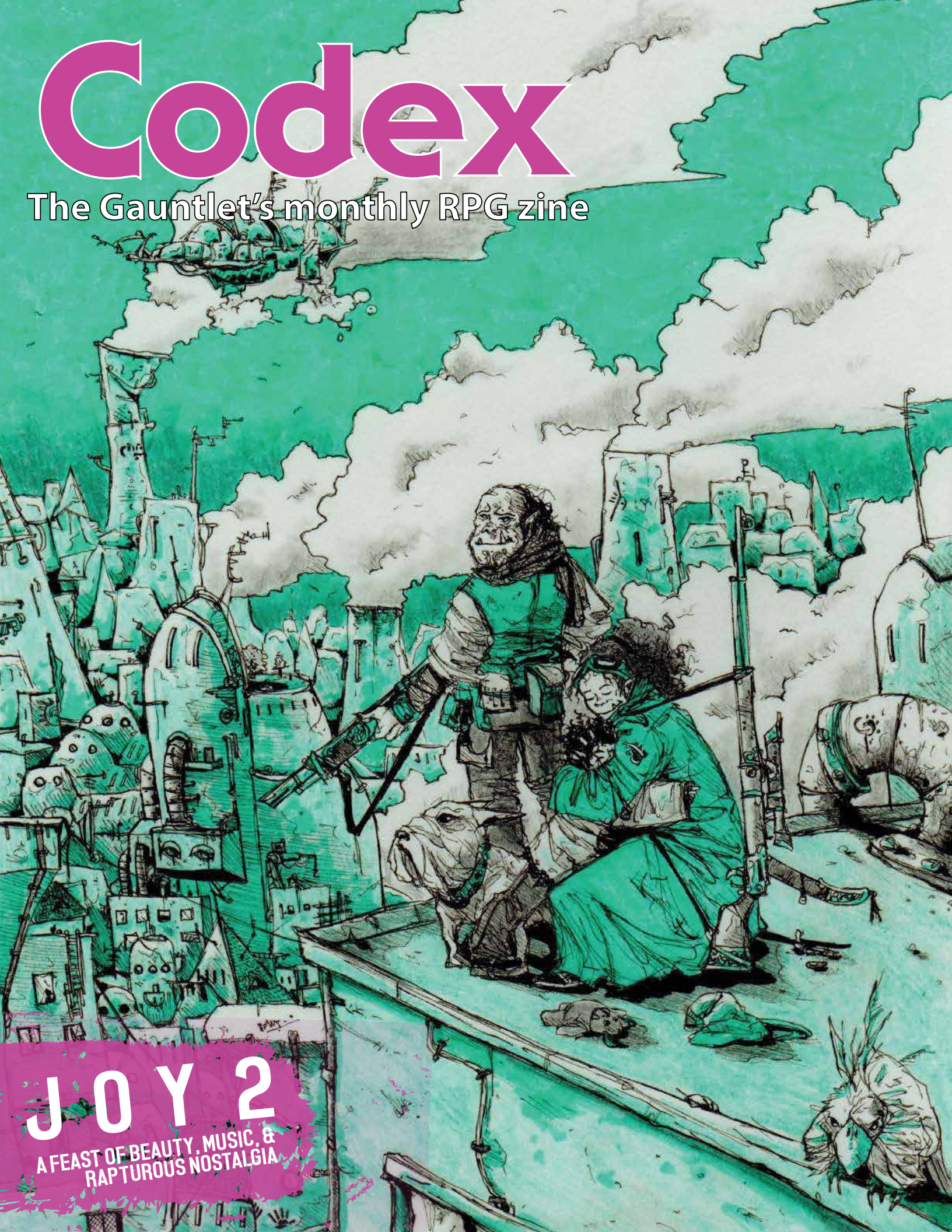


# Codex

The Gauntlet's monthly RPG zine

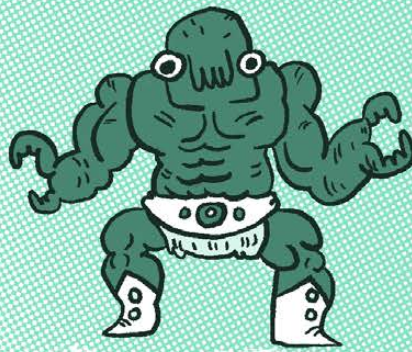


**JOY 2**

A FEAST OF BEAUTY, MUSIC, &  
RAPTURIOUS NOSTALGIA



GRIFFLOE



The CRABSTER



TRIDENTIA  
*Last of the*  
MERMATIONS



KING of EGGS



NEW!  
BEASTORE



WIZBIT



BOBBY BADBOARD



CLARISSA

# STORM RIDERS



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A GAME ABOUT  
THE CARTOONS OF THE 80S  
AND THE PEOPLE WHO LOVE THEM

BY MICHAEL G. BARFORD  
ILLUSTRATION BY SEAN POPPE

## REMEMBER ALL THE FUN YOU HAD AS A CHILD...

mashing your action figures and dolls together, speaking in funny voices, and tying your toy laser pistol to your cat? Waking up early, sitting cross-legged too closely to the TV set, a bowl of sugary cereal in your lap, drinking in the television's glare reflected in your hungry eyes... Storm Riders! is about portraying the weird and wild characters of those cartoons and appealing to the people who love them.

*Storm Riders!* uses John Harper's *World of Dungeons*, a minimalistic hack of *Dungeon World*, to help create a fantastic world for the mythical tales that take place within it.

A session of *Storm Riders!* will probably wobble between earnest do-goodery, gonzo cartoon logic, and meta silliness. Everything fits together best when you don't loiter in one of those extreme states for too long—aim for a balance between the three.



**CARTOONS IN THE 80s** were highly censored, sometimes to a comical degree. Specifically, things like bloodshed, gore, and death would be outright banned for a kids' show. Embrace those constraints and find ways to overcome obstacles without relying on traditional methods like beheading and conflagration (unless you're facing robots!). Additionally, it's a good idea to subvert problematic tropes when you can. Even though we're creating our own episode of an 80s cartoon, it doesn't mean every damsel needs to be distressed in our 2018 game session. There's a lot of stuff to look back on fondly, but half of the fun comes from viewing the things we loved in childhood with a mature, critical lens and adjusting accordingly.

# CHARACTER CREATION

The first step for creating a character in Storm Riders! is determining **attributes**. There are three attributes that all player characters have in common: **Power, Mind, and Heart**.

**Roll 2d6 three times.** On a 2, assign -1 to an attribute. On a 3-6, assign a 0. On a 7-9, assign a +1. On a 10-11, assign a +2. On a 12, assign a +3.

Additionally, you have **Hot Points (HP)**. These represent your popularity and appeal. The GM may tax your HP as a consequence for desperate actions, stress, or failure. When you reach 0 HP, it's the **End of the Line** for you. New characters have a maximum of 6 HP; roll 1d6 when you create your character to determine your current HP.

Next, choose a **Class** for your character. Each class has three components: First, you have **Things**, which are props, accessories, and equipment available to a class that ensure success when used. **Abilities** are special traits unique to that class (you begin with two). **Aims**, if met, will grant you XP at the end of a session.

## ROYALTY

*have a symbol of their station.*

### ABILITIES:

- **Appeal:** +6 HP
- **Command:** You can converse with and attempt to command magical creatures.
- **Favor:** Once per session, turn a miss into a partial success.
- **Splendor:** When you make a first impression, take +1 forward to your next roll.

**AIM:** to serve the public.

## WARRIORS

*have a magic weapon (that will never draw blood).*

### ABILITIES:

- **Mighty:** You can attempt impressive feats of strength.
- **Savior:** Once per session, you can elect to take the consequence of another character's miss.
- **Battlecry:** +1 forward at the start of a fight if you shout your battlecry.
- **Destroyer:** Upgrade a miss to a partial success when fighting inorganic foes.

**AIM:** to humble a bully.

# RIDERS

have a mount or vehicle.

## ABILITIES:

- **Upkeep:** When you take time to nurture your mount/vehicle, take +1 forward to your next roll.
- **Valkyrie:** Grant one use of your Thing to an ally.
- **Veteran:** Gain an extra use of your Thing.
- **Traveller:** When you encounter a new place, you can state a fact about it.

**AIM:** to promote the value of teamwork.

# SIDKICKS

have Sticky Fingers - (can use someone else's Thing once).

## ABILITIES:

- **Comic Relief:** When you fail a roll, every other character regains 1d6 HP each.
- **Idiot Savant:** Lower one stat by 1, raise one stat by 1.
- **Lassie:** Once per session, when you spout a string of unintelligible noises, another player can interpret them and state a fact about the situation at hand.
- **Slippery:** You can always easily escape from captivity.

**AIM:** to make the other players laugh.

# MAGES

have a magic focus.

## ABILITIES:

- **Kinesis:** You can move things with your mind. Small objects are easy, but heavy objects are challenging.
- **Message:** You can send messages across great distances with your mind.
- **Premonition:** If you spend some time in quiet contemplation, you can receive a vision of the future.
- **Transform:** Twice per session, you can take the form of a magical creature.

**AIM:** to demonstrate the magic of friendship.

## FINISHING UP

Describe your character's appearance by describing their action figure. What colors are present? What are they wearing? What accessories do they have?

**Finally, you will create an audience member who favors your character.** How old are they? What do they look like? What problems are they dealing with in life? What do they love about your character? Use this person to write an additional Aim for your character. For example, "Aim to dazzle Jason," or "Aim to inspire Elizabeth to be courageous."

**THINGS.** If your Thing can benefit you in a situation, you may mark a use of it before you roll (you start with one use per session). If you do so, you cannot fail. A miss is upgraded to a partial success (though perhaps with a bigger compromise or complication), a partial success is upgraded to a full success (though perhaps not as gracefully as a natural success), a full success is upgraded to a critical success (though you haven't quite hit the jackpot), and a critical success becomes something truly epic. When you've marked all of your Thing's uses, it does not become useless; however, it will grant you no mechanical benefit.

**REFRESH.** When you find a quiet moment to rest, you can narrate a scene in which your audience member finds inspiration from, adoration of, or gratitude to your character and the things they've taught them. Regain 1d6 HP or one use of your Thing. Multiple audience members can share this scene if appropriate; all relevant characters can also choose to regain 1d6 HP or a use of their Thing.

**END OF THE LINE.** When you've run out of HP, tell the GM what it is about your character that appeals to your audience the most. Then Roll+Nothing. On a 10+, your character is too beloved to be gone for long; they will make a triumphant return next episode with a new costume and/or accessory. On a 7-9, flagging sales prompt the network to make a drastic turn for the character; next episode, you must play them as if they have fallen to villainy (whether through brainwashing, mystical curse, or just frustration), and the other players must find a way to redeem you (and remember, good always triumphs over evil). On a miss, your production run is finished, but at least your action figure has become rare and sought-after by collectors. Your character is either significantly altered in some way (a new model, new color scheme, new voice actor, new class, etc.) or unceremoniously written off the show; you choose.

## ROLLING THE DICE

"When you attempt something risky, roll 2d6 and add one of your attribute scores, based on the action you're taking.

- **A total of 6 or less** is a miss; things don't go well and the risk turns out badly.
- **A total of 7-9** is a partial success; you do it, but there's some cost, compromise, retribution, harm, etc.
- **A total of 10 or more** is a full success; you do it without complications.
- **A total of 12 or more** is a critical success; you do it perfectly to some extra benefit or advantage."

-From World of Dungeons



## **BEGINNING OF SESSION.**

At the start of the episode, the villain delivers their monologue and announces their plans. Choose a character to be the "star" of this episode. Have the star narrate a scene that explores one of their personal weaknesses. Examples: clumsiness, a bad temper, forgetfulness, laziness, bickering, foolhardiness, impatience.

## **END OF SESSION.**

At the end of the episode, work together to deliver a message to your audience based on the lessons learned from this adventure. Then consider these questions:

- *Did we thwart an evil plan? If so, mark XP.*
- *Did we learn a moral lesson? If so, mark XP.*
- *Did I complete my Aims? Mark XP for each.*
- *Did my audience member grow or change? If appropriate, rewrite the relevant Aim.*

## **ADVANCEMENT.**

When you have marked XP 5 times, clear the tallies and choose an advancement from the list below in any order you like:

- *Gain another Ability from your class list*
- *Gain another Ability from your class list*
- *Gain an Ability from another class list*
- *Gain an additional use of your Thing*
- *Gain a use of another class's Thing or write a custom Thing*
- *Create a playset (fortress, hideout, headquarters, etc.) for your character and add 4 to your max HP*
- *Your character leaves the show for their own spin-off*

# BROADCAST STANDARDS + PRACTICES

While collaboratively creating episodes of *Storm Riders!*, you will need to follow these rules in order to appease the network.

This is a kids' show after all. We obviously want to mold their young minds into buying all our playsets and toys, but we don't want to be responsible for creating the next generation of degenerate punks!

- ✓ **CRIME DOESN'T PAY.** Criminal activity such as theft, arson, kidnapping, murder, or graffiti cannot be seen as advantageous, nor can it be committed without serious consequence.
- ✓ **FOOD ALWAYS TRIUMPHS OVER EVIL.** Evil-doers may only obtain temporary success. Their plans must be thwarted by the heroes by the end of the episode. Mild suspense is acceptable.
- ✓ **VIOLENCE IS NOT THE ANSWER.** If at all possible, non-violent methods should be used by the heroes to achieve justice. Killing and bloodshed are unacceptable means of overcoming obstacles.
- ✓ **WORDS AREN'T SWORDS.** Swords shall not be used to cut living beings. Guns shall not shoot bullets or maim their victims. However, deadly weapons may be used to affect the environment. Inorganic forces of evil may be dismembered at will.
- ✓ **WATCH YOUR PROFANITY.** Fantastic slang and curses are acceptable. One use of "darn" is allowed per episode; anything more offensive is banned.
- ✓ **NO KISSING.** Holding hands is the highest form of intimacy allowed on-screen.
- ✓ **DON'T DO DRUGS.** Just don't.

★ **IN THE 80s**, there were additional directives that deterred the presence of queer heroes and heroes of color. These and any other un-fun restrictions or tropes should not hold any sway over your game.

# PLAYER AGENDA - THE CREATIVES

## BE HEROIC:

You're the heroes of this story, and it's your job to act like it. Make your actions grandiose and epic. Pontificate at the villains. Be bold and headstrong. But also, be vulnerable. Bemoan the cunning trap the villain has sprung on you (even though you know you'll break out of it). Express concern and dismay. Above all, act with your heart first.

## MIND THE CENSORS.

Part of the charm of cartoons from the 80s were the lengths the writers and animators went to to avoid punishment from the Broadcast Standards and Practice board. In their effort to protect the impressionable young minds of the audience, great measures were taken to avoid exposing them to violence and degeneracy. Keep an eye on the list of standards and find creative ways to overcome them.

## GET CREATIVE.

Success is not always guaranteed in Storm Riders!, and tackling your problems head-on can get messy, especially when your options are limited by the censors. Do what you can to leverage the characters' fictional positioning and their situation to your advantage. This means you will be applying your skill as a player to try and overcome obstacles. Try to incorporate your Things and Abilities into your descriptions. Try to avoid rolling the dice!

## KEEP A FOOT IN BOTH WORLDS.

Divide your time between the magical world of adventure and the real world of your audience. Be mindful of how your audience member may react to your character's actions and choices. Then, when it comes time to Refresh, the scene will be that much more impactful. Sometimes, just describe what your audience member is doing while they're watching, just to remind everyone of their presence; *"Jess holds their breath as I prepare to leap over the chasm!"*



# GM AGENDA - THE EXECUTIVES

## CHALLENGE THE PLAYERS.

Look, everyone knows the good guys win in the end. In fact, it's mandated by the BS&P. Your task is to make the players work for it. Present situations that would be all-too-easy to solve with violence, and let them figure out the peaceful solution. Don't think of a solution to the problem ahead of time.

## EMBRACE OUTLANDISH IDEAS.

If a player proposes something crazy, go with it! Cartoons have their own sort of logic. Hesitate before you apply a realistic consequence to the action. Roll with the idea before you shoot it down, especially if it's weirdly clever. Reward them when they take actions to mitigate risk. Give them lots of potential to affect the fictional situation without using the dice. But, when the time comes...

## MAKE THE DICE

**DANGEROUS.** When a player rolls below a 10, make it hurt. You'll almost always want to take 1-2 HP away. Capture one or two of them. Take their stuff. Be villainous. At the end of the day, they're going to be victorious—you might as well let the bad guys run amok in the interim.

## PUNISH THE CREATIVES, TOO.

When you introduce a complication, it doesn't always have to be a challenge for the characters. As the GM, you represent the forces that push and pull the show's creative team from the outside. Take a look at the GM moves for ideas on how you can do this effectively. Do it with good humor.



## GM MOVES

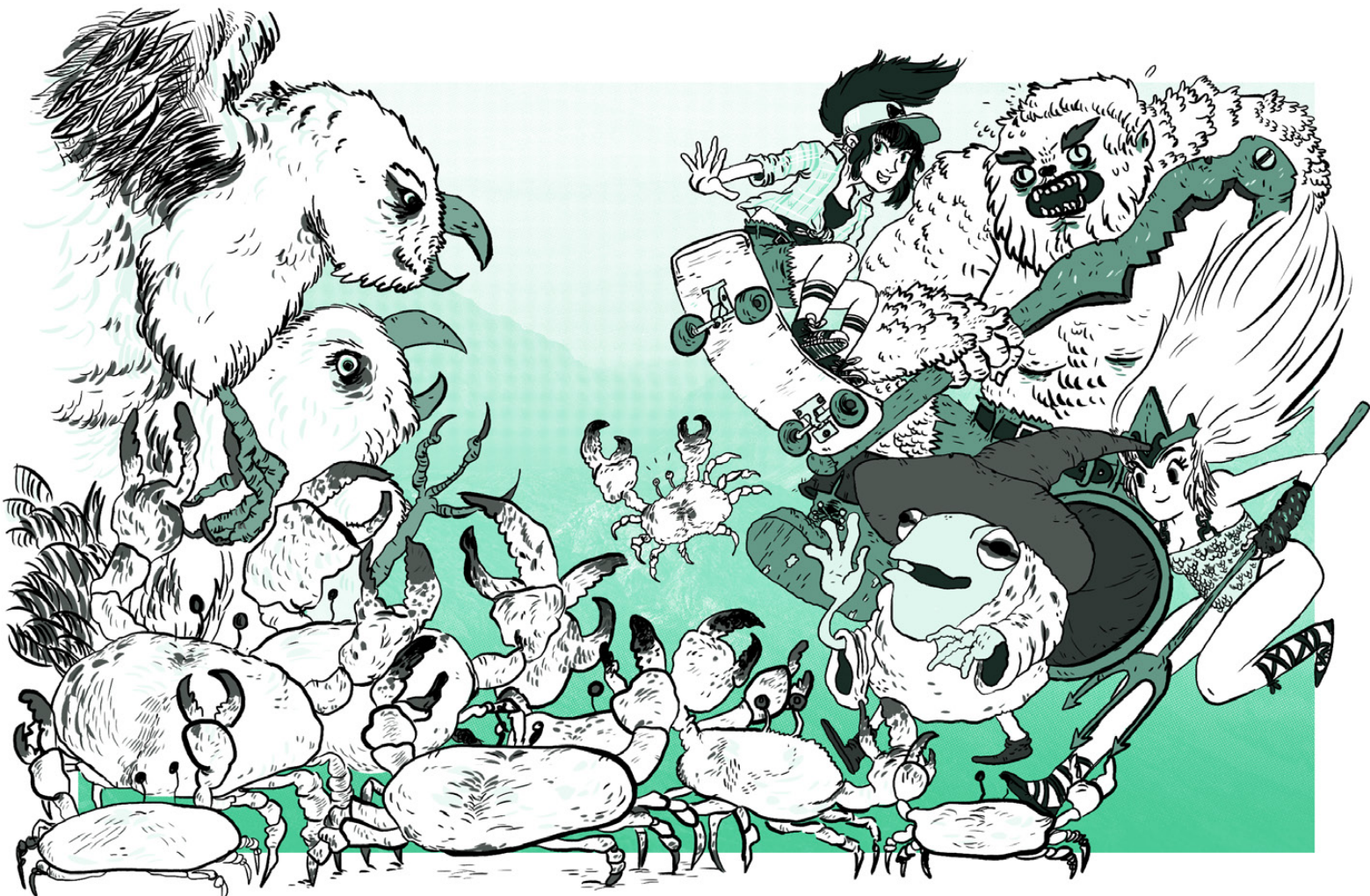
GMing a session of Storm Riders! may be a slightly different experience than you're used to. There's a second level of reality in play that allows the GM to take an antagonistic stance towards the players, albeit a tongue-in-cheek one, but it's all done in good fun. The players will get their way in the end, and the heroes will cry victory. In the meantime, it's your job to make them work for it!

When things go badly, and it comes time to produce a cost, compromise, retribution, or harm, you can decide: follow what the fiction demands based on the stakes at hand, or, you can manipulate the show's fiction with the realities of the world it exists in. After all, you're just as constrained by the BS&P as the players are. Here are some sample GM moves you might enjoy making when the opportunity arises:

**IT WAS MEANT TO DO THAT.** On a miss, cut to an audience member playing with the character's action figure. Ask which part is most likely to break off. Describe the child's disappointment. Have the "part" break in the show.

**REWRITE.** On a miss, describe the gory action as everything goes according to plan. Then, cut to Agatha Besper, moral watchdog. Describe her explaining to the creatives how she will not permit this level of gore and violence on a children's television show. Ask how the edited version fails to succeed due to censorship.

**COMMERCIAL BREAK.** On a miss, promise success, but first, cut to a commercial break. Task the player with narrating the commercial based on a prompt you provide, e.g., marshmallow breakfast cereal, athletic equipment, novelty prank. Then let them describe their success.



## 276 Villain Names and Taglines

2	Drool E. Crool	Bullish Bulldog!
3	Bee-Vil	Stings Like a Bee!
4	Tyreant	Hell on Wheels!
5	Capt. Skullery	One Coarse Corsair!
6	Pro Spectre	This Ghoul Loves Gold!
7	Mean-o-Taur	A True Bull-y!
8	Krak N. Jack	Tentacle Terror!
9	Duke Duggery	The Dastardly Deadman!
10	Smelly Kelly	Onerous Odorist!
11	Bad Baby	Terrible Tyke!
12	Tigress and You' Fraidies	The Original Duo of Doom!

## 276 Wondrous Locales and Wildlife

2	The Lavender Wastes of Nelymyr	Hungry wasteworms and vigilant vultures
3	The Orange Expanse of Rabanava	Giant landcrabs and cunning gryphons
4	The Silver Lakes of Dabsulie	Melodious naiads and vicious geese
5	The Amethyst Fjords of Bomorant	Industrious spiderbears and plucky goats
6	The Turquoise Grove of Wesselmux	Chatty magpies and elusive badgers
7	The Crimson Jungles of Kamorak	Ambitious raptors and venomous serpents
8	The Violet Dunes of Zanzigar	Warring meerkats and stony gorillas
9	The Fuschia Savannah of Hosh	Perilous hieracosphinxes and skittish dik-diks
10	The Emerald Peaks of Tuppin-Too	Vicious loup-garou and charitable owls
11	The Azure Swamp of Gorladon	Sagacious bullfrogs and electric catfish
12	The Vermillion Caverns of Quarth	Bloodthirsty bats and resourceful raccoons

## 276 Villainous Plots and Playsets

2	"I've got a new clutch of lovely little pets, and now they're hungry—for heroic brains!"	Brain Squids
3	"They're in for the ride of their lives—or should I say, their deaths?! Muahaha!"	Rollercoaster of Doom
4	"The kingdom's walls have kept my minions out for long enough—this spring's just the thing!"	Nightmare Catapult
5	"Hahaha! Hand over the crystal key or I'll send your friend to the stratosphere!"	Rockets and Parachutes [RECALLED]
6	"My new army is unstoppable! Their bodies reform every time they're destroyed!"	Play Dough Mold
7	"It will be a tight race to get to the power gem before the heroes. But I don't plan to play fair!"	Racetrack and Vehicles
8	"This submersible is well-suited to my scoundrels' sortie!"	Bubblebath Bathysphere
9	"Those heroes need to chill out, and I have just the thing to help them!"	Popsicle Tray
10	"I'll just toss those heroes through this portal; hope the dinos will enjoy the tasty treat!"	Prehistoric Portal
11	"Once I've shrunk the heroes down to fun size, there will be no one left to stand in my way!"	Shrink Chamber
12	"My super-science sorcerers have crafted the perfect trap for those pesky heroes!"	Pit of Ooze

*Thank you playtesters Pat P. and Maria R.!*

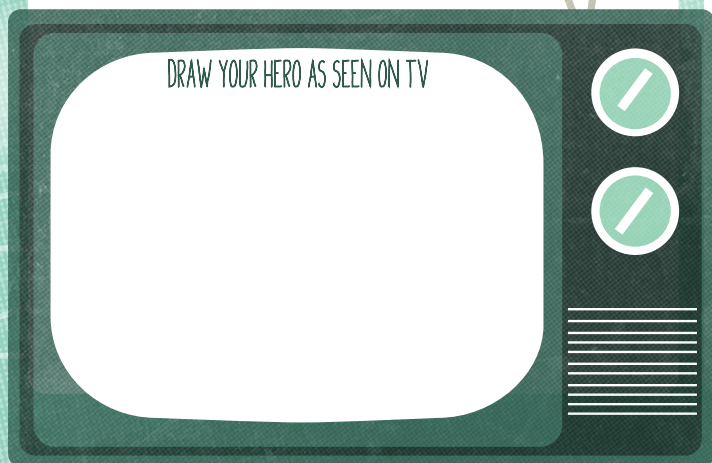
# STORM RIDERS!

Name: \_\_\_\_\_

Description: \_\_\_\_\_

Audience Member: \_\_\_\_\_

Description: \_\_\_\_\_



# ROYALTY

Aim: Serve the public

AUDIENCE: \_\_\_\_\_

Thing: (a symbol of your station)

CUSTOM: \_\_\_\_\_

## Abilities (choose two):

- Appeal:** +6 HP
- Command:** You can converse with and attempt to command magical creatures.
- Favor:** Once per session, turn a miss into a partial success.
- Splendor:** When you make a first impression, take +1 forward to your next roll.

## Advancement:

- Gain another Ability from your class list
- Gain an Ability from another class list
- Gain an additional use of your Thing
- Gain a use of another class's Thing, or write a custom Thing
- Create a playset for your character and add 4 to your Max HP
- Your character leaves the show for their own spinoff



XP ○○○○○○

- Did we thwart an evil plan?
- Did we learn a moral lesson?
- Did I complete my Aims?
- Did my audience member grow or change?

(If appropriate, rewrite the relevant Aim)

# STORM RIDERS!

Name: \_\_\_\_\_

Description: \_\_\_\_\_

Audience Member: \_\_\_\_\_

Description: \_\_\_\_\_



# WARRIOR

Aim: Humble a bully

AUDIENCE: \_\_\_\_\_

Thing: (a magic weapon)

CUSTOM: \_\_\_\_\_

## Abilities (choose two):

- Mighty:** You can attempt impressive feats of strength.
- Savior:** Once per session, you can elect to take the consequence of another character's miss.
- Battlecry:** +1 forward at the start of a fight if you shout your battlecry.
- Destroyer:** Upgrade a miss to a partial success when fighting inorganic foes.

## Advancement:

- Gain another Ability from your class list
- Gain an Ability from another class list
- Gain an additional use of your Thing
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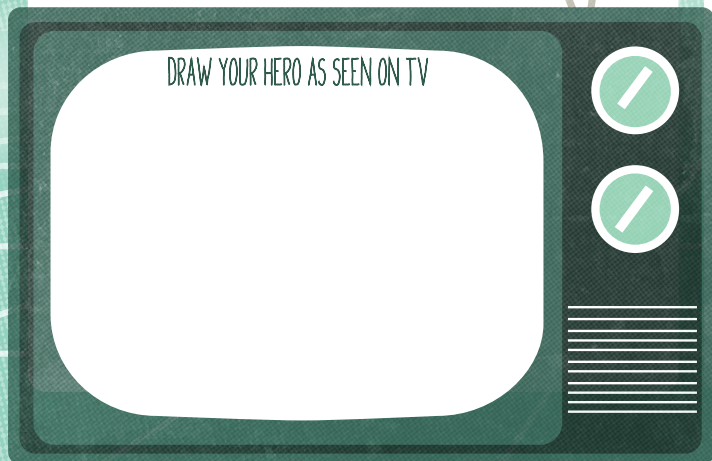
# STORM RIDERS!

Name: \_\_\_\_\_

Description: \_\_\_\_\_  
\_\_\_\_\_

Audience Member: \_\_\_\_\_

Description: \_\_\_\_\_  
\_\_\_\_\_



# MAGE

Aim: Demonstrate the magic of friendship

AUDIENCE: \_\_\_\_\_

Thing: (a magic focus)

CUSTOM: \_\_\_\_\_

### Abilities (choose two):

- Kinesis:** You can move things with your mind. Small objects are easy, but heavy objects are challenging.
- Message:** You can send messages across great distances with your mind.
- Premonition:** If you spend some time in quiet contemplation, you can receive a vision of the future.
- Transform:** Twice per session, you can take the form of a magical creature).

### Advancement:

- Gain another Ability from your class list
- Gain an Ability from another class list
- Gain an additional use of your Thing
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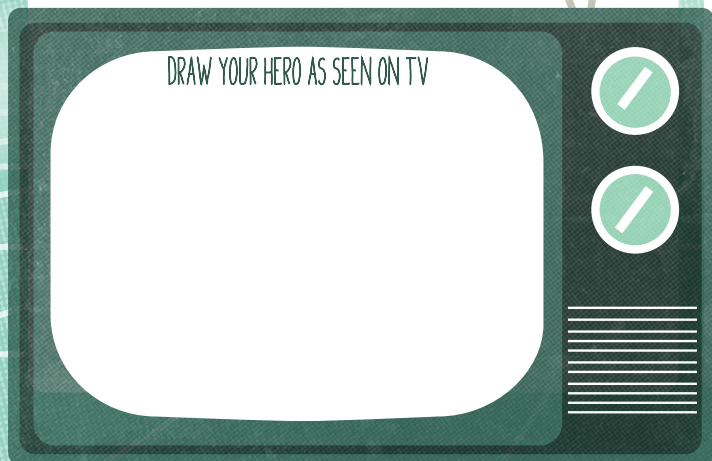
# STORM RIDERS!

Name: \_\_\_\_\_

Description: \_\_\_\_\_  
\_\_\_\_\_

Audience Member: \_\_\_\_\_

Description: \_\_\_\_\_  
\_\_\_\_\_



# RIDER

Aim: Promote the value of teamwork

AUDIENCE: \_\_\_\_\_

Thing: (a mount/vehicle)

CUSTOM: \_\_\_\_\_

### Abilities (choose two):

- Upkeep:** When you take time to nurture your mount/vehicle, take +1 forward to your next roll.
- Valkyrie:** Grant one use of your Thing to an ally.
- Veteran:** Gain an extra use of your Thing.
- Traveller:** When you encounter a new place, you can state a fact about it.

### Advancement:

- Gain another Ability from your class list
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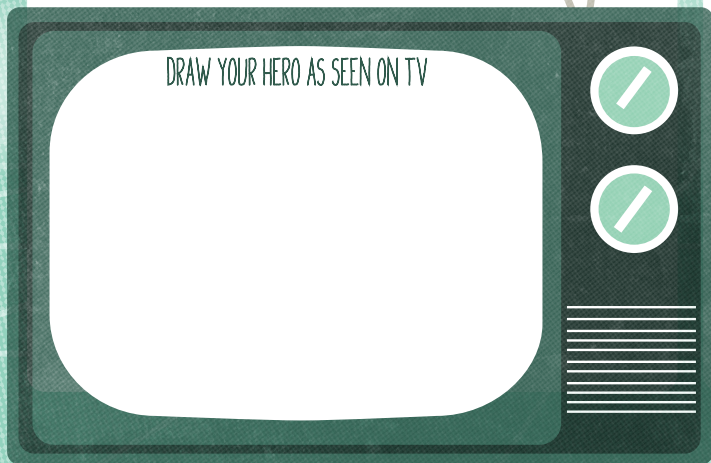
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Audience Member: \_\_\_\_\_

Description: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



# SIDEKICK

Aim: Make the other players laugh

AUDIENCE: \_\_\_\_\_

Thing: Sticky Fingers - use someone else's Thing once

\_\_\_\_\_

CUSTOM: \_\_\_\_\_

## Abilities (choose two):

- Comic Relief:** When you fail a roll, every other character regains 1d6 HP each.
- Idiot Savant:** Lower one stat by 1, raise one stat by 1.
- Lassie:** Once per session, when you spout a string of unintelligible noises, another player can interpret them and state a fact about the situation at hand.
- Slippery:** You can always easily escape from captivity.

## Advancement:

- Gain another Ability from your class list
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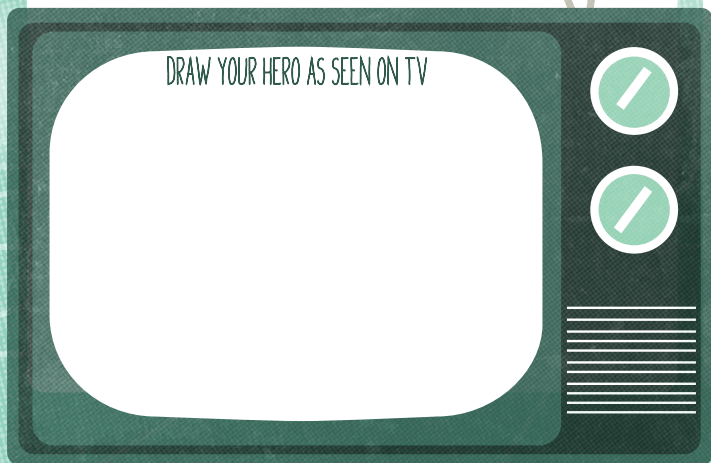
\_\_\_\_\_

Audience Member: \_\_\_\_\_

Description: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



# MAKE YOUR OWN

Aim: \_\_\_\_\_

AUDIENCE: \_\_\_\_\_

Thing: \_\_\_\_\_

\_\_\_\_\_

CUSTOM: \_\_\_\_\_

## Abilities (choose two):

- 
- 
- 
- 

## Advancement:

- Gain another Ability from your class list
- Gain an Ability from another class list
- Gain an additional use of your Thing
- Gain a use of another class's Thing, or write a custom Thing
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XP ○○○○○○

- Did we thwart an evil plan?
- Did we learn a moral lesson?
- Did I complete my Aims?
- Did my audience member grow or change?

(If appropriate, rewrite the relevant Aim)

# A FEAST of jovial MOMENTS



by Andrew Hauge

Written for use in Epidiah Ravachol's *Swords Without Master*, as ideas for Thunders, Feats Heroic, or even a simple roll. Also useful for inspiring fantastical tales of roguery and adventure.

- ✦ **A WOLFSTOOTH BLOSSOM** bursts from the cracked side of razor-sharp cliffs, defiant and blood-red.
- ✦ **THE SHRILL SHRIEKS OF A BRIGAND** echo across the battlefield as something flings him high into the air.
- ✦ **AN AXE BURNS** into your side, its steel wedged between bone and flesh, a hungry magic spiking into your blood.
- ✦ **THE LANDSCAPE IS PLUNGED INTO A SUDDEN NIGHTFALL** and the radiance of a thousand piercing stars overhead.
- ✦ **WITH THE LOOK OF RED MURDER** in her eyes, the knight sharpens her dagger with short, swift strokes against a whetstone.
- ✦ **KALO EMBRACES YOU** in welcome, his powerful arms holding you tightly as you return home for the thousandth time.
- ✦ **GUESTS FILL THE THANE'S HALL,** and the crowd swells out of the doors as conversation and merriment fill the rafters of the dwelling.
- ✦ **THE CENTAUR'S ROAR** rattles your bones as the proud creature beats her chest, bearing down on you with every heartbeat.
- ✦ **AN IRON GRIP** dangles you over the edge of a roaring waterfall, and bright green eyes sneer at your fate.
- ✦ **THE SHIELDMAIDEN** lets loose a hearty laugh as she bounds from boulder to boulder, ascending the mountain.
- ✦ **A SCORE OF POTS** put on to boil clatter loudly in the heart of the alchemist's lair, steam erupting from them in blues and greens and violets.
- ✦ **AS YOU CLAW UP THE MOUNTAIN,** blood flowing from your fingers, a crowd of lords gathers to gawk in awe.
- ✦ **THUNDER PEALS AROUND THE SORCERER,** and billowing black smoke surrounds him as he raises his hands.
- ✦ **ON THE OTHER SIDE** of a great chasm, a figure stands and brightly hails travelers across the vast gulf.
- ✦ **BLOOD DRIPS SLOWLY** from the princess's gleeful grin, and she breaks out into a violent laugh, twirling down the hall.
- ✦ **PIERCING POINTS OF STONES** dig into your bare feet as you ascend the path, your body seared by the rays of the sun.
- ✦ **THE SCOUNDREL DANCES** boldly around you, rolling his shoulders as he turns, fixing your gaze with a tempting glance.
- ✦ **A DRINKING-SONG ROARS** forth from an entire legion; their steps shake the earth as they advance through the river.
- ✦ **WARM HANDS** cradle the small of your back; their touch on your skin is a sensation you have felt countless times.
- ✦ **HEAVY, GRATING BREATH** races outside of your hiding-place as the Colossus treads back and forth, searching for you.
- ✦ **YOU SCREAM A WARCRY** with pride, burying your true name deep within it and daring all to find it.

# Grandma's Drinking Song

a new game by Lucian Kahu  
Illustration by Devon Serket



# Introduction

Grandma's Drinking Song is a role-playing, verse-writing, song-singing game for 4 players about a matriarchal family of bootleggers during Prohibition. The place is New York City; the time is 1930. Alcohol is currently illegal in the United States, but many immigrants sell it to feed their families during the Great Depression. Your characters are struggling Jewish immigrants from Eastern Europe who laugh, sing, flirt, and break the law. Strong feelings overflow as you argue, drink, and sing the song that you create together. The tone is melodramatic, screwball comedy.

# Facilitator's Information

Grandma's Drinking Song does not require a separate game master or facilitator; the host can also be a player.

This game alternates between phases of roleplaying scenes and writing song lyrics together. You will need the following:

- 1 onion (the Onion of Soliloquy)
- scene cards (included here), cut into squares, arranged in a central pile
- a pen and paper for each player to copy the family drinking song
- beverages for all, alcoholic or non-alcoholic as players prefer
- a rhyming dictionary, such as [rhymezone.com](http://rhymezone.com) (optional)

# Background Information

Lucian Kahn is a gay, trans, Jewish game designer best known for *Dead Friend: A Game of Necromancy*. *Grandma's Drinking Song* was inspired by his own matriarchal bootlegging family. He encourages you to join him in exploring the memories of this period as unreliable narrators.

Playtesters: Sharang Biswas, Eva Boodman, Joseph DeSimone, Toby Elias, Rabbi Rachel Grant Meyer, Halley Hair, Zoë Holmes, Jaime-Jin Lewis, Jenny Levison, Rachel McCollough, Alec Magnet, Nikki Morse, C.B. Stewart, Kitty Stoholski, Rebecca Weinberger, Sara Williamson, Tess Yardney

*Grandma's Drinking Song* was influenced by the following games: *Deranged*, *Bluebeard's Bride*, *Swords Without Master*, *O Shining Star!*



# Warmup Activities

Before assigning characters and explaining the rules:

Complete all 4 warm-up activities in order. These activities help teach the game's mechanics through immersion.

## 1: Giving The Onion

Pour drinks for everyone. Randomly count off 1, 2, 3, 4. Person 1, hold the onion; you are now the audience. People 2, 3, and 4 will be actors in a brief scene.

**Scene:** Person 2 has cooked potatoes...again. Person 3 loves potatoes. Person 4 hates potatoes.

As you improvise this scene, Person 4 should become angry about the potato situation. As soon as Person 4 seems really angry, Person 1 should give them the onion. When Person 4 receives the onion, everyone else becomes silent, and Person 4 delivers a rant about hating potatoes. Signal the end of this rant by taking a drink. In response, everyone else also takes a drink.

## 2: Singing Together

To get comfortable singing together, everybody sing the following words to the tune of "Happy Birthday."

*Family fun never stops,  
Grandma brewed us some schnapps,  
Getting wasted on Friday,  
Stay away from the cops!*



## 3: Changing Emotions

During the game, drinking and singing will cause characters' emotions to change. Practice changing emotions. Taking turns, each person say the following line with a happy emotion: "I'll take two bottles of your five-dollar whiskey, Mrs. Rosen!"

Now do it again, but this time resentful. Now depressed. Now flirtatious.

## 4: Potatoes Again?

Put all 3 workshops together. Repeat the potatoes scene again. Same as last time:

When Person 4 becomes angry, Person 1 hands them the onion, Person 4 rants about hating potatoes, then takes a drink, and everyone drinks.

New actions: after drinking, everybody sing the Grandma's Schnapps Birthday Song. Then continue the potatoes scene, but each person now has a different emotion. Finally, Person 1 ends the scene by shouting the Yiddish insult, "May you grow with your head in the ground like an onion!"

**That's:**

- Give onion
- Rant
- Drink
- Sing
- Continue scene with new emotions
- "May you grow with your head in the ground like an onion!"

Now count off 1, 2, 3, 4 again so that everybody has a different role. Repeat the above workshop in your new role.

# Overview of Play

Assign each player a main character to play throughout the entire game:

- Bertha's 3 teenage grandchildren {
- 1: **Bertha:** the booze boss - a pushy and lewd old woman
  - 2: **Harriet:** the eldest - reckless and flirtatious
  - 3: **Yetta:** the middle - ambitious and moody
  - 4: **Marvin:** the youngest - awkward, impulsive, and secretly gay

(Explain that players will also step in to play smaller characters as the need arises.)

## Overview of Play

The game unfolds through a series of scenes with 3 actors and 1 audience member each. The scenes have been summarized for you on the cards, but feel free to add, modify, or embellish plot points as the drama develops in real time. After all, who remembers what really happened?

Each scene card describes the plot outline of a scene for the actors to improvise together. The card also lists the characters present in the scene. Sometimes a non-family side-character is listed in a scene; any available player may assume this role. The player who isn't an actor in the scene is the audience member.

## Example Scene

- Everyone writes 2 new lines of the song and sings them together.
- Bertha draws 2 scenes from the pile, reads them both silently, then chooses "*Secretly Married*." She puts the other scene back in the pile and reads the details of "*Secretly Married*" aloud.
- Bertha, Harriet, and Yetta are actors in the scene, so Marvin is the audience member.
- Bertha seems to have become very angry with Harriet, so the audience member gives Bertha the onion.
- Harriet and Yetta fall silent. Bertha delivers a passionate soliloquy about her feelings, then takes a drink.
- Everybody else takes a drink too.
- Everyone sings the drinking song.
- When the scene continues, everyone's emotions have changed. Bertha and Harriet tell jokes, and Yetta laughs.
- Marvin shouts, "May you grow with your head in the ground like an onion!" to end the scene.

## Scene Cheat Sheet

### Before Each Scene:

Write 2 lines of the song together.

The next player chooses a scene. (Draw 2 scenes, pick 1 & read it aloud, put the other back in the pile.)

### Actor Moves:

**If you get the onion:**

- Soliloquy (ranting your feelings alone)
- Take a drink & everybody drinks with you
- Everybody sings the drinking song
- Everybody's emotion changes & the scene continues

### Audience Moves:

- **When a character seems very emotional,** give that actor the onion to invite a soliloquy.
- **To end the scene:** "May you grow with your head in the ground like an onion!"

# Game Structure and Walkthrough

## Before Choosing Each Scene:

**Together as a foursome, write 2 new lines of the family drinking song and sing this verse together.** The song will grow longer as you play more scenes. Allow the events and themes from previous scenes to inspire your lyrics.

## Choosing Scenes:

Bertha chooses the first scene, then the decision moves clockwise around the table. Draw 2 scenes randomly from the pile, then choose your favorite and read it aloud, putting the other scene back in the pile to use later. Don't worry about playing the scenes in chronological order; they will skip around in time like old memories. Don't discuss the scenes as a group before playing them; simply choose and begin.

## Playing a Scene:

### Scene Members:

- Roleplay to develop the drama.
- If the audience hands you the onion, everyone else in the scene must fall silent while your character delivers an overwrought soliloquy (an emotional rant).
- During the soliloquy, express your thoughts and feelings with reckless abandon.
- Signal the end of the soliloquy by taking a drink.
- When you drink, everybody drinks! And sings! Everyone must now take a drink and sing the entire family drinking song.
- Grandma's whiskey is mysterious and strong. Drinking it changes everyone's emotions - for good or for ill.
- Now every character is in a different mood than before the soliloquy. Continue the scene. Over-act emotions to emphasize the contrast from your character's previous mood.
- The onion is out of play until the next scene.

### Audience:

- Once per scene, when you believe a character is experiencing a strong emotion in response to another character, hand them the onion to initiate a soliloquy.
- Embrace the power of the onion and give it readily. Don't worry about whether you're right or wrong about the player's intended emotion for that character. This is about your subjective experience as the audience, which is as unreliable as hundred-year-old memories.
- End the scene by shouting the Yiddish insult, "May you grow with your head in the ground like an onion!"

Continue playing scenes until there are none left.

# Songwriting

Throughout the game, you will gradually create the family drinking song together. Choose easy mode, medium mode, or orthodox mode for your collective songwriting.

## Easy Mode: Fill in the blanks

Fill in the blanks in the following lyrics as you progress through the scenes, singing them to the tune of the supplied song.

### Option 1: "Row Row Row Your Boat"

#### Scene 1:

Grandma's drunk again, \_\_\_\_\_,  
Someone \_\_\_\_\_,  
glad it wasn't \_\_\_\_\_!

#### Scene 2:

Stay away from cops, \_\_\_\_\_,  
Everybody \_\_\_\_\_,  
what a \_\_\_\_\_!

#### Scene 3:

Communists are \_\_\_\_\_, that's why \_\_\_\_\_,  
Call the rabbi on the phone  
\_\_\_\_\_!

#### Scene 4:

\_\_\_\_\_, rolling on the \_\_\_\_\_,  
Tell your sister what you think  
\_\_\_\_\_!

#### Scenes 5-8:

Continue in this pattern to create your own lyrics!

### Option 2: "Dayenu"

(Chorus)

#### Scene 1:

Grandma's drinking,  
grandma's \_\_\_\_\_ing,  
grandma's \_\_\_\_\_ing,  
and never \_\_\_\_\_, meshuggeh!

#### Scene 2:

Harriet's \_\_\_\_\_ing,  
Yetta's \_\_\_\_\_ing,  
Marvin's \_\_\_\_\_ing,  
why don't they \_\_\_\_\_?

(Verses)

#### Scene 3:

Communists are in the \_\_\_\_\_,  
in the \_\_\_\_\_ and in the \_\_\_\_\_,  
Cops are hiding in the \_\_\_\_\_, oy oy vay!

#### Scene 4:

Hide the barley in the \_\_\_\_\_,  
hide the liquor in the \_\_\_\_\_,  
hide the \_\_\_\_\_ in the \_\_\_\_\_, oy oy vay!

Scenes 5-8: Continue in this pattern to create your own lyrics!

# Songwriting

## Medium Mode:

### Write New Lyrics to any Existing Song

You may write new lyrics to a song everyone in the group knows. Once you've settled on a song, play a recording and hum along so everyone can get the hang of the tune.

## Orthodox Mode:

### Write A Song from Scratch

Discuss the following as a group:

- Does the song rhyme? If so, what is the rhyme scheme?
- What is the mood of the song? Jolly? Melancholy? Heroic? Bawdy?

## Closing

After playing all 10 scenes, players narrate epilogues for their characters. Then the game ends.

**L'chayim!**



# Scene Cards

Print, Cut, Shuffle, Stack

Scene: **Charity**

Location: The Apartment

Present: Marvin, Bertha, Yetta

Marvin asks Bertha if he can borrow money under the pretext of some dire trouble. Then he tells Yetta he's planning to give it all to the Communist Party. Yetta threatens to tell Bertha.

Scene: **Baby Rum**

Location: The Neighborhood

Present: Harriet, Marvin, Neighborhood Boy

Harriet forces Marvin to join her in pushing two baby carriages around the neighborhood on their walk. Every few apartments, Harriet stops, pulls a brown paper bag out from the bottom of a baby carriage, and runs upstairs with it. Marvin doesn't understand that the baby carriage is a cover for booze delivery. While Harriet is upstairs, a neighborhood boy teases him for acting girly.

Scene: **God's Rules**

Location: The Apartment

Present: Bertha, Harriet, Yetta

Yetta wants to take a "legitimate" job at the textile factory to help get the family out of poverty. The job is 6 days a week, including Shabbos, the Jewish day of rest. Bertha forbids her from working on Saturday for religious reasons. Harriet thinks Yetta is half-right, and that the family should start peddling booze on Shabbos at secret Friday night bars.

Scene: **Grandmother Tongue**

Location: The Apartment

Present: Bertha, Marvin, Harriet

Marvin tries to convince Bertha that she needs to learn English. Bertha accuses Marvin of betraying his Jewish roots and beginning to forget Yiddish by attending American school. Harriet tries to reassure everyone that if Bertha doesn't learn English, she can take care of the family without Bertha's help.

Scene: **Secretly Married**

Location: The Apartment

Present: Bertha, Harriet, Yetta

Yetta tattles to Bertha that Harriet has eloped with a man she met at a YMCA dance. Harriet insists that because a rabbi performed the ceremony, she has not eloped, but merely gotten secretly married.

# Scene Cards

Print, Cut, Shuffle, Stack

Scene: **The Invitation**

Location: A Beauty Parlor

Present: Bertha, Marvin, A Drag Queen Hairdresser

Marvin has accompanied Bertha to the beauty parlor and is reading a book. Bertha's hairdresser invites her to a drag ball. She thinks it would be improper to attend without a male escort, so she tries to convince Marvin to come along.

Scene: **A Communist Meeting**

Location: A Neighbor's Apartment

Present: Harriet, Yetta, A Young Communist Neighbor

Harriet tricks Yetta into attending a communist meeting in a neighbor's living room. The communist lectures them about workers' solidarity. Yetta's attitude: "I don't want to be a communist! I want to be a capitalist!" Harriet's attitude: "If you want to be a capitalist, first you have to be a communist!"

Scene: **Kosher Wine**

Location: The Apartment

Present: Bertha, Harriet, A Cop

A cop approaches the apartment to arrest Bertha. Bertha pretends she is sick in bed and sends Harriet to the door in a cute dress. Harriet asks the cop why her darling grandma is in trouble for making kosher wine. The cop retorts that there's no barley in wine. Harriet bats her eyelashes and swears it is part of her grandma's special wine recipe, which she needs for religious purposes as the wife of a cantor.

Scene: **From The Sky**

Location: The Apartment

Present: Marvin, Bertha, A Cop

There is only one bathroom in the apartment building, all the way down on the ground floor. Marvin becomes impatient and urinates out the window. It lands on a cop! The cop recognizes Marvin from the family's numerous arrests, enters the building, and knocks on the door. Bertha answers it.

Scene: **Imported**

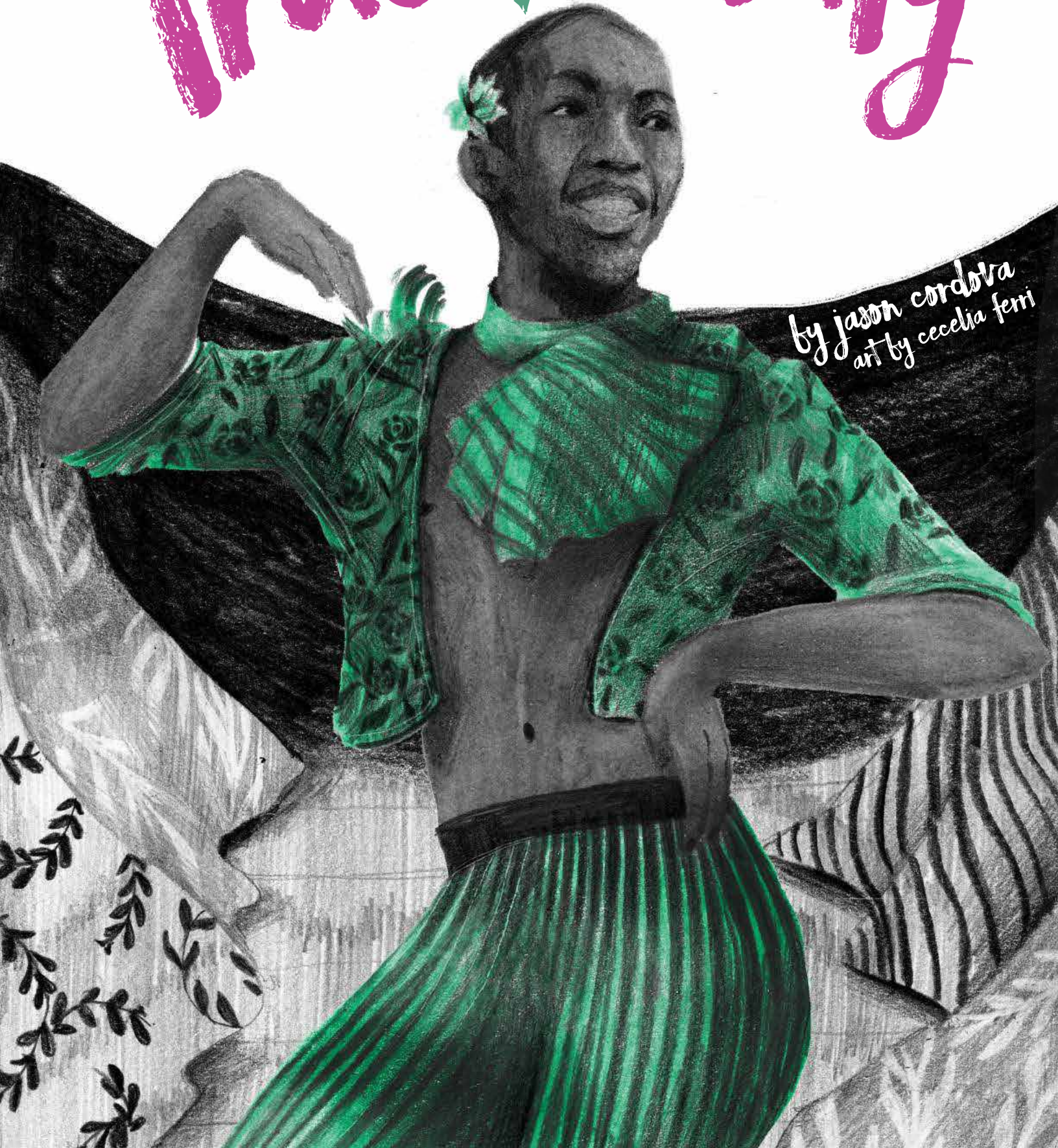
Location: The Pond in Central Park

Present: Marvin, Yetta, A Customer

Marvin and Yetta are carrying boxes of liquor to Central Park and lowering them into the pond with a rope. This smudges the labels and makes the boxes look like they've come over on a boat from overseas. Imported! So they can charge more! A customer arrives and sees through the scam.

# True beauty

by jason cordova  
art by cecelia ferri



## what is this?

True Beauty is a campaign framework for Monsterhearts 2 that sets the game in the ballroom scene of 1980s Harlem. Instead of playing teenagers who run into the woods to fuck and murder (which, mind you, is a lot of fun), you play young people of color who organize themselves into a "house," and who "walk" (compete) in balls for fame and fabulousness.

True Beauty specifically revolves around a central player character, the Unicorn, who has just left the world of high fashion, and who is now "slumming it" by joining a ball house, House Diamante. The other player characters are existing members of House Diamante, each with their own dreams and struggles, and who each express and explore their identity through both the manifestations of their monstrous nature and by walking in balls.

## The 1980s ballroom scene

The United States of the 1980s is often associated with material excess. The stock market was rollicking for most of the decade and pop culture was filled with films and TV shows that celebrated the lifestyles of the rich and famous. But as with every boomtime in this country, people of color were left out. Queer people of color were even more marginalized.

Many young, queer, people of color in 1980s New York City participated in underground ball culture (sometimes called drag balls or the ballroom scene). Drag balls had been around for decades prior, but in the 1980s, they represented a chance to taste a little bit of the rich white people glamor they saw all around them on TV screens and in pages of magazines. For many more, they represented a stepping stone to mainstream success in the worlds of fashion and dance. But for nearly all of them, the balls represented a place where they belonged, a place they could be themselves.

Central to the ball culture of the 1980s was the house. Participants organized themselves into various houses that competed against one another at the balls. Houses were essentially alternative families, and members of a house often lived together and were financially interdependent. Each house had a house "mother" or a house "father" who guided the house's collective decisions and acted as a mentor to the younger "children" of the house.

The balls themselves were often day-long affairs and featured dozens of categories participants could walk in. The most common ball categories involved dancing, showing off costuming and design skills, and/or walking a runway. Most ball participants aimed to become a Legendary member of a house, meaning they have won their house many trophies over the years.

# preparing to play

To set up a campaign of True Beauty, follow the guidelines in the Monsterhearts 2 text but with the following changes and considerations.

## hand fans

When gathering supplies, make sure there is a hand fan for each player and the MC. Whenever a player character does something that is particularly fabulous or noteworthy, you should wave your fan wildly over their player and say "Yaaaaasss!" Whenever a player character does something particularly shady or disgraceful, you should hide your face behind your fan and give knowing, sideways glances to the other players.

## playing people of color

Your characters must be young people of color, particularly young people who are black or Latino. This is a non-negotiable aspect of True Beauty; playing a white character or a character who otherwise has a high amount of social privilege is not playing in the spirit of the campaign.

# gender and sexuality



During the time period of True Beauty, the full spectrum of gender identities and gender expression could be found within the ball houses, but for purposes of competing in the various ball categories, there were typically four recognized genders: butch queens (cisgender gay men), femme queens (trans women), butches (trans men), and women (cisgender women).

Characters can be any gender or sexuality, but players should choose one of the four genders listed above when considering which ball categories their character walks (see Category 1s... on the following pages). This may not be a perfect fit for their character, but neither would it have been in the real-life ball scene of the 1980s. No queer subculture is perfect, and the ball scene had many of the same prejudices and misunderstandings about gender and sexuality as the broader culture.

# skin selection

One player must be the Unicorn, which is available in the Second Skins supplement by Jackson Tegu. This character had a brief career in high fashion but left when that world began to conflict with their high ideals.

The player of the Unicorn can define the particulars, such as their profession and what about the high fashion world left them cold, but the character's "regression" into the underground ball scene—and how they interact with people who desperately want what they had—is central to the True Beauty story.

The other players can choose any Skin they wish, but be advised that certain Skins might be an uncomfortable fit for the setting. Skins that revolve around haplessness, such as the Neighbor, are likely a poor choice for True Beauty (True Beauty characters, after all, are faaaabulous, darling). Skins that cause the character to retreat or become invisible may also be a strange fit; the Ghost, the Sasquatch, and the Selkie all fit in this category.

Some Skins, on the other hand, are a fantastic choice for True Beauty because they emphasize identity, social power, and belonging; the Cuckoo, the Fae, the Queen, the Hollow, and the Glamour (found in Codex - Glamour) are in this category.

A few Skins would be a great fit with a few adjustments. The Serpentine's ancient snake family, for example, might be members of a rival ball house. The Infernal's Dark Power might be a rich, white sugar daddy on the Upper East Side. The Wyrn might be trying to establish their own ball house. The Ghoul might start with the hunger "Becoming a Legend."

Ultimately, no Skin is out of the question, but just be mindful that some will require a strong concept or careful play in order to get the most out of them in the world of True Beauty.

As part of character creation, players should choose 2 or 3 ball categories their character typically walks in. In the real-world ballroom scene, there are dozens of recognized categories, but in the world of True Beauty, the following are available:

# category is...

**Butch Queen Realness** - The participant is judged on their ability to blend in with male heterosexuals

**Femme Queen Realness** - The participant is judged on their ability to blend in with cisgender women

**Runway** - The participant is judged on their ability to do a runway walk, typically wearing an outfit that conforms to a set theme or color

**Bizarre** - The participant is judged on their ability to design and construct a costume matching a set theme

**Labels** - Participant is judged on the number and authenticity of fashion labels being worn

**Face** - Participant is judged on their well-constructed, smooth, clean face (no makeup)

**Body** - Participant is judged on how physically healthy they look. Note: this is not necessarily about beauty or sexiness.

**Sex Siren** - Judged on how good participants look in sexy underwear

**Butch Queen Up in Pumps** - Similar to Runway, but exclusively for drag queens who are cisgender gay men

**Femme Queen/Butch Queen in Drag**  
**Female Figure Performance** - Lip synching to a female celebrity

**Beginners Runway** - For people who have been walking balls for less than 1 year

**Butch Queen Vogue** - Gay men vogue dancing; judged on the following criteria: hands, catwalk, duckwalk, spins, and dips

**Femme Queen Vogue** - As above, for femme queens

**Women's Vogue** - As above, for women

**Beginner's Vogue** - As above, but for people who have been walking balls for less than 1 year

## house diamante and side characters

Player characters are all members of House Diamante, and they take the last name Diamante. Instead of the homeroom seating chart procedure in Monsterhearts 2, the MC and the players will define side characters from both within House Diamante and outside of it.

Each player will come up with one side character member of House Diamante and pose a loaded question to another player that ties the other player's character to that side character. The MC or another player may ask a follow-up question that ties that side character to yet another player character, creating the classic side character - player character - side character triangle of Monsterhearts. For more information on what this looks like, see the Homeroom Seating Chart portion of the Monsterhearts 2 text.

Each player will also come up with one side character who is not a member of House Diamante and follow the same procedure as above. This side character can be a member of the broader community that House Diamante frequently interacts with or they can be a member of a rival house. One rival house is defined in the setting: House Gucci-Glitz. Other houses might include House Ebonius, House Success, House Opulencia, House Shotokan—or simply make one up.

The MC will not come up with their own side characters, but will instead pose questions about the following notable side characters:

## mc side characters

angelique  
diamante

Butch queen mother of House Diamante who is also a witch; she usually walks in the Butch Queen Up in Pumps category

diana  
krump

An older white woman who is Editor of *Fist* fashion magazine and member of a secret cabal of unicorn hunters

phoenix  
gucci-glitz

Butch queen and messy (problematic) white twink member of House Gucci-Glitz

# playing True Beauty

## getting started

As with any game of Monsterhearts, you can start by simply watching the characters go about their day; follow them around, see what kind of trouble they get into, fire off moves, and so forth. That said, it can be helpful to present a situation to get the ball rolling. In Monsterhearts, the MC would normally introduce some kind of party, fight, or school dance the initial action might revolve around. For True Beauty, consider using the Legends Ball as your kicker.

The art of the put-down is central to ball culture, and it comes in two flavors:  
reading and shade.

## reading is fundamental

Reading is when you highlight and exaggerate a person's flaws in front of spectators. To read someone is to engage in an escalating series of witty insults, with the end goal being to get the spectators to laugh. The player of the character you are reading (or the MC for side characters) gets to determine how they receive the read. If they receive it poorly, you roll Shut Someone Down. But if they receive it in good humor, either because it was particularly witty or because they like you personally, then you roll Turn Someone On.

The Legends Ball is the most important ball of the year, to be held sometime in the near future, in which every house will be expected to participate, and during which old Legends will be celebrated and new Legends will be crowned. The Legends Ball is of paramount importance to Angelique Diamante and she will insist her children do whatever they can to make sure their costumes are on point—even if they have to beg, borrow, and steal to get the elements they need.

## the art of the put-down

### don't be shady, be a lady

The evil twin sister of reading is shade. Rather than insult the person, you pay them a backhanded compliment. ("That dress is beautiful; it makes you look so much thinner than you really are!") When you throw shade, you are always Shutting Someone Down.

# walking a ball

At the end of each session, we get to see the characters walk a ball. Unless the established fiction dictates otherwise, each player character should participate.

When it is your turn to walk the ball, say which one of your preferred categories you are walking in. Narrate a short scene describing the basic aspects of your walk—what you're wearing and the physical movements you are making. If you are walking in a vogue category, do a little bit of hands at the table while you describe your dance moves.

The player of the character who has the most strings on you then gets to determine if you are OVER! or Busted! (In the case of a tie and the tied players can't agree, the MC decides.) If you are OVER!, every other player at the table and the MC gets to describe a small bit of the scene that shows why and how people were gagged (thrilled) by your performance.

If you are Busted!, every other player at the table and the MC gets to describe a small bit of the scene that shows why and how your walk was a disaster. However, at least one person at the table (not including you) must describe either a small success or a sign that there may be hope for you yet.

## resources & media

### film and tv

The 1990 documentary *Paris Is Burning* chronicles the underground ball culture of 1980s NYC and is essential viewing for True Beauty. It is recommended that at least the MC has seen the film before playing, though the experience will be much richer if everyone has seen it.

The TV series *Pose* is a fictionalized account of the 1987-1988 NYC ballroom scene.

### other terminology

Mopping - Stealing, particularly shoplifting clothes to wear at a ball

Fierce - High praise

### true beauty playlist

"Percolator" by Cajmere  
"Meeting in the Ladies Room" by Klymaxx  
"Baby Wants to Ride" by Frankie Knuckles  
"Can You Feel It?" by Mr. Fingers  
"I Can't Wait" by Nu Shooz  
"French Kiss" by Lil' Louis  
"Got to be Real" by Cheryl Lynn  
"Two to Make it Right" by Seduction  
"The Show" by Slick Rick and Doug E. Fresh  
"Is It All Over My Face?" by Loose Joints  
"Over the Rainbow" by Patti LaBelle

Thanks to Gerrit, Luiz, Micki, Darren, and Asher for helping bring True Beauty to life.

**3**  
**DOZEN**  
*local*  
**HOLIDAYS**  
**AND CELEBRATIONS**



**i** **IN THE REMOTE VILLAGE,** most people left for a new world. When they go, likely to never return, the villagers take a cast of their face. Once a year they gather, donning the masks of the people they are missing, and perform a play of how they imagine the better lives of their loved ones abroad.

**ii** **ONLY DURING MIGRATION SEASON** do the ravens speak the words of man. Twice a year, the faithful of each village honor the passing of the unkindness with a week of silence. They listen for the names of their loved ones, while the faithless perform raucous unkindnesses of their own.

**iii** **THE BEST WAY TO ENJOY THE BUBBLE FESTIVAL** is to not overthink the Bubble Festival. Grab your bubble wand, dip it in the barrels, and run as fast as you can past the other kids, parents, and grandparents, singing at the top of your lungs. Wear good shoes.

**iv** **EVERY CHANGING OF THE SEASONS,** the children of the villages gather together and run through the Shrouded Woods to the Albedon River and bathe in its waters. Those who do not return are considered adopted by the forest and are venerated as spirits.

**v** **THE LOUDEST SOUND YOU CAN EVER HEAR** (here, we use the Smithwich translation, although Trapper's "The Near-deafening" feels equally valid) is held on the island of Trem in the Bleest Archipelago on the fourth day of the nineteenth cycle. You are blessed proportionally to the loudness of the ringing in your ears. Putting your hands over your ears thereafter lets you hear the faint messages of Blome.

**vi** **THE TOWN OF HARVEST VALLEY** is small and quiet, except for the third day of Winter. All the locals come to the old well in the center of town and scream their hate and regrets into the darkness. Sometimes, they come back with a new one in trade.

**THE DAY OF THE PIT!** Come to the village of St. Honnileghe and celebrate its unique feature from dawn to dusk. Show off your best wares by giving them up to infinite depths! Show off your mettle in the "Fill the Pit" shoveling contest! Challenge your skill in the woodcarving contest—just be ready to embrace the fleeting nature of beauty; after judging, entries are summarily thrown into the Pit in reverse order of excellence! The grand prize winner's ceremonious deposit closes off the festival, reminding all to embrace the wonders of this life while they can.

**ONCE PER YEAR,** under a full moon, the White Hordes—the white-furred ghost animals of the mountains—stampede through the village of Toliman to drown themselves in the lake guaranteeing another year of fertile fields. People gather in their homes with candlelight and listen to the sound. Dare you leave your home that night?

**WEDDINGS IN THE PROVINCE** of Kithrik imitate the nature of its local penguins who mate for life. A single large dance circle is formed with the most energetic dancing at its center. People on the edges receive drinks and lean on resting sticks decorated for the occasion. Sitting down before midnight curses the marriage for years to come.

**EVERY YEAR, FOLK HERO** Faina the False's clever victory over the Hollow King's army is commemorated with carved gourd soldiers and a fiercely competitive contest of tall tales. Expect no one participating in the festivities is to speak a word of truth.

**A PERIOD OF UTMOST SERENITY** precedes the festival of the King of Winter Gold. Not until the king's surrogate hands the last crumb of gold to the least peasant is silence broken and the streets filled with joyous light, laughter and song.

**CAN YOU HEAR THE WILD HOWLING** noises in the forest? That's the Orleighs. Their ancestor Margret was tried and hanged for being a werewolf a while ago, and during the 70s her hippie great-great-granddaughter made it a family tradition to run naked through the forest, howl and generally frighten the hiking tourists.



i

**THE FESTIVAL OF ST. FORMIC**

commemorates the day the good Saint drove the crop-devouring locust swarms from Pike Fork. With them went all the birds and all the predators that ate the birds, but never mind that. It's still a good excuse to drink too much mead and dance around with leather bug wings tied to your back.

ii

**IN THE UNIVERSITY TOWN** of Allansford, the end of the academic year is commemorated by The King's Procession—a festival in which a student is appointed "The King of Knowledge" by their peers. Very drunk and clad in a loincloth, cape, and fantastical crown, the King of Knowledge leads a procession of students through the town who ask the townsfolk perplexing questions from their textbooks and beat them with the weighty tomes when they inevitably offer the wrong answers—all to the accompaniment of raucous laughter and applause from the King. The custom is widely denounced but carries on as dictated by tradition.

iii

**THE PARTIES ON HOUNDS NIGHT**

feature heavy, decorated drapes and nonstop music played at a level just shy of deafening. Those unlucky enough to be left out of the festivities cover their windows, plug their ears with whatever is at hand, and hope it's enough to block out the baying. Anyone to see the hounds or hear their cries is caught up in the chase, never to return.

iv

**EVERY FIVE YEARS**, the moon rises in the valley between the two cliffs and bathes the village of Hollow in its light. This is the day the old are revered, feasted, and pass on from this world to the lands of starlight.

v

**THE FESTIVAL OF SAINT ZOMBU** is not really traditional, but it's kinda funny watching everyone lurch around with grave earth on their faces. Just don't get bitten by one of them.

vi

**PAINT IT RED AND MAKE IT CLEAN.**

Drive the cattle and feed the sween. / Lock the doors and drain the 'treen. / Klic is coming and make it clean.

i

**THE CONHUGEKO FACILITIES**

and maintenance division mostly hires temps—a lot of them—and is very liberal with who they accept; cons, drug addicts, everyone the world throws away can find a job here. A fresh hiring push usually comes after the winter holidays; the Feast of the Dying Sun reaps the bulk of this pool of employees. Throughout the work year, FacMaint staff are secretly scrutinized, ranked, and those to be reaped are chosen. The ConHugeCo Catechism v6.6.6 indicates sun will only return if sufficient souls of pure soul are given over to the Dark Lord on an annual basis.

ii

**EVERY ELEVEN YEARS**

on his birthday, the king of the dwarves takes to the streets in beggars garb. Every noble house opens its doors to all the needy, hoping to earn favor by displaying their great generosity. This event has transformed into a festival where many skilled beard-smiths offer their services freely so that everyone walks around with richly shaped and decorated facial hair.

iii

**SOME THINGS ARE CATCHING,**

you know. The Plague. Tuberculosis. Lice. Yawning. That stupid song about being breathless. Fashion Fads. And the Eternal Festival of Bembelwine and Applemain, which is passing around the world. Rumor says that it started out in a small town in rural Hessen in Europe, but it has been seen as far away as Kyoto or Valparaiso. It mainly consists of singing traditional songs about the lateness of the hour, drinking dry bubbly cider from weirdly shaped tankards, and dancing gently but enthusiastically. This Festival never seems to stop. It just moves from person to person, leaving survivors headachy and with a longing for forests.

iv

**THANKS SO MUCH** for letting us take Hank out tonight. He didn't talk about it at all, which I don't know if it's good or bad. Can we do it again next year? Make a "thing" of it?

v

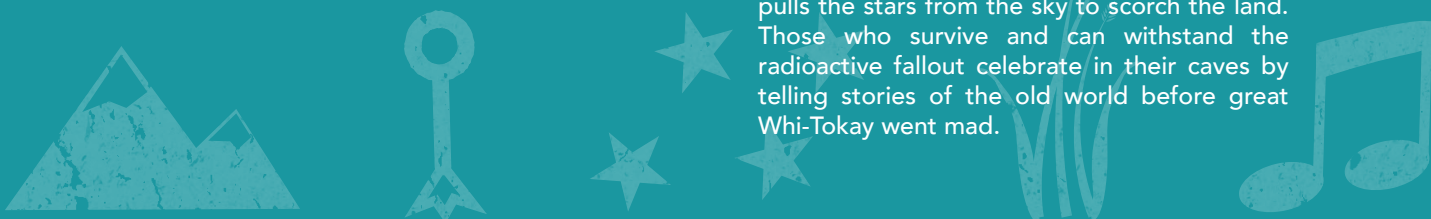
**THE VELARIS BELT**

is mostly uninhabited, but every third year it comes alive as the site of the former Kallix Company's reunion. They gather in a swarm of mismatched ships to swap stories, revel in each other's presence, and salute the ones who couldn't return.

vi

**EVERY HUNDRED YEARS,**

the mountain god who destroyed the world gets angry and pulls the stars from the sky to scorch the land. Those who survive and can withstand the radioactive fallout celebrate in their caves by telling stories of the old world before great Whi-Tokay went mad.



i

**WEEDREAP**, the annual halfling festival that celebrates the end of the cultivation cycle for pipe weed. Typically taking place on the twentieth day of the fourth month of the harvest calendar, it is the rare festival that becomes more sedate as the evening wears on. The ideas, art, and music that come out of this festival are studied and refined by the community over the ensuing year.

ii

**THE LAST DAYS OF THE HARVEST** are held most sacred to the fertility cult of Aruun Ba'hoh. Young couples are afforded the highest degree of comfort and privacy by the village for two weeks. A corresponding collective birthing and birthday celebration is held in late spring.

iii

**WHEN THE FIFTH CHILD BORN** under the stars of Cygnus came into the world, the soldiers met each other in no-mans-land to declare ceasefire and celebrate. Then the soldiers went home, and celebrated with their spouses and conceived new children. The soldiers grew old and then died, their bodies burned on giant celebratory pyres, honouring the Fifth Child of the Fifth Star. When the fifth child born under the stars of Cygnus died, the children picked up their parent's weapons. They met in no-mans-land to acknowledge the end of the holiday. They looked down their fathers' sights, and they pulled their mothers' triggers. The stars of Cygnus had set.

iv

**EVERY YEAR, A VILLAGE** near a big mountain called Mt. Graveyard celebrates the Demonfall. According to the legend, there was a temple of the Demogod and it was destroyed by the Goddess of Light via an avalanche. But what the people of the village do not know is that the celebration keeps up the seal to hold the Demogod in his temple.

v

**IN A TINY VILLAGE ON FRANCE'S** rainy west coast, they have been holding a waiting ceremony since the middle ages. Legend says that a boat came from far beyond the sea, with people dressed in feathers and adorned with gold. And one day, they promised, they will return.

vi

**THE SLEEPY TOWN OF CUTTER CREEK** comes alive every year for the week of the great spider migration. Everyone and their grandmother has a spider-themed doodad or foodstuff to sell, and people come from far and wide to participate in the spider rodeo, or bid in the riding spider auction.

i

**THE FIRST EXTRASOLAR COLONIES** were a crucial but ultimately failed step toward faster-than-light travel. Now, the human colonies of Messier 81 celebrate each time they receive a transmission originating from the Milky Way, broadcast long before the Messier mission launch, each one a connection to the cradle left behind.

ii

**ON THE LONGEST DAY OF THE YEAR**, they gather in the towns of their grandparents, bringing with them a novel that each has written. In the circle, around the evening fire, they pass their novel to the person on their left, then read in silence until dawn. After, they toss the books into the fire and never speak of what they have read.

iii

**THE LAST BRIEF DAYLIGHT** before the dark winter months at Terminus Base used to be observed somberly. However, it's morphed into a day-long party with round-the-clock simulated daylight hiding the final sunset, generous alcohol rations, and no shortage of bad decisions.

iv

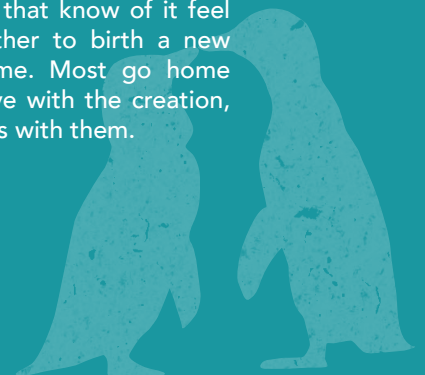
**AND THEN THERE IS THIS** really strange ride at the Oktoberfest. You can only find it if you're drunk on beer from the Weissingerzelt. If you do, it can take you anywhere you want to be. Anywhere.

v

**ACADEMICS ON THE EXPEDITION** craft *Impropriety* are speeding their way through interstellar travel toward reuniting with another splinter of the human species. While their contactor vessel allows them to beat the speed of light, it still takes months and years. To speed the time—inspired by the name of their craft—the expedition have decided to swap out members of their polycules throughout the journey, culminating in a Resorting Faire. Just before the ship arrives in the new solar system, the Faire will be a raucous party celebrating the new lover-groups that the try-outs engaged in over the passage to the new star.

vi

**THE CELEBRATION OF SHARED IMAGINATION** takes place only on the patio of a local bar in Houston. There's no announcement, but those that know of it feel the pull, and come together to birth a new world each and every time. Most go home afterwards, but a few leave with the creation, taking the Celebration rites with them.



# codex keepers

A Thousand Faces of Adventure, Keeper of the Drunken Pirate's Forgotten Wish

Aaron, Keeper of the Child Upon Whom We Dare Not Look

Jesse Abelman, Keeper of the Moon's First Memory

Rob Abrazado, Keeper of the Purple Falsehood

Quentin Acord, Keeper of the Word that Binds and Blinds

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 Wyrn

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

Tom Axon, Keeper of the Sultana's Blue Dreaming

Misha B, Keeper of the Grand Apotheosis

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

Thomas Bagley, Keeper of the Cardinal's Confession

Andrew Bailey, Keeper of the World Teeth

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

James Barta, Keeper of the Dreary Island of St. Lomax the Unseen

Jacob Bates, Keeper of the Fleeting Blooms

Joe Beason, Keeper of the True Name of Ashmedai

Scott Beattie, Keeper of the Worm Bone Frescoes

David Beaudoin, Keeper of the Clock's Fourth Hand

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

Dan Behlings, Keeper of the Iridescent Ungulates

Mathias Belger, Keeper of the Spectral Hounds

Del Benjamin, Keeper of the Thunderstorm Chariot

Nate Bob Benton, Keeper of the Wolf-King's Last Fear

Matt Bevilacqua, Keeper of the Beetle's Teeth

Aljoscha Beyer, Keeper of the Orichalcum Engine

Al Billings, Keeper of the Dun Spirit of Disobedience

Sam Birnbaum, Keeper of the Last Light of St. Lannen the Pure

Sarah Bolling, Keeper of the Last Lantern Before the Black Gate

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

Bill Brown, Keeper of the Emerald Path

Bryan, Keeper of the Festering Estuary

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

Russ Brucks, Keeper of the Demon Idol that Spits Yellow Bile

Michael Burdick, Keeper of the Darkest Dream Under the Mountain

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

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

Agatha C, Keeper of the Ebony Cat and All We Deem Above Her

Len C, Keeper of the Seven Sisters' Rings

Sean Cain, Keeper of the Hive Lord's Firefly Legion

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

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

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 Acollo  
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  
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  
Aaron DeRosa, Keeper of the Silver Dragon's Second Heart  
Joseph DeSimone, Keeper of the Secret that Allows Us to Sleep at Night  
Steven desJardins, Keeper of the Black Between the Stars  
Mark DesLauriers, Keeper of the Goblet of the Maudlin Priest  
Simone Di Rubbo, Keeper of the Goddess in the Letters  
Mark DiazTruman, 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  
EvilCleric, Keeper of the Autumnal Princedoms  
Fabrissou, Keeper of the Apostate's Silvered Skulls  
Katherine Fackrell, Keeper of the Seven Splints of the Demon Crown  
Colin Fahrion, Keeper of the Slaughtered Hearts  
Joshua Faller, Keeper of the Shrine of Melchior  
Luis Farebrother, Keeper of the Songs of Satyrn's Sounding  
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  
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  
Blaise Freeman, Keeper of the Zombie Queen's Pheromones  
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  
Ollie Gross, Keeper of the Ministry of Embers  
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  
Gene Ha, Keeper of the Gaze, Adoring and Wanton  
Tony Hahn, Keeper of the Tongue of Gormakir the Cruel

Haiduc, Keeper of the Meat Orchards  
Justin Hamilton, Keeper of the Last Tears They Shed  
Noella, Keeper of the Tome of Forgotten Fae Remedies  
hansbuetow, Keeper of the Echo Plantations  
Michael Hansen, Keeper of the Shriven Monks Who Have Lost All but One Mote of Hope  
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  
Bryanna Hitchcock, Keeper of the Blight Goat and Its Five Ever-Hungry, Ever-Gnashing Mouths  
Kyle Hodnett, Keeper of the Secret of Clovis Stout-Hearted  
Nick Hollingsworth, Keeper of Tarnat's Prayer for Peace  
Danny Hood, Keeper of the Fabulous Fish Parade  
Nicholas Hopkins, Keeper of the Passage to Dim Carcosa  
Nicholas Hopkins, Keeper of the Space-Borne Memory that Creeps into Our Dreams  
Jake Householder, Keeper of the Sky Tribunals  
Logan Howard, Keeper of the Broken Blade  
Stephen Humphreys, Keeper of the Puppeteer's Shadow  
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  
jestr, Keeper of the Skyward Mockery  
Joe, Keeper of the Six Keys of the Elements  
Josh, Keeper of the Lapis Mysteries  
Justin, Keeper of the Nightmare Créche  
Neal Kaplan, Keeper of the Ceramic Moon Dials of the  
Terpsichore Witches  
Stephen Karnes, Keeper of the Hare Skull and the Blue  
Candle  
Kassidy, Keeper of the Flask of Sorrows  
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  
Daniel Klein, Keeper of the Many-Jointed Mud Mummer  
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  
koreofmyth, Keeper of the Titan's Heart  
Jonathan Korman, Keeper of the Bleak Lady's Last  
Candle  
Ilmari Korpi, Keeper of the Path of Cenduwain  
Rose-Whisperer  
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Mischa Krilov, Keeper of the Emerald Voice  
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