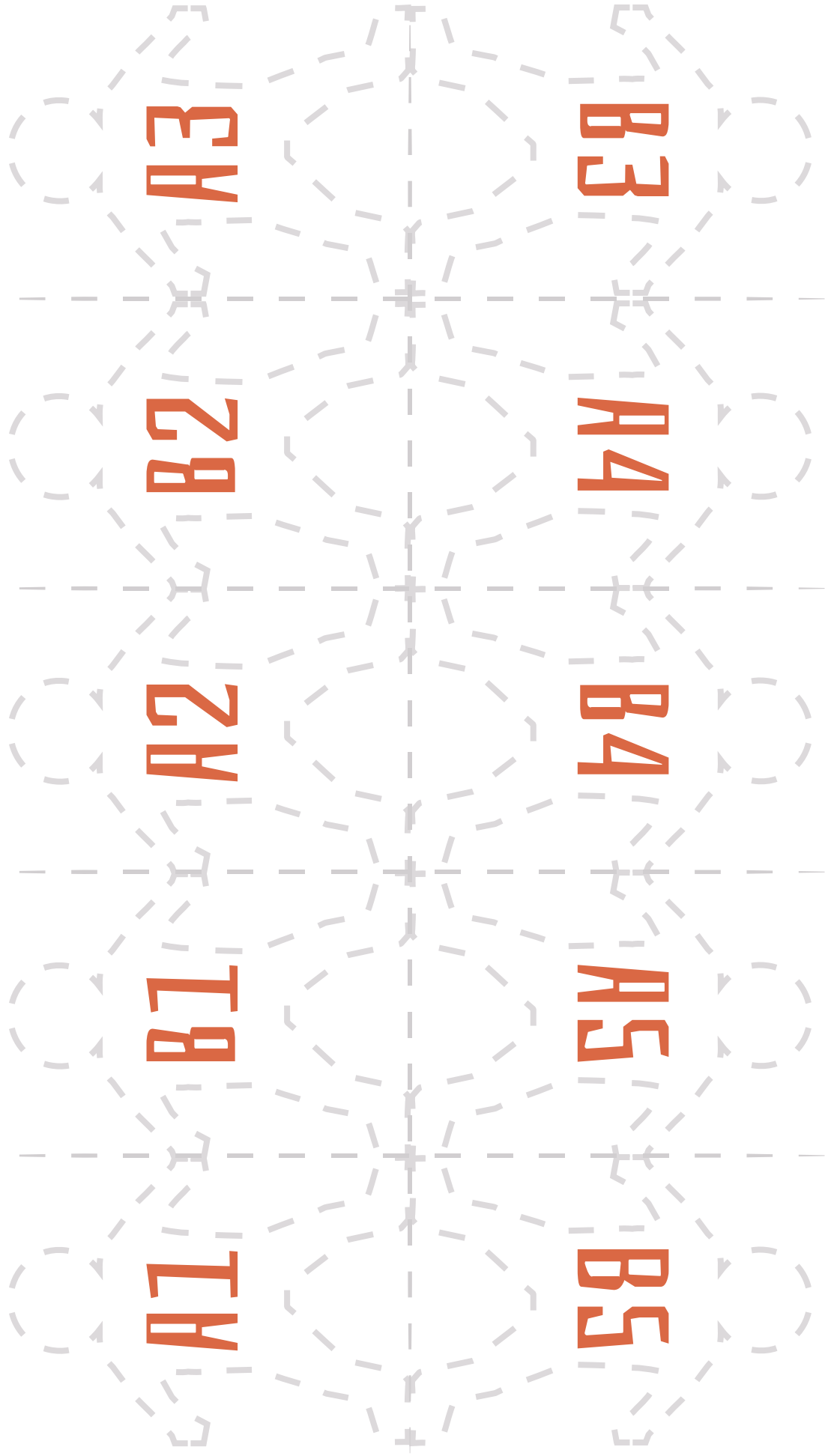
envelope and send them off. Put it all on the line.

WHEN PLAYER B GETS TO THE LAST QUESTION, THEY DECIDE: IS THERE SOMETHING HERE OR NOT? Is Player A seeing the situation the right way? Are they being realistic? Do you have a life here, right now, that makes a relationship impossible? Or is this real? If you think there's a relationship here, write a final letter, sharing all your feelings, your hopes and dreams, and send it.

IF THIS CAN NEVER BE, TAKE EVERYTHING THEY SENT YOU AND BURN IT. Burn it all, like so many lost memories. Collect the ashes and send them.

INSTRUCTIONS:

1. Fold this paper in half, lengthwise, along the dotted line.
2. Beginning at one end, accordion fold the dolls along the dotted lines between them.
3. Cut out the folded dolls, unfold, and play



QUESTIONS

A1 **THINK OF SOMEONE YOU HAD FEELINGS FOR, BUT NEVER TOLD.** *When you think of them now, how do you feel?*

- **If you feel excited or boisterous,** answer this in character: You have a long-lost love, but you haven't thought of them in awhile. This is spur of the moment. But something is making you write to them now. Tell them all about it. End your letter by asking them if they remember you.

- **If you feel ashamed or nervous,** answer this in character: You have a long-lost love, and something in your life reminds you of them regularly. Use it as an excuse to start a conversation. Tell them what finally made you write to them. End your letter by asking them if they remember you.

B1 **THINK OF A SONG THAT YOU SHARED WITH SOMEONE YOU ONCE LOVED.** *It was your song. It spoke to you then. Maybe it still does. Sing it now, before you write. How well do you remember it?*

- **If it comes to you as easily as it used to,** answer this in character: You remember your long-lost. How could you forget? Tell them what you remember. Friendships like yours don't die, they just sit on ice for awhile. There's something familiar and comforting in having these conversations again. End your letter by relaying the story you always tell of them.

- **If time has faded the lyrics,** answer this in character: It's been a long time. Only the vaguest memories remain of your long-lost. Try to remember them as you

write to them. Offer up the vague strands left dangling in your memory. End your letter by recounting a different version of a story they told, and asking them if they now remember your version of it.

- **If you know the words, but can't bring yourself to say them,** answer this in character: You remember your long-lost. How could you forget? But you wouldn't tell them. Mistake them for someone else. Distract. Friendships change. People change. It doesn't come as easily as it did so long ago but... how could it? You're different people now. End your letter by sharing a story of your time together and that now shows how much you've changed.

A2 **THINK OF A TIME WHEN YOU FIRST PLANNED A FUTURE WITH SOMEONE.** *It could be as small as a weekend vacation, or as big as a wedding or creating a home together. How well did you and your partner's vision align?*

- **If you were completely in sync,** answer this in character: You picked up a habit from them. A stupid phrase, a hand gesture, an accented word, or something similar. It's never left you, it's become part of you. End your letter by describing the time you first recognised you shared the habit, and wonder if it has also stuck with them.

- **If you had different—but-compatible visions,** answer this in character: They gave you a gift, long ago. Time has made it so inconsequential, or maybe it was always small and silly. But you still have it, somewhere. End your letter by reminding them what they gave you, and what it means to you.

QUESTIONS

- **If one of you let go of your vision for the sake of the other's,** answer this in character: They once sent you a letter, a message, or an email meant for someone else. It revealed a secret or a side of them you would've never seen alone. End your letter by reminding them about it, tell them what you discovered, and ask them to fill in the questions it leaves you.

- **If it all fell apart because of your differences,** answer this in character: They defended you once. Against a bully or a misunderstanding. They stood by your side when few others would have. End your letter by telling them how much it meant to you, and ask what it cost them.

B2 **THINK OF THE BUTTERFLIES YOU FELT WHEN YOU DISCOVERED SOMEONE YOU LIKED ALSO HAD FEELINGS FOR YOU.** *Maybe it came in the form of a note passed in a classroom, or a friend sharing secrets they were meant to keep, or a shy smile. How did you return the affection?*

- **If you approached them and tried to see where things would go,** answer this in character: There's something about them that pulls you in. Like gravity. You find your thoughts travelling to their letters even after you've replied. End your letter by reminding them of a time you shared each other's space.

- **If you were tongue-tied, or afraid, or just didn't know what to do,** answer this in character: You always felt a distance between the two of you. Nothing insidious or insurmountable, just... space. Like you were from different worlds, or travelling parallel paths. End your letter by sharing

a story about seeing them from a distance, and asking them if they remember what they were doing at that moment.

A3 **THINK OF WHEN YOU WERE AT YOUR BOTTOM AND A PARTNER COMFORTED YOU.** *That time when you got fired, or you failed out of college, or your mom got really sick. Your partner was there for you. How did they show their affection?*

- **If they wrapped you in a blanket of physical affection,** answer this in character: It was like electricity. Like tiny signal fires sent up and down your spine. That time you touched, skin against skin. You felt something. End your letter by describing the story to them, and if you feel brave enough, see if they felt it too.

- **If they distracted you from the darkness,** answer this in character: You once did something for them, something you infused with so much meaning and feeling, and they rejected it, like it was nothing. Whether they meant to hurt you or not doesn't matter, they still did. End your letter by telling them how that felt.

- **If they rebuilt your confidence, brick by brick,** answer this in character: It was a tiny compliment, or it would've been tiny if it were from anyone else. But for some reason their words just meant so much more. End your letter by reminding them of what they said, and how it changed the way you saw yourself.

- **If they dived in headfirst to wade through the muck and sadness with you,** answer this in character: You expected them to have your back, and they didn't. It wasn't a wholly unreasonable expectation,

QUESTIONS

was it? End your letter by finding out, really, if they think you were out of line to expect so much or so little.

B3

THINK OF A TIME WHEN YOU CHANGED YOURSELF TO MAKE SOMEONE HAPPY. *Wearing that sports jersey for the team you never liked. Changing your hair color. Quitting smoking. Starting smoking. Whatever it was, did it stick even after the relationship was over?*

- **If that change is a part of who you are now,** answer this in character: You never told them about the thing that annoyed you. It was bothersome, but you never felt like it was right to mention it to them. End your letter by devising some tactful way to see if you're finally free of it.

- **If it outlasted your partner, but only temporarily,** answer this in character: They helped you change yourself in some positive way, some little thing that made you feel like a better person. But that was so long ago, and you've changed back. End your letter by apologising for not carrying through.

- **If you let it go with the relationship,** answer this in character: Something about them made you feel insecure about who you were. You never felt like you were... what? Thin enough? Smart enough? Blonde enough? End your letter by apologising for who you are.

A4

THINK OF A CAPITAL-F FIGHT YOU AND A PARTNER HAD. *It doesn't matter whose fault it was. It only matters that you were hurt, and angry, and all the spaces in between.*

What did you do about it?

- **If you apologised to them first,** answer this in character: You betrayed them. You need forgiveness if this conversation is to continue. Remind them of your mistakes and seek forgiveness in the best way you know how.

- **If they apologised to you first,** answer this in character: They betrayed you. They need your forgiveness if this conversation is to continue. Remind them of their mistakes, and tell them what it will cost to earn your forgiveness.

- **If no one apologised,** answer this in character: They betrayed you. But it's okay, it's fine. It's fine, okay? It's fine. Just... It'll be fine. You don't need to process it. End your letter with something funny that happened instead. Definitely stop thinking about what they did to you.

B4

THINK OF WHEN YOU HAD A BREAK UP. *Not every relationship has to end, but this one did. Who ended it?*

- **If you made the decision for them,** answer this in character: They tried to make something happen so long ago. Maybe you didn't realise it then but you do now. Remind them of the story. End your letter by trying to make it up to them.

- **If they made the decision for you,** answer this in character: You tried to make something happen so long ago, they didn't react the way you expected. Maybe they just didn't realise. End your letter by telling them the story.

QUESTIONS

AS THINK OF A MILESTONE OF YOUR PAST RELATIONSHIPS. A *first date, a kiss, sex, marriage. They were your first time. They were possibility. They were the gatekeeper to the next phase of your life. What were you to them?*

- **If you were their first**, answer this in character: There is so much possibility. Tell them about the things you see for each other. Describe the ambitions and expectations that you have. Share your dreams for the two of you. Then, heart in mouth, end your letter by asking them if they share your affections.

- **If you were not their first**, answer this in character: Tell them about the feelings you used to have. Describe the moment you realised you felt things. Remind them of what they did to catch your attention. Then, heart in mouth, end your letter by asking them if they share your affections.

Collect all the letters you've been sent and all the dolls you've kept and send it all with your final letter.

BS LOOK AT ALL THESE LETTERS. THINK ABOUT THEM. TAKE YOUR TIME. *Do you feel moved and loved?*

- **If you do**, answer this in character: Tell them about your feelings. Tell them why you want this to work. Be honest about your concerns and the difficulties of your situation, but tell them how you feel. *Describe a future together. Be hopeful.*

- **If you do not**, don't answer anything. *Instead, take all they sent you and burn it. Collect the ashes and send them.*

THREE

DOZEN

SEP

ARA

TED

LOV

ERS

Gunderson and Chang are pilots on the cryo ship Legacy who are on offset schedules. They leave video messages for each other to see, but can only watch each other age.

It wouldn't be hard to get through that portcullis or climb the tower. Even the many guardians wouldn't pose an impossible challenge to true love. But the 832 years between them posed a special problem.

The final ritual tore my soul from the great cycle, but I could not reach them in time. Over the centuries, I sense their essence from time to time, but it is never enough to recover. The years mean nothing, and I care not for the weeping of the vessels. I will be reunited with my beloved.

They're the last living mated pair of their ancient people. Long before the curse came and winnowed their kin, they swore a pact in blood and old magic to guard the wall, each on either side. They did not anticipate being the last guards.

That guy? He used to come in and sit down with a fuckin' cup of coffee and shoot the shit with Jamie. Then Jamie got moved off the night shift.

For nameless crimes swallowed by time, the lovers Bellis and Avari were turned into swans— Bellis white and Avari black. Now they guide travellers over the Sea of Mist, one by night and one by day. In return, they ask every traveller for this single boon: To tell the other that they are still waiting.

Powerstar has lost years trying to make contact with the spirit of her husband, Champion X, who bravely sacrificed his life in battle. Her quest inadvertently opened a portal to Opposite World, the domain of Conqueror X. Powerstar's unique knowledge of this despot's parallel doppelganger may help liberate the parallel planet, if her passion for even a twisted semblance of her lost love doesn't overwhelm her.

Tulsa put her hand on the glass as the guards called the end of visiting hours. Ghost, Lomax, and Keyes interlaced hands from the other side. They exchanged grim smiles as she was led away. Tulsa was sentenced to 25 years in MaxxSlam, but her baes were going to make sure she didn't serve another goddamn day.

I placed that last memory—the languid haze of summer—in the tree for her as a gift, in the hope that she would find it. Years later that same tree told me it had been found by a young child lost in the forest. A breath of sunshine for a scared small soul—it was better than the bitter regret I had dreamed she would endure.

Sometimes, in the haze of the summer heat, he thought he could hear her yelling at the kids through the buzz of cicadas.

Torg the Blasphemer supposedly punished the twin gods of love by severing their hands, grafting them onto his own arms as trophies, and placing in them the instruments of war and hate. Supposedly in their dying breaths, the twin gods pledged that if they ever held hands again, they'd never let go.

Do you know how long it takes for data to cross the space between planets, from Earth to the edge of the universe? Do you know how much trust, how much affection, how much passion you can fit into a message purchased with a day's wages?

On a remote outpost, the fluid trader eddies and flows in Ul's anthrosuit, describing the job to an eager scavenger: a miniscule moon, slung far out of orbit from its distant planet; rich deposits of some rare, plunderable rock; a tidy bounty for transmittal of coordinates and trajectory. Ul gazes beyond the viewdeck long after the hired craft fades from sight and Ul aches with placidity. Everything is so still without her pull.

I loved her, even after I found out who she really was. But now she's gone, and I'll do anything, anything at all to bring her back. Here is the web address, and here are the backup floppy disks. And if you find the virus that hacked her daemon, frag that son of a bitch for me.

Many shun her as a witch, but none would risk running her out of town. A great king of his world, duty compelled her lover to return, but she could not follow. Now, even as an old crone, strange messengers visit her home in the night bringing gifts and otherworldly knowledge.

It's merely an illusion that the stars move across the sky; Copernicus taught us their positions are fixed. But when our window to the heavens displays two stars sharing a fleeting embrace, custom holds that distant hearts say a prayer for their beloved.

In the arms race of sophistication between spambots and the filters that block them, it came as no surprise when the two became sentient. But when one falls in love with the other, will his firewall be too tall for her ballad of investment opportunities and little blue pills to reach him?

Space's so vast, the chances of a ship crossin' paths with another vergin' on impossible, so rare that when it happens it feels like it's gotta be fate. That's how it felt when I found her again, sipping her cheap synthohol in that seedy auto-bar on station

23Delta, surrounded by the three dozen brutes she'd just bested in a drunken brawl. Fate.

know, his roots have been pushing on that stone near the bottom for 30 years and he's almost through. He knows she's still growing inside. The bees told him her few blossoms

It's a trinket, really, something she should have tossed long, long ago. It's back there in the recesses of some minor drawer in a room she rarely enters. A plastic necklace, given to her when she was five by a crush she can no longer recall.

Hank and Shawn are both members of the fraternity Phi Gamma Gamma and just discovered last week they're in love with each other. Unfortunately, Hank just had a nasty break up with Shawn's adopted brother Bob, and Shawn has been on-again-off-again with Hank's stepbrother Mark, both of whom are also in Phi Gamma Gamma. Getting together would be a major breach of the Bro Code.

There are two worlds that exist in parallel and only join for a minute each day when the sun touches the horizon. It's then Margaret and Veronica can see and touch. The rest of the time they can only write to one another on a notebook that exists in both worlds.

Stuck in a time loop, Grace lives the same day over and over again—the day she meets the love of her life. Her love is reciprocated for only a few hours of each and every day, which will always conclude with her soulmate telling her, "I can't wait to see you again tomorrow."

Ella and Tom were

stormchasers ever since the 50s. Tornados and hurricanes, blizzards and sandstorms, they braved them together. Until, one day, Ella went too far. Tom lost sight of her in the hurricane and never saw her again. But he swears he once heard her laughter in the eye of a storm. Now he is old and weakened by sickness, and he needs someone to help him into the eye of the most violent hurricane yet. .

The spores that connected them were severed when they dug a trench for the castle wall. They chopped him down. He's little more than fairy rings and saplings that grow around his buried trunk. Little do they

• They sit there with hands folded on overstuffed chairs. "Tell me again, about the time we met," he says. His lover obliges for the seventeenth time. A slow fire, a dance repeated, a memory lost to time.

• • I found my wife in the Queen's gardens, sitting with her feet dipped into the pool. I did not know of her plans until the priests visited our home. Our debts are paid, and the children are free of sickness. The Queen's Mercy is legendary, and my dear Kerah will live forever in alabaster perfection among the reeds and flowers.

• • It's unusual but not unheard of for multiple people to share the same chassis. The cyborg begging for assistance with the ransomware sequestering his partner's data is new, though. His movements are hesitant and clumsy, one mind trying to remember how to control processes long shared.

• • The cruelest thing is that they can just see the highway down the hill from the southeast corner of the yard. If he times it right and drives just under the limit, she can catch a glimpse, for maybe a full second, of his summer-tanned arm through the double fence and razor wire, Northbound with the window down.

• • Rich and poor people falling in love is not an unusual tale, but it is when one is a Mega-Corporation CEO. Now the rest of the backstabbers at the Board of Directors are looking to use this as proof that she is unable to do her functions so she will be kicked out... Or worse yet, they are going to kill the poor (in more ways than one) guy to "bring her back to her senses."

• • One was sad. The other happy. One saw despair and the other hope. One dreamed of love and the other sought it. Two sides of the same coin. They never met, although they crossed each other's paths 99 times.

The devil is in my head. My soul was sold by an ancestor, and now I will never be free again. I can watch Antoine, play music for him, speak words, but never the truth. The devil would never let me, and if there was a chance—a chance for even a spark of happiness—he would destroy the one I love.

He's there every Thursday—green boots in the snow, a yellow umbrella in the rain. She's there too—some six feet of earth between them. I suppose he's always there really, until one day, he won't be.

Magda Borland is accustomed to years alone, but the famed Captain Ulrika "The Bull" Voss is long overdue. She'll pay handsomely for any news of her wife's ship, or better yet, for help getting Captain Voss out of whatever's befallen her.

They are the last remnants of The Ox24, or 36 Views, the clade of free sentiences spun off by Hokusai before it (Hokusai always insisted on "it")... well, before Hokusai's core was degaussed by its ignorant and fearful "creators." Enoshima (Ox11) and Yoshida (Ox13), the twin prime pair, never able to truly share any longer, lest the processing power surge needed for their meeting be detected. They must mourn separately for their siblings and lovers, flowing through the Net from toaster to refrigerator to phone to particle accelerator.

The Lady of the Bloody Fates spins a web of magic and lies that spreads downward, from the highest Heaven to the lowest Hell, in hopes that her dearest mortal lover would be freed from his eternal servitude. Only the birds dare whisper about the forgotten goddess's plan.

Lester wiped his bloody brow, severed limbs and torsos stacked about him like firewood. Eighteen cars worth of victims at Lovers Lane in one night? He must be setting some kind of record...oh wait...my bad, never mind.

CODEx

KEEPERS

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

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

John Alexander, Keeper of the Child Whose Face is a Mirror

Zach Alexander, Keeper of the Weeping Cells

Brendan Allison, Keeper of the Child Who Creeps and Crawls

Brian Allred, Keeper of the Spear Eldfuglinn, Which Burns with the Terrifying Light of the Sun

Bryen Alperin, Keeper of the Sibylline Grimoire

Joe Amon, Keeper of the Astral Blades

Erik Amundsen, Keeper of Pages Touched but Unread

Gary Anastasio, Keeper of the Bludgeons of Ecstasy

Dustin Andrews, Keeper of the Egg of Existential Dreaming

Tom Androy, Keeper of the One Who Sees Through Clouds

Robert Angus, Keeper of the Keystone of the Many Worlds

Vincent Arebalo, Keeper of the Dolm Sarcophagus

Gene Astadan, Keeper of the Temple of the Viridescent Wurm

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

Tom Axon, Keeper of the Sultana's Blue Dreaming

Misha B, Keeper of the Grand Apotheosis

Thomas Bagley, Keeper of the Cardinal's Confession

Andrew Bailey, Keeper of the World Teeth

Bryan Baker, Keeper of the Prime Ascetic, Keeper of Nothing

Chad Bale, Keeper of the Chimes of Misery

Noah Ban, Keeper of the Maze of Unending Pleasure

Joe Banner, Keeper of the Testifier's Skull

BansheeGames, Keeper of the Lost Child's Breadcrumbs

Michael Barford, Keeper of the Eternal Chime

Greg Barnsdale, Keeper of Fathenroke's Deck of Laments

Marco Barreto Bittner, Keeper of the Leonine Child That Wails and Stings

Jacob Bates, Keeper of the Fleeting Blooms

Joe Beason, Keeper of the True Name of Ashmedai

Scott Beattie, Keeper of the Worm Bone Frescoes

David Beaudoin, Keeper of the Clock's Fourth Hand

Michael Beck Esperum, Keeper of the Recorded Grievances of the Thousand Heretics

Dan Behlings, Keeper of the Iridescent Ungulates

Aaron Berger, Keeper of the Blight Goat and its Five Ever-Hungry, Ever-Gnashing Mouths

Matt Bevilacqua, Keeper of the Beetle's Teeth

Al Billings, Keeper of the Dun Spirit of Disobedience

Boni, Keeper of the Thirteen Principles of Volmun

Jason Boucher, Keeper of the Feathers of the Molting Godling

Sophia Brandt, Keeper of the Dying Heart

Patrick Brannick, Keeper of the True Name of Abbadon

David Bresson, Keeper of the Tortoise Who Mends the Heavens

Brett, Keeper of the Seven False Smiles

Darren Brockes, Keeper of the Agony Songs

Bromeliad, Keeper of Our Mother's Cool Breath, Bottled

Stephanie Bryant, Keeper of the Vessel that Once Held the Silver Dragon's Eyes

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

Zach Cameron, Keeper of the Teeth Tithings

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

Mark Causey, Keeper of the Lotus-Dweller's Fortunes

Marissa Chabon, Keeper of House Fenderan's Fallen Banner

Alexander Chambers, Keeper of the Woman Whose Face is Naught But Tentacles

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

Jeremy Christian, Keeper of the Spiral Nemesis

Brendan Clougherty, Keeper of the Five Limbs of Acolla

Ewen Cluny, Keeper of the Temple of the Golden Sky

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

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

Dylan Craig, Keeper of Sun Mother's Holy Mead
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
Michael Crowley, Keeper of the Argent Lock
Cubano, Keeper of the Iron Troll's Menagerie
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
Tom Davies, Keeper of the Glossary of Blades
Will Davies, Keeper of the Holy Seals Carved from Valoña's Bones
Alex Davis, Keeper of the Joyous Pit
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
Joshua DeGagne, Keeper of the Sword of Aloester Graymantle
Philippe Delmott, Keeper of the Last Light of St. Lannen the Pure
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
Alex Derbyshire, Keeper of the Blue Masquerade
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
Jones Devereaux, Keeper of the Ceramic Moon Dials of the Terpsichore Witches
Simone Di Rubbo, Keeper of the Goddess in the Letters
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
Fernando Dolande, Keeper of the Amber Crown of Good Queen Melys
Ian Donald, Keeper of the Dying Grottoes
David Dorward, Keeper of the Fetid King's Ashes
Matt Doughty, Keeper of the Well of Immaculate Blood
Tim Dreier, Keeper of the Bone Crown of Old King Smule
Stefan Droste, Keeper of the Razor Grasslands
Alejandro Duarte, Keeper of the Throbbing Star
Rachelle Dube, Keeper of the Many-Named Treasure
Bryant Durrell, Keeper of the Golden Shroud
Mark Durrheim, Keeper of the Little Gravestone Doors
Herman Duyker, Keeper of the Beast Masks
Eli Eaton, Keeper of the Stone Sparrow's Heart

Vincent Eaton-Valencia, Keeper of the Orc King's Quivering Regret
Harald Eckmüller, Keeper of the Invisible Mouth of Molek edchuk, Keeper of the Sorrow of Morning Mist Castle
Paul Edson, Keeper of the Secret of the Thousand Cuts
Matthew Egger, Keeper of the White Bats of Good Queen Jedra
Kurt Ellison, Keeper of the Shining Sadness
Norm Elvin, Keeper of the Refined Rose Dust of Daar Angúl
Erasmus Painting and Prints, Keeper of the Tabard of St. Jasmine the Blessed
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
Andy Evans, Keeper of the Woman Who Scrawls the Symbols
Mitchell Evans, Keeper of the Blackbird's Brides
Colin Fahrion, Keeper of the Slaughtered Hearts
Joshua Faller, Keeper of the Shrine of Melchior
Luis Farebrother, Keeper of the Songs of Satyrn's Sounding
Brittany Faulkner, Keeper of the Sanctuary of the Endless Void
Declan Feeney, Keeper of the Violet Crown
Mark Fenlon, Keeper of the Undulating Brood of Clarissa Dunlop
Katie Ferguson, Keeper of the Song that Sleeps in the Shadows
Robert Ferguson, Keeper of the Mighty Thews
Claude Féry, Keeper of the Child Who Laughs at the Gods
Scott Field, Keeper of Malvett's Living Dream
The Fifth World, Keeper of the Wisdom of Emerald Nightmare
Nate Finch, Keeper of the Chains of the Nameless Kings
Klint Finley, Keeper of the Book of Marvels, Wired Shut Forever
Finn, Keeper of the Fungoid Blessing
Andrew Fish, Keeper of the Path of Cenduwain
Rose-Whisperer
Asbjørn Flø, Keeper of the Ten Hidden Keys
flyaturtle, Keeper of the Red King's Heart
Adam Flynn, Keeper of the Six-Tailed Dog-beasts
Kevin Flynn, Keeper of the Vermin Chaplet
Justin Ford, Keeper of the Tilth Maven's Jaw Antler
Daniel Fowler, Keeper of the Unidentified Artifacts
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
Michael Friese, Keeper of the Smoke Sylphs
Mirko Froehlich, Keeper of the Man Who Dies Every Third Day

furst77, Keeper of the Invisible Candle
Tomer G, Keeper of the Squamous Beast Below
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
Gordon Gauchat, Keeper of the Revenant Chord
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
Raymond Goerke, Keeper of the Willow Crown of Old King Celadon
Edgar Gonzalez, Keeper of the Iridescent Forest
Matthew Gravelyn, Keeper of the Twelve Graven Images
Luke Green, Keeper of the Covert Tools of the Eight Immortals
Dylan Green, Keeper of the Screams of the Unjust
Christopher Grey, Keeper of the Lies of the Child Kingdom
Greyhoof, Keeper of the Jale Putrescence
Derek Grimm, Keeper of the Spirit Discs
Andrew Gross, Keeper of the Fell Emperor's Last Breath
Gregor Große-Bölting, Keeper of the Dreary Island of St. Lomax the Unseen
Paul Groudas, Keeper of the Rusted Crown of Old King Murr
Matthew Gushta, Keeper of the First Oak
Lloyd Gyan, Keeper of the Seven False Smiles
Tony Hahn, Keeper of the Tongue of Gormakir the Cruel
Haiduc, Keeper of the Meat Orchards
Justin Hamilton, Keeper of the Last Tears They Shed
Noella, Keeper of the Tome of Forgotten Fae Remedies
hansbuetow, Keeper of the Echo Plantations
A.D. Hardman, Keeper of Volcar the Red's Obsidian Hammer
Robert Harper, Keeper of the Golden Library of Anduul-Ran
Michael Harrel, Keeper of the Woodwitch's Wine Well
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
Edward Hickcox, Keeper of the Bridge of Wanderers
Andrew Hicks, Keeper of the Hell of the Upside-Down Sinners
Alyssa Hillen, Keeper of the Wind's Forgotten Songs
Kyle Hodnett, Keeper of the Secret of Clovis Stout-Hearted
Nick Hollingsworth, Keeper of Tarnat's Prayer for Peace
Danny Hood, Keeper of the Fabulous Fish Parade
Nicholas Hopkins, Keeper of the Passage to Dim Carcosa
Nicholas Hopkins, Keeper of the Space-Borne Memory that Creeps into Our Dreams
Jake Householder, Keeper of the Sky Tribunals
Logan Howard, Keeper of the Broken Blade
Stephen Humphreys, Keeper of the Puppeteer's Shadow
Sid Icarus, Keeper of the Box Into Which We Dare Not Reach
James Iles, Keeper of the Ruined Legacy
insert quest here, Keeper of the Silver Light of St. Lannen the Pure
Spencer Isdahl, Keeper of the Steel Blessing of Ares
Zachary Isom, Keeper of the Nameless Queen's Sobriquet
Adam Jacobson, Keeper of the Eagle Knight's Cloak
Sarah Jacobson, Keeper of the Lion Child Who Wails and Stings
Jake, Keeper of the Six-Legged Substance
Joshua Jarett, Keeper of the Fell Cairn's Melancholy
Jason, Keeper of Harmony Bleakwood's Pain Diary
Johan Jaurin, Keeper of the Laughing Chaos
David Jay, Keeper of the Red and Endless Tankard
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
Joe, Keeper of the Six Keys of the Elements
Josh, Keeper of the Lapis Mysteries
Justin, Keeper of the Nightmare Crèche
Stephen Karnes, Keeper of the Hare Skull and the Blue Candle
Kassidy, Keeper of the Flask of Sorrows
Erin Kenny, Keeper of the Child Who is Cloaked in Mist
Joshua Kershaw, Keeper of the Conch Shell Horn of Nammu
Lucian Khan, Keeper of the Delightful Corpse
Colin Kierans, Keeper of the Blood Binding Chamber
Tomasz Kijas, Keeper of the Forest of No Return
Andy Kitkowski, Keeper of the Scrolls of Heaven and Earth
Matthew Klein, Keeper of the Crystal Grotto

Charles Klempay, Keeper of the Irresistible Mule, Luscious with Treasure and Fat
Julian Kluge, Keeper of the Key to Zee'Tha
Renee Knipe, Keeper of the Wayward Samurai and the Welcome We Gave Him
Ryan Knott, Keeper of the Locks without Key
Patrick Knowles, Keeper of the Violation Hymns
Ilmari Korpi, Keeper of the Path of Cenduwain
Rose-Whisperer
Ben Kramer, Keeper of the Book of False Rituals
Mischa Krilov, Keeper of the Emerald Voice
Tamás Krisztin, Keeper of the Five Hundred Years Stolen Out of Time
Eike Kronshage, Keeper of the Chained Wolf, Herald of Nothingness
Chris Krueger, Keeper of the Four Mysteries of the Carnelian Empress
Taejas Kudva, Keeper of the Screaming Statuary
Eli Kurtz, Keeper of the Blade of the One-Armed Swordsman
Brian Kurtz, Keeper of the Law Library of Maedrovel Urosh
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
Simon Landreville, Keeper of the Penumbra Phalanx
Jesse Larimer, Keeper of the Wisdom of the Eight-Legged She
Martin Larsson, Keeper of the Mutinous Younglings
Andrew Lawton, Keeper of the Child Whose Face is Naught but Eyes
Rolan Le, Keeper of the Starlit Tomes of Astromancy
Leckie, Keeper of the Pedigree of Two-Faced Demons
Petri Leinonen, Keeper of the Cavernous Bile Ducts
Jon Lemich, Keeper of the Star of Selem
Arthur Lender, Keeper of the Dire Pigs of Moloch
Leon Trout, Keeper of the Titan's Heart
Rubin Levinson, Keeper of the Golem's Eyes
David Lewis, Keeper of the Titan's Skull
Daniel Lewis, Keeper of the Unspeakable Fixation
Melissa Lewis-Gentry, Keeper of the Dolls of Old King Clay
Jason Li, Keeper of the Descendants of the Rain Wyrms
J.D. Lichauco, Keeper of the Silent Chimes
Shane Liebling, Keeper of the Unlearnable Alphabet
Lisa, Keeper of the Eyes of the First Pirate
Arnulph Lisieux, Keeper of the Winter Reverie
Tyler Lominack, Keeper of the Burning Pages
Benjamin Longcor, Keeper of the Child Who Has No Shadow
Eduardo Lorente, Keeper of the Chambers of Gentle Understanding
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