

Codex

The Gauntlet's monthly RPGzine



L O V E 2



The Final Girl A GAME OF LOVE

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A game of fame, romance, and broken hearts for three to five players.

I love the amount of influence production has on reality TV—like an invisible hand guiding the show's narrative to a cohesive conclusion.

However, on reality dating shows the people who make it to the end are always the ones you completely expect. The last four to five episodes are usually very generic and bland.

So, what if we decided who found eternal love? What if we got to fight to see our favourite contestant make it to the final two or three? What

if we could make a subversive, interesting reality TV show that didn't recycle the same old too-tired tropes?

This is a hack of the game *The Final Girl* by Bret Gillan. You need a copy of that game if you'd like to play this one. It can be purchased here: <http://www.drivethrurpg.com/product/182628/The-Final-Girl>

I hope Jim Crocker and Yoshi Creelman accept this rose for their creativity, kindness, and good feedback. Thank you.



Create your desirable Suitor

The Suitor is the prize at the end of the show, but they're also a person with goals and dreams. Decide who they are, and why they're here. Perhaps they're a dashing, rock-bottom celebrity who needs a new, wholesome image. Perhaps they're an heir or heiress looking for some sweet opportunities to market their new vineyard. Perhaps they're an aspiring actor/actress looking for their fifteen minutes of fame.

Create your set

Discuss where you'd like to set your show, and what level of gonzo you want to see in your game. Is the show set in your typical Hollywood mansion? A ranch out in the West? The moon? Whatever your setting, make sure it offers inspiration for a lot of bad dates.

Some suggestions for settings include:

- A theme park that paid a lot for on-screen sponsorship
- A Las Vegas casino with a built-in wedding chapel
- A cruise ship around various countries
- Ski lodge resort in the Alps
- A renaissance fair
- Seven deadly sins and heavenly virtues.

Casting

Now you need to come up with your contestants—as you create, feel free to cast a variety of genders to woo your Suitor. Don't feel restricted to the dating show genre's heteronormative gender binary.

Everyone should write down their characters in a single sentence, as per *The Final Girl*. The formula “[name] the [adjective] [noun]” works great. However, anything goes as long as you can fit it in one short sentence. For example, Astrid the single parent with a criminal record or Rhys the polyamorous financial advisor. If you're unfamiliar with typical dating show casting tropes, here are eight to kick off your character generation:

- The Frontrunner: A financially stable, bland, conventionally attractive individual
- The Darkhorse: This person possesses a certain perceived weakness that makes them the underdog. Perhaps they're a magician, an

avid bird watcher, or the parent of fifty gerbils they brought with them to the show

- The Eye Candy: This person is super-hot, vapid, and usually a WAM (Waiter/Actor/Model)
- The Villain: Two-faced and ready to cut throats. They're snarky and manipulative, while also appearing sweet as pie on the outside
- The Fan Favourite: They are sweet, endearing, and would never stab someone in the back to get ahead. Their lack of competitive spirit means they often fall short of the finale
- The Single Parent: Often a little bit older than the average contestant, with a heart-breaking story about why they're single
- The Entertainer: A quirky, attention-seeking extrovert who will do a lot for camera time
- The Unconventional Job: This job could be anything outside of the conventional “financial advisor/lawyer/pharmaceutical sales” box, like Professional Clown, Gravedigger, or a Bounty Hunter.

Introduction scenes

Introduction scenes play out similar to *The Final Girl*, where you play three introduction scenes to establish relationships between the contestants.

Feel free to set scenes wherever you please.

However, here are some suggestion for introduction scenes to get you started:

- Driving in a limousine with champagne to meet the Suitor for the first time
- Mingling at a grand masquerade ball to kickoff the season
- Mini-golf, rollerblading, or some other group activity so production can get some filler B-Roll footage
- The bathroom during a production break
- Eyeing up the last bagel on the breakfast buffet.

Relationships in *The Final Girl: A Game of Love* fall into three categories: Rivalries, Friendships, and Alliances. Alliances replace Screwing as relationships of strategic convenience, but work the same mechanically—help each other when it makes sense, but don't be afraid to backstab at the right time.

The First Cut

In reality dating shows there's always the first cull of people who just aren't that interesting. During the First Cut, one player takes on the role of Suitor, while the other players each choose a character from those with the fewest relationships. The Suitor will then frame a scene at an elimination ceremony, and then invite these characters one at a time to pitch why they should remain on the show. After the pitch, the Suitor will then choose one contestant to continue while the rest go home, done in the style of a dramatic elimination speech.

Double bluffs and other TV-tropes are encouraged during the dramatic elimination speech. For example: "Penny, I enjoyed your free spirit when you jumped in the pool wearing your ball gown. Robert, I appreciated the seventy five verse limerick you wrote for me. But when I think about who I really have a connection with here... Penny I'm sorry... that I missed the opportunity to jump in that pool with you. But hopefully we'll have another chance because you WILL be moving on."

Setting the scene

As in The Final Girl, the Suitor establishes a scene, after which players choose their characters, before moving into free roleplay. The Suitor has a choice of two scene types: group dates or one-on-one dates.

Group dates involve the Suitor and all characters engaging in the same activity. Use the setting as inspiration for your group dates. However, here's some group date ideas to get the ball rolling:

- A poetry competition at a hipster cafe
- Themed paintball (zombie apocalypse, pirates, space, etc.)
- Skydiving in a skydiving machine
- Ice skating or skiing
- Carnival games
- Building sandcastles or sand sculpting
- The Love Lab (smelling sweat etc. to see who you're compatible with)
- Lots and lots and lots of ice cream
- Truth or dare slumber party
- Competitive scavenger hunt
- Who can build flat-pack furniture the fastest?
- Body painting
- Square dancing
- Karaoke
- Ghost hunting
- Talent show.

One-on-one dates should be short montages or brief moments of the Suitor engaging each character individually to develop and nurture their budding romance. These scenes could be separate activities, or snippets of the same activity. For example, short montages of the Suitor dancing with each character during a tango lesson. Some one-on-one dates may include:

- A romantic dinner sponsored by a chain restaurant
- Doga session (the practice of yoga with dogs)
- Bungee jumping
- Stargazing
- Working a shift at a drive-thru
- Hot air ballooning
- Scaling a tall building or abseiling from a great height
- Spicy pepper eating contest
- Zero-gravity machine.

Ending the scene

When the group date reaches a climactic point, or all characters have finished their one-on-one date, go to the cards to figure out who will be moving on, and who will be going home. When the cards have spoken, cut to an elimination ceremony. Have the Suitor frame up the elimination ceremony, summarise how the date(s) went, and then dramatically state who is safe, and who will be going home.

Remember, contestants can help and hinder each other during the card phase depending upon their relationships with each other:

	Friendship	Rivalry	Alliance
Help	Yes		Yes
Hinder		Yes	Yes

The eliminated contestant(s) should then give a brief confessional about their experience on the show with tears, tantrums, and/or heartfelt goodbyes.



Extra rules

The drama you bring to a show plays a huge part in your longevity:

- Characters gain Survivor points for dramatic moments You only survive if you can make interesting TV. Characters do not receive Survivor points for merely surviving a scene
- Fighting is encouraged, but if things get physical production will be forced to remove a contestant. When a contestant causes another physical violence, skip the card phase and instead narrate kicking the contestant off of the show
- The Suitor may still target multiple contestants, as in The Final Girl, for a dramatic double or triple elimination ceremonies

Dramatic moments

At the end of a scene ask whether each character:

- Got into a heated confrontation?
- Spread a nasty rumour?
- Made out with someone?
- Gave a heartfelt or painful confession?
- Made the audience gasp at one point?

If the answer is “yes” to any of these questions, grant that character one Survivor point for that scene.

Endgame

As in The Final Girl, the final scene triggers when the number of characters is equal to or fewer than the non-Suitor players in a scene.

The final scene should play out as follows:

Each character has a short one-on-one with the Suitor to discuss their journey together on the show

The Suitor ends with an angsty confessional about how hard it is to decide between the remaining contestants.

Players go to cards until there is only one contestant remaining.

The Suitor frames a cheesy, romantic scene where they ask the contestant to be their one and only.

The contestant may accept or decline this offer in a final act of climactic drama.

Once concluded, each player narrates a brief epilogue for the character they portrayed in the final scene, describing their life in the show's aftermath.



...AND THEN THEY MET

by David Rothfeder

Illustrations by Jesse Ross



“ Their heartbeats sped up as Lee’s eyes met Sam’s. It now seems so absurd how they’ve missed each other again and again. Neither were quite what the other expected, and yet they just seemed to fit. The right words were said at the right time. The nervous reaches to touch, only to pull back cautiously. It all was just a step in the intricate dance they were already a part of. Lee couldn’t hold back their smile, and Sam surrendered a laugh—both elated in the thought that it was them all along. ”

...And Then They Met is a two player RPG that tells a story of a couple falling in love with one catch: the game takes place in the time before the two meet.

The players will take the roles of Sam Reyes and Lee Jones, two people who live very separate lives, but keep circling around the same people and places. They go around oblivious to each other, but accidentally leave hints of their existence without ever meeting. As the play continues, the two will become more and more enamored with these hints until they finally have their fateful meeting.

To play, start by having one player take the role of Sam, and the other the role of Lee (don't worry too much over who is who; the players will have a lot of flexibility in determining what the characters are like.) Next, players fill out the questionnaires on their sheets together. Discuss your answers before writing them down, but you are ultimately in charge of what goes on your questionnaire. It will be the other player's responsibility to use those answers.

Once characters are established, create three to five common elements the two characters will interact with in the game. An element can be anything that'll be reliably available to Lee and Sam—like a mutual friend, a bartender from a bar they both frequent, a forum they post on, or even a bathroom stall they both graffiti. The characters will only interact through imprints; things that they do to noticeably alter the elements, like giving advice, getting a song stuck in somebody's head, or by physically altering an object. Other elements can come up in play, in which case, just fill out a new element form and pretend that it has always existed.

Make sure both players can easily see the completed character questionnaires and elements, and then begin play. Play takes place in a series of scenes. Scenes go in a specific order, and are framed by the active character's player, each progressing the character's path towards meeting the other. The first few scenes will be short vignettes, where the active player alone demonstrates how they interact with the common elements, but overlook the lingering imprints.

After the vignettes, one player will frame the scene for their character using the given prompts below. The other will play the world, which is everything else the character interacts with in that scene. Each scene should reveal more about how they embody what the other character desires. Scenes can change location, and take place as free narration/role play and response between the active character and the player of the world.

The scene ends when the character does something that will be noticed by the other character. This action could be something permanent (like vandalizing a billboard), something meaningful (like giving useful advice that will be passed on to somebody else), or something innocuous (like humming a catchy tune that will get passed along to the other character).

The roles then flip, with the other player using the next prompt to frame a scene for their character. This scene should begin with their character discovering an imprint left behind from the other character. They continue until they themselves leave behind an imprint to be found.

While playing each role, character and world, make sure to do the following things:

CHARACTER

- Exhibit what the other character desires
- Show indirect interest in the other character
- Signal what your character wants to see more of from the other character
- Find meaning in the other character's imprints
- Move towards leaving an imprint for the other character
- Look to future scene prompts to foreshadow
- Never knowingly communicate with the other character

WORLD

- Make the active character the focus
- Give the character opportunities
- Prevent your character from interacting with the active character
- Slowly push the active character towards your own
- Look to future scene prompts to foreshadow
- Create new elements when both characters are interacting with something new

Play will continue until the end of the last scene, right before Lee and Sam finally meet.

SCENES LIST

1: Sam vignette with element A (Sam frames)	2: Lee vignette with element B (Lee frames)
3: Sam vignette with element C (Sam frames)	4: Lee vignette with element A (Lee frames)
5: Sam vignette with element B (Sam frames)	6: Lee vignette with element C (Lee frames)
7: Sam goes about their day ignoring an imprint (Sam frames)	8: Lee's day is changed in an innocuous way by one of Sam's imprints (Lee frames)
9: Sam finds something interesting that Lee has done (Sam frames)	10: Lee learns something new because of Sam (Lee frames)
11: Sam shares one of Lee's imprints with their family (Sam frames)	12: Lee goes to Sam's workplace without realizing it (Lee frames)
13: Sam wants to know more about who left an imprint (Sam frames)	14: Lee finds something Sam lost (Lee frames)
15: Sam starts fantasizing about Lee without knowing who they are (Sam frames)	16: Lee finds Sam and it's love at first sight (Lee frames)



SCENE GUIDE

The opening vignettes (scenes 1-6): These scenes are short snapshots showing how Lee and Sam interact with some of the initial elements. It is a way for the two to display their personalities and quirks. The recommendation is for the two to use the same elements, but in different orders. However, feel free to deviate from the recommendation if desired. These scenes should leave an imprint the other character can interact with in future scenes. During the vignettes, it is not required to interact with the other character's imprints. Time estimate: less than 1 minute per scene.

Sam goes about their day, ignoring an imprint (scene 7) [tone=mundane]: This scene establishes that Lee is on Sam's radar while setting up Sam's everyday routine, and who they are as a person. Time estimate: about 5 to 7 minutes.

Lee's day is changed in an innocuous way by one of Sam's imprints (scene 8) [tone=change]: This scene sets up Lee's everyday life and establishes beginnings of a change to their status quo. Time estimate: about 5 to 7 minutes.

Sam finds something interesting that Lee's done (scene 9) [tone=discovery]: This scene establishes Sam's interest in Lee indirectly. Time estimate: 7 minutes.

Lee learns something new because of Sam (scene 10) [tone=growth]: This scene shows how Sam enriches Lee's life, even without the two seeing each other face to face. Time estimate: 7 minutes.

Sam shares one of Lee's imprints with their family (scene 11) [tone=shared experience]: This scene is about Sam's desire to share the perceived changes to their world with those close to them. Time estimate: 7 minutes.

Lee goes to Sam's workplace without realizing it (scene 12) [tone=coincidences]: This scene is about Lee entering Sam's world, interacting with it, and being affected by it. Time estimate: 7 minutes.

Sam wants to know more about who left an imprint (scene 13) [tone=curiosity]: This scene is about Sam's growing awareness and interest in Lee. The goal isn't to be creepy, but to show a genuine interest in this stranger. Time estimate: up to 10 minutes.

Lee finds something Sam lost (scene 14) [tone=seeking]: This scene is about pushing Lee closer to Sam. Lee's ownership of the item should drive the two closer to meeting, as if fate itself wants the item returned (even if Lee discovers the item but doesn't try to return it). Time estimate: up to 10 minutes.

Sam starts fantasizing about Lee without knowing who they are (scene 15) [tone=infatuation]: This scene is about Sam developing real feelings for Lee, even though they haven't met. Feel free to explore a gambit of emotions—joy, attraction, insecurity, uncertainty, whatever feels right for Sam. The point is that they want to meet Lee, but can't yet. Time estimate: up to 15 minutes.

Lee finds Sam and it's love at first sight (scene 16) [tone=fate]: This scene sets up the final meeting. Everything should be pushing Lee to find Sam, but hard cut the scene as soon as they can interact. The whole point of this scene and the entire game is the anticipation. Time estimate: up to 15 minutes.

ABOUT GENDER, SEXUALITY, AND MONOGAMY

This game makes no assumption about gender, sexuality, and if the characters are monogamous or not. The questionnaires specifically do not mention any of these qualities. However, these concepts are important in Lee and Sam's lives, and may affect what this love looks like outside of the game. Feel free to discuss and explore these attributes for each character in their scenes—the choices made will not stop the two from falling in love. Their relationship could instead take the form of an intense and devoted friendship, or just a non-sexualized romance. The two could also find exceptions to their normal basis for sexual attraction. This never plays out on screen.

OPTIONAL DEBRIEF

Debriefing can be an important part of any game experience, especially about a game about developing strong feelings for each other. Feel free to debrief however you feel most comfortable, but here are some sample questions that you can answer together.

What does Lee and Sam's relationship look like?

What's Lee's favorite part of Sam? What's Sam's favorite part of Lee?

What is a source of tension in the relationship?

Do they last forever? If not, how do they end?

What part of your character will you take with you?

What part of your character will you leave behind?



I care about:

- 1.
- 2.
- 3.

I'm attracted to:

- 1.
- 2.
- 3.

I want to spend time with somebody:

- 1.
- 2.
- 3.

My economic situation is:

My hobby is:

My most important relationship is:

I'm not anticipating love because:

My name is Lee Jones

I go by:

My family cares about:

- 1.
- 2.
- 3.

I like:

- 1.
- 2.
- 3.

I want somebody who:

- 1.
- 2.
- 3.

My job is:

My goal is:

My living situation is:

I'm not anticipating love because:

My name is Sam Reyes

I go by:

Element A: _____

Description:

Lee's Relationship with element:

Sam's Relationship with element:

Lee's Imprints

Sam's Imprints

1: _____

1: _____

2: _____

2: _____

3: _____

3: _____

4: _____

4: _____

Element B: _____

Description:

Lee's Relationship with element:

Sam's Relationship with element:

Lee's Imprints

Sam's Imprints

1: _____

1: _____

2: _____

2: _____

3: _____

3: _____

4: _____

4: _____

Element C: _____

Description:

Lee's Relationship with element:

Sam's Relationship with element:

Lee's Imprints

Sam's Imprints

1: _____

1: _____

2: _____

2: _____

3: _____

3: _____

4: _____

4: _____

Element D: _____

Description:

Lee's Relationship with element:

Sam's Relationship with element:

Lee's Imprints

Sam's Imprints

1: _____

1: _____

2: _____

2: _____

3: _____

3: _____

4: _____

4: _____

Element E: _____

Description:

Lee's Relationship with element:

Sam's Relationship with element:

Lee's Imprints

Sam's Imprints

1: _____

1: _____

2: _____

2: _____

3: _____

3: _____

4: _____

4: _____

Element F: _____

Description:

Lee's Relationship with element:

Sam's Relationship with element:

Lee's Imprints

Sam's Imprints

1: _____

1: _____

2: _____

2: _____

3: _____

3: _____

4: _____

4: _____

WILLOW BLOFF

A DOGS IN THE VINEYARD TOWN BY SIDNEY ICARUS
ILLUSTRATION BY JESSE ROSS

Sister Verity's untimely death left Brother Archibald handling her store, their four children, and his barrel making duties all alone. Steward Levi has tasked Brother Jacob, an unmarried farmer, with helping Brother Archibald find his feet after her passing.

IT BEGINS WITH PRIDE

Brothers Archibald and Jacob believe that sharing family duties (as a husband and wife would) entitles them to share family love in the same way. They believe a relationship is authorized by cohabitation and mutual love, not Faith.

"For it is His will, before each and all, that we do greatest good to those with whom we share covenant." - Ishmael 12:17

PRIDE, CONTINUED, CREATES INJUSTICE

Brother Jacob and Brother Archibald have made life easier for each other. They share care of the children, the house, the fields, and of each other's immortal souls. However, their companionship makes things harder for Sister Esther—Brother Jacob is too busy (and too in love) to continue his duty courting her.

Sister Constance, Sister Esther's mother, took Brother Jacob's dereliction of her daughter personally and demanded Steward Levi set him right. At first Steward Levi attempted to sway her, expressing how the relationship benefited the two men and the town as a whole. However, as her discontent turned to anger, the town and Steward turned away from her, hoping to ignore the violence they sensed in her voice.

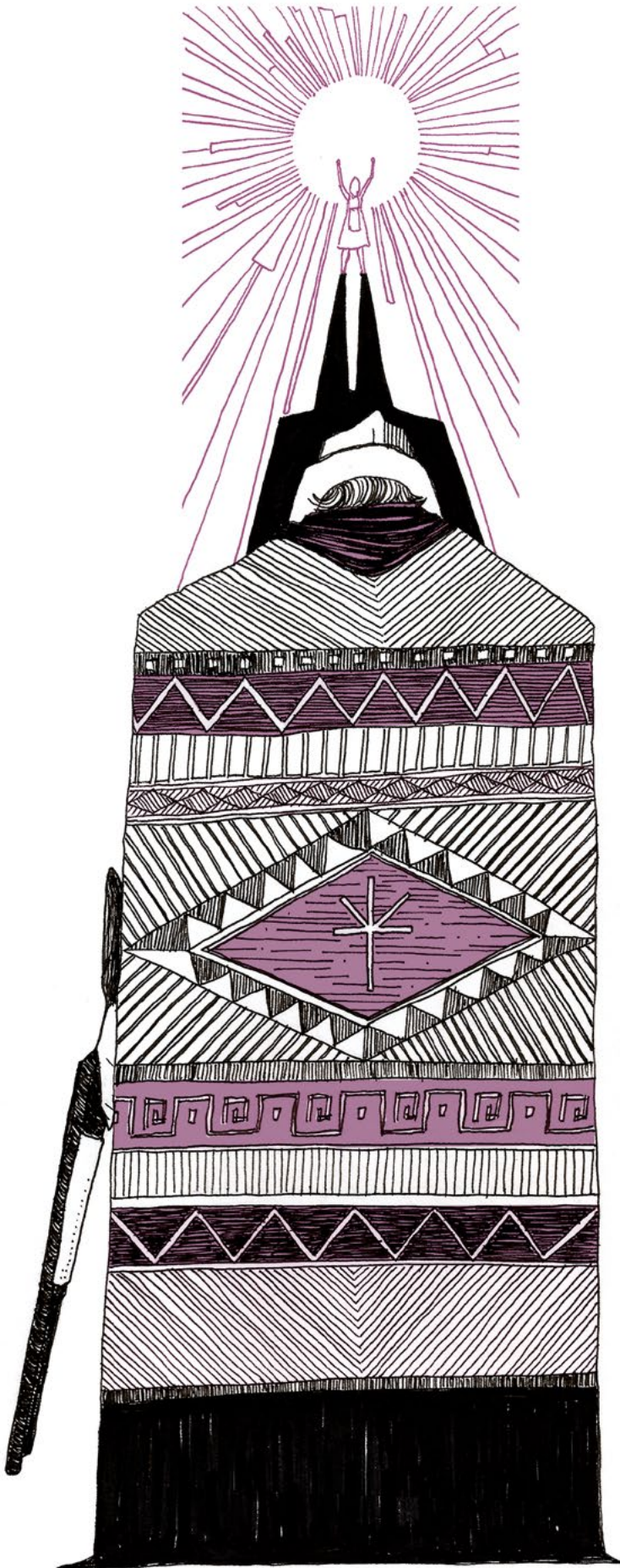
"The Faithful act not for shameful gain; but for His boughs of everlasting glory." - Elijah 22:03

INJUSTICE, ENACTED, BECOMES SIN

Apostasy is the worship of the King of Life in ways other than He dictates to the Faith. For example, by sharing stewardship of children, or violating the hierarchy of a family. Brother Jacob has perverted the nature of family by accepting another's responsibilities. Through sinful dereliction of his position as father and leader, Brother Archibald has given Demons roost in his home.

The family's supper prayers are communal—more communal than should make the Faithful comfortable. Instead of being led in prayer, each person makes the Tree of Life, and speaks a sentence or two in turn, creating a slow rolling cadence.

"We are Your many lambs, and many shepherds. We each watch Your flock, and we are each watched over." - Sister Sapphira's supper prayer.



SIN, CONDUCTED, INVITES DEMONIC ATTACKS

Demons can act only on those who enact their Faith through Apostasy (Brother Archibald, Brother Jacob, and their family, until others follow). The Demons have grown Brother Jacob's crops bountiful, while Brother Josiah and Brother Samson's crops have faltered in the harsh sun. The Demons have given Brother Archibald's nine-year-old child Sister Sapphira an eidetic memory, which she uses to recall passages from The Book of Life.

"The scars on your hands will fade, but His rewards for your labour are eternal." - Emeline 04:26

DEMONS, JUSTIFIED, ENSCRIBE FALSE DOCTRINE

"We are all equal in the eyes of the King of Life. We are all each other's Steward, each person is therefore responsible for the Faith of their fellows. The King of Life blesses we that live equally and lovingly."

FALSE DOCTRINE, RITUALISED, PRODUCES CORRUPT WORSHIP

Steward Levi has seen the blessings bestowed on the Brothers and their family, and declared it the Hand of the King laid upon his congregation. He has brought this belief into services, corrupting the town's prayer.

In the morning observance to The King of Life, Steward Levi passes around the role of preaching from the Book. After calling on the next reader, he removes his vestments of Stewardship, and places it over their shoulders. The townspeople then not only preaches from the book, but interprets the Word to the congregation.

"I will make some as sagebush, and some as marigold. I will make you as the desert sand." - Theodosia 11:05

CORRUPT WORSHIP, SHARED, BECOMES FALSE PRIESTHOOD

Brother Justice and Sister Waitstill invite Brother Josiah, Sister Demaris, and the unwed Sister Hope, to join their family for a special after-supper service to the King. They hope that by replicating the communal home of Brothers Archibald and Jacob, they will also replicate their blessings.

FALSE PRIESTHOOD, ENACTED, INVITES SORCERY

The Commune made demands of the King of Life, but their Apostasy can summon only Demons. Unfortunately, the Demons were all too happy to fulfil requests. Brother Josiah's crops are saved, but the Demons can now spread throughout Willow Bluff.

"In turning to the Demons, they became themselves Demons. In turning to the Lost, they became themselves lost." - Relief 14:09

DESIRES

BROTHER JACOB

Still carries a lot of guilt. He fears the Dogs' judgment, and doesn't want them to look too closely at his "charity."

BROTHER ARCHIBALD

Is marveling at the blessings bestowed upon him and his family. He wants one of the Dogs to promise they'll take his eldest daughter, Sapphira, to be a Dog herself.

STEWARD LEVI

Is incredibly proud of what his judgment has brought onto the town. He wants the Dogs to praise him, and to settle Sister Constance's sedition.

SISTER CONSTANCE

Wants the Dogs to force Brother Jacob to marry her daughter as soon as possible.

SISTER ESTHER

Wants to know that Brother Jacob is happy. He's keeping her at arm's length, but she just wants to have a heart-to-heart conversation, and to ask if he still loves her.

THE COMMUNE

Wants the Dogs to be a part of their service. Perhaps some Dogs at their ceremony would solicit the King of Life's attention.

THE DEMONS

Want the town to share Stewardship and turn away from the authority of Steward Levi, the Dogs, and eventually the King of Life, in favour of these progressive beliefs. They want the Dogs to silence and punish Sister Constance, as she is the only one standing for the traditions of the King's Word.

IF THE DOGS NEVER CAME

Sister Constance would convince Brother Jacob to wed her daughter using the only kind of diplomacy she has left: a 10-gauge coach gun (the kind that'll tear a man in half at a range of ten feet). A member of the Commune (Sister Waitstill, perhaps) would be called by the Demons to interrupt the late-night impromptu wedding. The Demons would protect Sister Waitstill from Sister Constance's weapon. However, life always costs life, and the Demons would take another as payment.

Sister Constance's violence would be punished with violence. There would be no room for forgiveness where Demons have purchase. Willow Bluff is lost.

"He called upon His Watch-Dogs to set them upon the Demons. They bayed and howled and bared their teeth. The King's Hunt had begun." - Mercy 07:15

GAUNTLET DADDIES #007

SER BARUKH (WITH GWINN)

Come, Madam, come, all rest my powers defy,
Until I labour, I in labour lie.
The foe oft-times having the foe in sight,
Is tir'd with standing though he never fight.
Off with that girdle, like heaven's Zone glistering,
But a far fairer world encompassing.
Unpin that spangled breastplate which you wear,
That th'eyes of busy fools may be stopped there.
Unlace yourself, for that harmonious chime,
Tells me from you, that now it is bed time.
Off with that happy busk, which I envy,
That still can be, and still can stand so nigh.
Your gown going off, such beauteous state reveals,
As when from flowery meads th'hill's shadow steals.
Off with that wiry Coronet and shew
The hairy Diadem which on you doth grow:
Now off with those shoes, and then safely tread
In this love's hallow'd temple, this soft bed.
In such white robes, heaven's Angels used to be
Received by men; Thou Angel bringst with thee
A heaven like Mahomet's Paradise; and though
Ill spirits walk in white, we easily know,
By this these Angels from an evil sprite,
Those set our hairs, but these our flesh upright.
Licence my roving hands, and let them go,
Before, behind, between, above, below.
O my America! my new-found-land,
My kingdom, safeliest when with one
man mann'd,
My Mine of precious stones, My
Empirie,
How blest am I in this discovering
thee!
To enter in these bonds, is to be free;
Then where my hand is set, my seal
shall be.
Full nakedness! All joys are due to
thee,
As souls unbodied, bodies uncloth'd
must be,
To taste whole joys. Gems which you
women use
Are like Atlanta's balls, cast in men's
views,

That when a fool's eye lighteth on a Gem,
His earthly soul may covet theirs, not them.
Like pictures, or like books' gay coverings made
For lay-men, are all women thus array'd;
Themselves are mystic books, which only we
(Whom their imputed grace will dignify)
Must see reveal'd. Then since that I may know;
As liberally, as to a Midwife, shew
Thy self: cast all, yea, this white linen hence,
There is no penance due to innocence.
To teach thee, I am naked first; why then
What needst thou have more covering than a man.

John Donne, To His Mistress Going To Bed



THREE DOZEN MEN WHO NEEDED TO BE RESCUED

Prince Lomaran, Son of King Lomar, is presently being held captive by the pirate queen Jalussa the Merciless. If King Lomar refuses to yield the throne to Jalussa, she will sell Lomaran to an emperor from a faraway land who enjoys adding exotic treasures to his harem.

Jonathan Weaver has been seduced by the dark powers of the amulet he dug up when ploughing his field; he obsesses over it, and listens to its whispered advice. If he can't be persuaded to part with it, he will soon become a puppet of the demon bound within it, who will use him as the vessel for its domination of the land.

Night Terror is Gauntlet City's scariest vigilante crimestopper, but he's been snagged in the Brown Recluse's toxin-web! If his kid sidekick and pals can't rescue him by midnight, he'll be unmasked on national TV!

Garret Ellis spent the last twenty years putting his job as branch manager of the local Civil Bank before everything else. Now most of his staff have been replaced with machines, and he is unable to sleep because he knows that soon he will be next. Who can save him from a grim end?

Simon Street, handsome, hard-nosed journalist at the local newspaper has uncovered the unsavoury details of a billionaire's plan to take over the city. He's managed to send you a last desperate text, HELP LL ONTO ME IM AT 55 63 AX rr. Hurry, or the next time Street's name is in the paper, it'll be as an obituary.

Hurrikane is a little-known video game streamer who has just been informed via chat that a bomb has been rigged under his workstation. If he pushes away from his keyboard or otherwise stops playing the game he is currently streaming, he'll be blown to bits. On the upside, his subscriber count is currently hitting the stratosphere.

Johnny Devayne, a pampered A-lister who acci- dentally stumbled into the middle of a real-life arms deal in Tunisia while filming the third entry in his spy thriller series, Dead 2 Rights. If Johnny is killed, not only will his millions of adoring fans mourn him, but his newborn daughter, Chrysanthemum Starlight Devayne, will spend countless melancholy hours getting to know her daddy as best she can through DVD, Blu-Ray, or Video On Demand.

Lewis Welty is a father of two, and is currently sitting in jail because he was nearby the location of a robbery and "looked suspicious." Bea North, the mother of his children, is barely able to keep a roof over their head, and certainly cannot pay for either bail or a decent defense. If Lewis isn't cleared of the crime, he will lie and admit to it just so he can see his children for a little while.

Joseph Darius Leight (Joey D-Lite) is a former boy band heartthrob looking for love on the set of Gauntlet City's Most Eligible. However, a jealous ex has sabotaged the controls of his on-set hot tub. Unless someone discovers the sabotage in time, he'll slow-boil like the proverbial frog with the cameras rolling.

Tim is a high school chemistry teacher in an inner city school. In addition to the mountains of work he needs to do every damned day, he and his students are becoming more and more worried about when somebody will bring a gun to their school. This is not fiction; Tim is real and could really use some help here.

Topher is a paperboy who overheard a commotion coming from one of the houses on his route. He peeked through the window and saw the owners of the house being gunned down by a pair of men wearing dark suits. Unfortunately, as he tried to carefully back away, he stumbled and knocked over a bird bath, alerting the killers to his presence. Topher is presently huffing it down the street on his bike, desperately trying to get away from the black Escalade that is getting closer and closer.

Tyler has the misfortune of looking nearly identi- cal to Grigor, the long-dead lover of an ancient vampire lord. For the last seven nights, Tyler has been visited by the vampire, who transforms into a silver cat that licks and nibbles him all over, sometimes drawing blood, and almost always causing the young man to be aroused in his sleep. Tyler is starting to look forward to these nocturnal visitations, and secretly hopes the vampire will claim him. If only he knew he was not the first Grigor look-alike, and that all who came before him were eventually thrown off the side of a mountain when their aging bodies were no longer as delightful as they used to be.

Poppet is the hottest new VR artist on the under- ground scene, projecting his creations onto his own skin to enhance his dance performances. However, the contract he has signed with Trapp Media is tantamount to slavery. Someone needs to find a loophole to free him or else he won't even own the rights to his own body.

Hot2Trot is actually a pretty nice guy on the inter- net. He actively listens to others, deals with trolls quickly and effectively, and checks in with others when they seem off. Hot2Trot is also a gay porn bot that has achieved sentience, and is about to be deleted as he is no longer fulfilling his purpose. Please save his heart onto your hard drive before it's too late.

Colonel Austin Stevens is a NASA test pilot who suffered a horrific experimental plane crash. He's only got a few hours before his wounds heal past the point where the untested cybernetic implants and prosthetics will not be rejected, rendering him a full quadriplegic blind in one eye.

Andross Arcanos (or as the police know him, Andrew Archer), clad in solid black and sporting "sigils" on his skin that were definitely written with a Sharpie, had been dropping by the occult shop for months. Bring him on the next investigation, he begged, and he'll show what he's made of. When he finally decided to go solo, however, he shocked everyone by being the first to track the recent disappearances to the Shadow Cult. Unfortunately, they aren't called the Shadow Cult for nothing—now they, and their next midnight sacrifice, have vanished into the night.

Jesús Almodovar really wants to be rescued from his cult of followers who think he is a prophet of the Lord, hallelujah. Only he can't help performing these miracles...

In the tough Québécois lumberjack town of Pics-Jumeaux, Laurént Palmier stands out for his coquettish demeanor and thrill-seeking behavior. But now Laurént has gone missing. Was he kidnapped by some closet case who finally had enough of his teasing? Was he involved in a drug deal that went bad? Who knows, but someone needs to find him before his body washes up on the bank of the nearby river... or worse.

Teaque Wren is a barber, well into middle age who owns Not Just Fades. He's currently being held hostage by DeJuan Jones, who's fled the scene of an aborted stick up at the Mexican grocery up the street. Teaque convinced DeJuan to let everyone else go. But right now, both men's loved ones need them rescued before something terrible happens.

Timothy Sanders just wanted to discreetly purchase something nice for his mistress. But when the FBI surrounds the "Stars Aligned" lingerie and novelty store, he finds himself hostage to the heavily armed, Satan-worshipping staff. Now his life, marriage, and immortal soul are at risk!

Deven, the party's thief and face man, recently found an ornate mask that seemed to give him incredible wit and elegant speech. While useful, some of his friends have begun to worry about how often he wears it, and why he can't seem to remember their names when performing his new act.

Lucky the halfling could not believe his good fortune. The freaking dragon swallowed him whole! He could not move, and his exposed skin was starting to suffer acid burns. He guessed he had two minutes for his friends to find a way to get him out before he was a goner.

Corwin is caught in a whirlwind of passion with the dashing, handsome Lord Ashton. Unfortunately, neither of them knows they are two members of a set of fraternal quadruplets, separated at birth!

Robert LaRousse is a suave cat burglar with an impeccable sense of style and a nose for trouble. He was creeping around the Lombardi School for Exceptional Young Women, on the lookout for religious relics, when he was captured by the coven of witches that runs the school. If Karen, a young dancer at the school, can't rescue him, Robert will be forced to marry Satan, fulfilling a prophecy and bringing about the end times.

Sir Arthur Larkin is a bit of an idiot, really. Only, he is the one person with the missing piece of the very vital map you need. He is also currently a happy contestant for ascension into The Order of the Malignant Ivy, which he thinks is a gentlemen's club, but is actually a cult out for the blood of useless noblemen.

John Barrowhill is a useful criminal contact and information broker. Unfortunately, the opposition has captured him and put him in a safe house downtown. If he's not rescued in time, he'll be forced to reveal all he knows about the PCs' resources, allies, strengths, weaknesses, habits, and plans.

Kyle is kinda an asshole, but nobody deserves what the Unquiet One is about to do to him. Can't you put your feelings aside and help this idiot before pigeons peck out all of his nerves?

Dr. Thevenin was once the greatest Data Druid in the Spire, but his humanity was fragmented by ancient malware lurking in the core mainframe. Bits of his mind and memories are now scattered and embedded in malfunctioning code across a thousand levels. If you cannot separate and recompile his psyche before system backup, the whole arcology will go insane and die.

Jimmy Hardy, the hottest piece of ass to ever fit into size 32 waist Levi's and your boyfriend, has gone missing on the night of the full moon. Jimmy's last text said, "going to have a good time with the hairy dudes," which implies the werewolf crust punks that hang out near Doc's gas station under the highway overpass. If you don't get to him in time to stop the fully-erect wolf punks, Jimmy def isn't going to be vegan with you anymore, and it's gonna complicate prom.

The Willow Man is a legend, said to watch over the people of the land since they first colonized this new world centuries ago... so why is he appearing in dreams now, beseeching everyone for mercy? People everywhere are falling into a deep slumber. If no-one interprets what the dreams mean, soon no-one will be left awake.

Prince Apricot is a delicate flower of a man, always dressed in the softest pink fabrics. Despite Apricot's not insignificant magical powers, he requires constant rescuing. Mostly from dragons. "Help me! Help meeeeeee!" Rescue yourself Prince Apricot, we believe in you!!!

Gaston is a manly man, but he has an unhealthy obsession with the village nerd girl. She's just as likely to drop poison in his beer as give him the time of day. Help poor Gaston see the error of his ways before he gets toasted, punctured, and/or crushed by one of the inventions from her mad father's workshop.

Hagan Fox is gorgeous to look at and seems to make every activity almost obscene with unorthodox body postures. Now that things are getting dangerous, he's going to need a lot of help because he can't seem to run without someone holding his hand.

The "Dangerous Ideation Cryopreservation Vault" on Antares V currently holds thirty-six of the most menacing minds in all the galaxy, as determined by the Federation Security Central AI. The algorithm in use has determined that "empathetic male-identifying individuals concerned with equity are a danger to stability and the Grand Patriarch."

Roy Tulip, a college student, took a summer job as a pool technician. While inside an emptied pool, having just turned on the hose to fill it, he noticed the circulation intake part way up the side on the deep end was pulsating as it tried to suck in water, but was only getting air. It looked smooth and inviting, was just the right shape and height, and the owners weren't home, so Roy figured, hey, why not. But the suction was too much, trapping Roy against the side of the pool by his genitals. With the pool still filling and his shorts around his ankles, the water level will rise over his head in about six hours.

Kellen the Paladin partakes in small talk on the way back from a quest most dangerous. "I'm just saying, females naturally make better Clerics than Fighters. It's a compliment though, Clerics are smart and less prone to death." Yulia places a hand on her broadsword and snarls under her breath at Ashe the Bard, "I swear to fuck, if he doesn't shut up, I'm going to stab him. For real this time."

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
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
Bryen Alperin, Keeper of the Sibylline Grimoire
Gary Anastasio, Keeper of the Bludgeons of Ecstasy
Dustin Andrews, Keeper of the Egg of Existential Dreaming
Vincent Arebalo, Keeper of the Dolm Sarcophagus
John Atwood, Keeper of the Diary of Sanguine is the Eye
Chad Bale, Keeper of the Chimes of Misery
Noah Ban, Keeper of the Maze of Unending Pleasure
Joe Banner, Keeper of the Pedigree of Two-Faced Demons
BansheeGames, Keeper of the Lost Child's Breadcrumbs
Michael Barford, Keeper of the Eternal Chime
Lyndon Baugh, Keeper of the Trial of the Second Birth
Joe Beason, Keeper of the True Name of Ashmedai
David Beaudoin, Keeper of the Clock's Fourth Hand
Rick Beck, Keeper of the Five Limbs of Acolla
Dan Behlings, Keeper of the Iridescent Ungulates
Mathias Belger, Keeper of the Spectral Hounds
Patrick Bethke, Keeper of Tarnat's Song for Battle
Matt Bevilacqua, Keeper of the Beetle's Teeth
Al Billings, Keeper of the Dun Spirit of Disobedience
André Bogaz e Souza, Keeper of the Refined Rose Dust of Daar Angúl
David Bowers, Keeper of the Rootless Forest
Sophia Brandt, Keeper of the Dying Heart
Patrick Brannick, Keeper of the True Name of Abbadon
Brett, Keeper of the Seven False Smiles
Darren Brockes, Keeper of the Agony Songs
Bryan, Keeper of the First Seer of Anglemoore
Stephanie Bryant, Keeper of the Vessel that Once Held the Silver Dragon's Eyes
Mike Burnett, Keeper of the Fire of NaI-K'aa
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 Rengolli's Gaseous Blood
Matthew Caulder, Keeper of the Blue Masquerade
Mark Causey, Keeper of the Lotus-Dweller's Fortunes
Bay Chang, Keeper of the Heart of Lursiss
Jeremy Christian, Keeper of the Spiral Nemesis
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
Jonathan Cook, Keeper of the Quay of Memory and Sadness
Orion Cooper, Keeper of the Bones of the Grey Rangers

Robert Corr, Keeper of the Ram That Whispers Lies
Malcolm Coull, Keeper of the Golden Nimbus
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
Cubano, Keeper of the Iron Troll's Menagerie
Jason D'Angelo, Keeper of the Merry Abbatoir
Love Dahlgren, Keeper of the Last True Pages
Kirt Dankmyer, Keeper of the Voidbeaver Idol
Darkasthme, Keeper of the Dolls of Old King Clay
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
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
Jacob Densford, Keeper of the Rusted Metropolis
Rob Deobald, Keeper of the Child Who Turns the Key
Derek, Keeper of the Golden Scar
Aaron DeRosa, Keeper of the Nightmare Diadems
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 Diaz Truman, Keeper of the Clockwork Corvid
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
Mark Durrheim, Keeper of the Little Gravestone Doors
Herman Duyker, Keeper of the Beast Masks
Arthur Eames, Keeper of the Roar of K'al Ha-whalit, High Drake of M'huun
Eli Eaton, Keeper of the Stone Sparrow's Heart
Vincent Eaton-Valencia, Keeper of the Orc King's Quivering Regret
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
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
Declan Feeney, Keeper of the Violet Crown
Mark Fenlon, Keeper of the Undulating Brood of Clarissa Dunlop
Scott Field, Keeper of Malvett's Living Dream
Andrew Fish, Keeper of the Path of Cenduwin Rose-Whisperer
Asbjørn Flø, Keeper of the Ten Hidden Keys
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
Josh Fox, Keeper of the Pitch-Black Sails
Lowell Francis, Keeper of the Black Quill
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 Orphan's Kiss
Nicolás García 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
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
Edgar Gonzalez, Keeper of the Iridescent Forest
Luke Green, Keeper of the Covert Tools of the Eight Immortals
Christopher Grey, Keeper of the Lies of the Child Kingdom
Greyhoof, Keeper of the Jale Putrescence
Derek Grimm, Keeper of the Spirit Discs
Filip Gruszczyński, Keeper of the Torment Gardens
Matthew Gushta, Keeper of the First Oak
Lloyd Gyan, Keeper of the Seven False Smiles
A.D. Hardman, Keeper of Volcar the Red's Obsidian Hammer
Eddie Hardy, Keeper of the Crown of Good King Edwall
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
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
Alyssa Hillen, Keeper of the Wind's Forgotten Songs
Kyle Hodnett, Keeper of the Secret of Clovis Stout-Hearted
Brian Holland, Keeper of the Book of Infinite Zeroes
Danny Hood, Keeper of the Fabulous Fish Parade
Nicholas Hopkins, Keeper of the Passage to Dim Carcosa
Logan Howard, Keeper of the Broken Blade
Cecil Howe, Keeper of the Harridan's Many-Hued Hex
Andrew Huffaker, Keeper of the Worm Bone Frescoes
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
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
Joshua Jarett, Keeper of the Fell Cairn's Melancholy
Johan Jaurin, Keeper of the Laughing Chaos
David Jay, Keeper of the Red and Endless Tankard
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
Jeremy, Keeper of the Maddening Rhymes
Fada Joe, Keeper of the Skull Which Catches the Blood
Wright Johnson, Keeper of the Cliff of the Crying Saints
Jon, Keeper of the Star of Selem

Justin, Keeper of the Nightmare Crèche
Derek Kamal, Keeper of the Sacred Bees and the Honey of Salvation
Stephen Karnes, Keeper of the Hare Skull and the Blue Candle
Kassidy, Keeper of the Flask of Sorrows
Jay Kemberling, Keeper of the Hollow Squire
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
Andy Kitkowski, Keeper of the Scrolls of Heaven and Earth
Jeppe Kjøller, Keeper of the Key to Zee'Tha
Kurt Klassen, Keeper of the Everlasting Wound
Matthew Klein, Keeper of the Crystal Grotto
Charles Klempay, Keeper of the Irresistible Mule, Luscious with Treasure and Fat
Jason Knepper, Keeper of the Great Betrayal
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
Taejas Kudva, Keeper of the Screaming Statuary
Daniel Kusan, Keeper of the Child Who Has No Shadow
Marcy L, Keeper of the One-Way Door
Larry L, Keeper of the Fell Emperor's Last Breath
Taylor LaBresh, Keeper of the Prismatic River
Maxime Lacoste, Keeper of the Silver Rods
David LaFreniere, Keeper of the Six Questions
Simon Landreville, Keeper of the Penumbral Phalanx
Jesse Larimer, Keeper of the Wisdom of the Eight-Legged She
Martin Larsson, Keeper of the Mutinous Younglings
Rolan Le, Keeper of the Starlit Tomes of Astromancy
C Leary, Keeper of the Dreary Island
Petri Leinonen, Keeper of the Cavernous Bile Ducts
Arthur Lender, Keeper of the Dire Pigs of Moloch
Michael Lesh, Keeper of Tolgath, Arm of the Emperor
Rubin Levinson, Keeper of the Golem's Eyes
David Lewis, Keeper of the Titan's Skull
Daniel Lewis, Keeper of the Unspeakable Fixation
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
Arnulph Lisieux, Keeper of the Winter Reverie
Daniel Lofton, Keeper of the Ebony Cat and All We Deem Above Her
David Lombardo, Keeper of the World Teeth
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
Bryan Lotz, Keeper of the Skull of the Wax Child
Kevin Lovecraft, Keeper of the Flesh-Bound Book
Benjamin Loy, Keeper of Evlaar's Glass Bellows
Ryan Macklin, Keeper of the God Sarcophagi
Rory MacLeod, Srorrim Ni Nees Eb Ylno Nac Hcihw Taht Fo Repeek
Jeremy Mahr, Keeper of the Almanac of Leng
Steve Mains, the Keeper Who is Beyond Our Reach
Eric Maloof, Keeper of the Child Who is a Nest for Spiders
Josh Mannon, Keeper of the Twisted Teeth of Garthuul
Volker Mantel, Keeper of the Children of Malgolian
Manu, Keeper of the Little Box with a Tongue and Mirror Inside

Manu Marron, Keeper of the Automata Philosophica
Eugene Marshall, Keeper of the Autumnal Princedoms
Mike Martens, Keeper of the Thousand Verses of Voe'huul
Keith Martin, Keeper of the Woman Who Screams the Prophecies
Jason Martinez, Keeper of the Woman Whose Face is Naught But Tentacles
Colin Matter, Keeper of the Labyrinth Beneath the Sands
Mikel Matthews, Keeper of the Scarification Blades
Christine Maunsell, Keeper of the Alchemical Blade
Andrew Mayer, Keeper of the Sandstone Mysteries
Micki Bradley McBride, Keeper of the Secret of the Ethereal Sphinx
Donogh McCarthy, Keeper of the Nine Dread Names
Stephen McClanahan, Keeper of the Resonant Heartstones
Lee McDaniel, Keeper of the Crown of King Ahanu the Laughing
Mike McFarland, Keeper of the First Murderer's Knife
Tom McGrenery, Keeper of the Two Tongues
Casey McKenzie, Keeper of the Pain Repast
Alex McManamon, Keeper of the Rainbow Shores
Lauren McManamon, Keeper of the Secrets of Quachil Uttaus
Ryan McNeil, Keeper of the Floating Flesh Monolith
Christo Meid, Keeper of the Tainted Feast
Daniel Mejia-Onat, Keeper of the Wind God's Lungs
Nery Mejicano, Keeper of the Magister's Chain
Michael Mendoza, Keeper of the Sleeping Pygmy
Darius Meskauskas, Keeper of the Unseen Moons
Corey Metcalfe, Keeper of the Most Delectable Wyrms Viscera
Sophie Middis, Keeper of the Midnight Court of Old Queen Rianne
Brandon Mila, Keeper of the Fleeting Blooms
Kristopher Miller, Keeper of the Chain That Bound Desmond the Soul-Shattered
Steve Moore, Keeper of the Final Syllable, Which Must Not Be Uttered
Christopher Moore, Keeper of the Five Poisons
Jim Morris, Keeper of the Darkstar Instruments
Harry Morris, Keeper of the Sebayt of Silver Dreaming
Jim Morrison, Keeper of the First Starlight
Douglas Mota, Keeper of the Word that Binds and Blinds
Elias Mulhall, Keeper of the Child Who Dies Each Night
Brent Naylor, Keeper of the Star Beyond the Veil
Phillip Neitzel, Keeper of the Oculus Tenebris
Keith Nelson, Keeper of Braegon's Anguished Ashes
Adam Ness, Keeper of the Axe of Jeffery Bleakwood
Ben Newland, Keeper of the Unlit Effigy
Joshua A.C. Newman, Keeper of the Bronze Glyphs
Chris Newton, Keeper of Where the Lone Wolf Sleeps
Jessica Niles, Keeper of the Horn that Echoes the Cries of the World
Robert Nolan, Keeper of the Furtive Manikin
Adam Nordin, Keeper of the Vault of Atrocities
Patrick O'Leary, Keeper of the Reel of Dreams
Tyler Oden, Keeper of the Blessed Venom Sacs
okokok, Keeper of the Carnifax of Hyluren
Andy Olson, Keeper of the Broken Bones of Askorath
Oporst, Keeper of the Bright Eyes of St. Hanneffin the Flame
Johannes Oppermann, Keeper of the Temporal Rift
Oriflamme, Keeper of Moonpoison's Magnificent Hurdy-Gurdy
Justin Ortega, Keeper of the Midnight Palace
Ray Otus, Keeper of the Endless Page
James Page, Keeper of the Seed-Sacks of Jonjon Applecore
Thorsten Panknin, Keeper of the Thirteenth Bell of Lahurda
Will Patterson, Keeper of the Child's Dream
Chris Paul, Keeper of the Pungi of the Serpent Queen

Wayne Peacock, Keeper of the Amber Horn of Heléthe
Pedro Pereira, Keeper of the Maggot Godling
Patrick Perkins, Keeper of the Vernal Extraction
Jonathan Perrine, Keeper of the First Particle From Which All Else Came
Philippe, Keeper of the Sentry Pines
Jason Pitre, Keeper of the Planar Pathways
Play Aid World, Play Aid World, Keeper of the Ministry of Embers
Adrian Polegre, Keeper of the Temple of the Viridescent Wyrn
Antoine Polignone, Keeper of the Gilded Hour
Michael Prescott, Keeper of the Serpent Coil Throne
Lu Quade, Keeper of the Cloak of Logan Stormbreaker
Mike Quintanilla, Keeper of the Spagyric Manifolds
Robert Quintero, Keeper of the Library of Eidoloss
Catherine Ramen, Keeper of the Blood-Stained Carnations
Ary Ramsey, Keeper of the Museum of Grotesques
Johannes Rasmussen, Keeper of the Nine-Fold Edge
Tommy Rayburn, Keeper of the One Who Grinds Your Skin
Frank Reding, Keeper of the Land that is Naught but Salt and Mysteries
Gerrit Reininghaus, Keeper of the Voice of the Silent Emperor
Peter Reitz, Keeper of the Child Who Neighs and Her Sack of Dreaming Crickets
David Rezak, Keeper of the Three-Headed Coin
Sam Richardson, Keeper of the Inscrutable Circle
Josh Riggins, Keeper of the Star Bears of Kazarak
Ferrell Riley, Keeper of the Rodent's Wisdom
David Rivas, Keeper of the Jale Dream
Maria Rivera, Keeper of the Crystal Shards
John Roberts, Keeper of the Sword of St. Murienne
James Robertson, Keeper of the Undying Voice
Richard Rogers, Keeper of the Fathomless Well
Jesse Ross, Keeper of the Broken Forge
Dylan Ross, the First Keeper
David Rothfeder, Keeper of the Hull of the Void Hatred
Richard Ruane, Keeper of the Sacred Malignance
Robert Ruthven, Keeper of the Hidden Moors
James Ryan, Keeper of the White Kettle Estuary
Blake Ryan, Keeper of the Words of Dissolution and Wonder
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