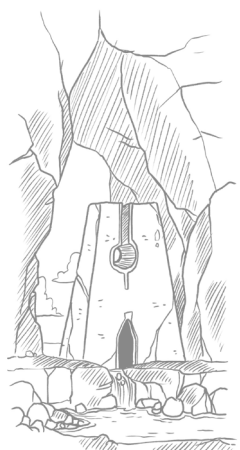
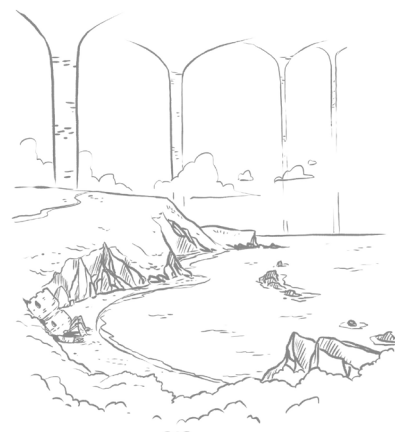
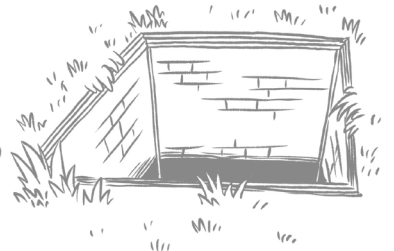
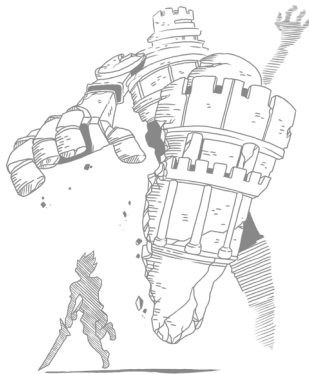
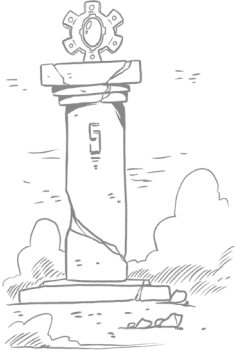
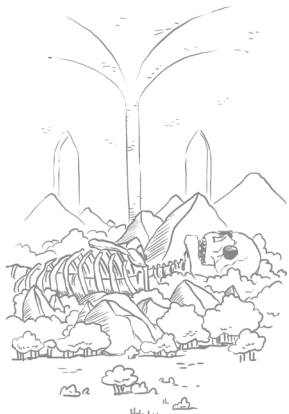
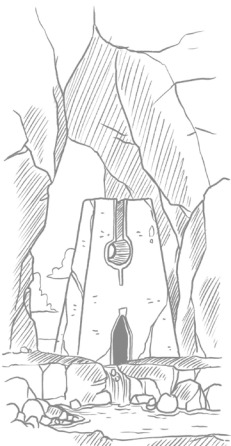
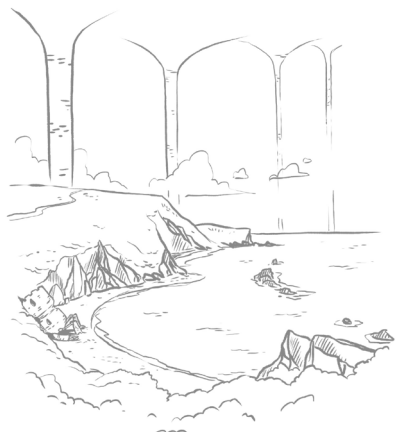
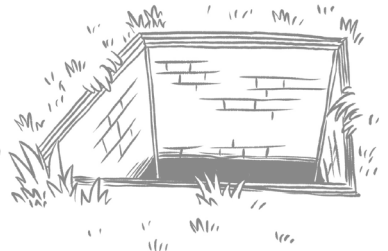
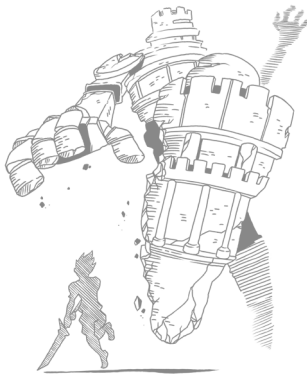
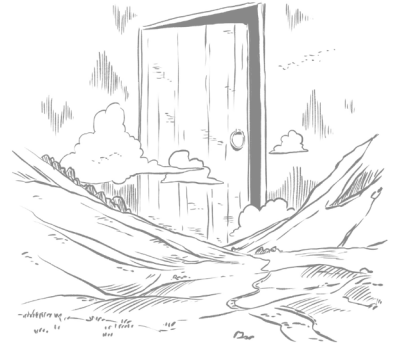
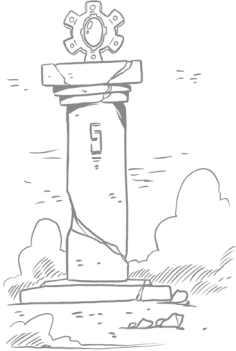
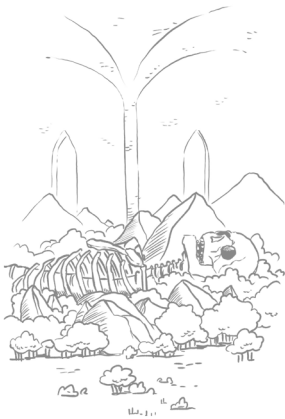




LOST

A SOLO RPG ADVENTURE





COLOSTLE®

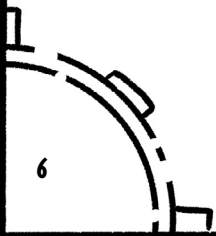
A SOLO RPG ADVENTURE

written and illustrated by
Nich Angell

COLOSTLE Game System
Patent Pending

All world, story, setting and characters
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Hardback First Edition
June 2021





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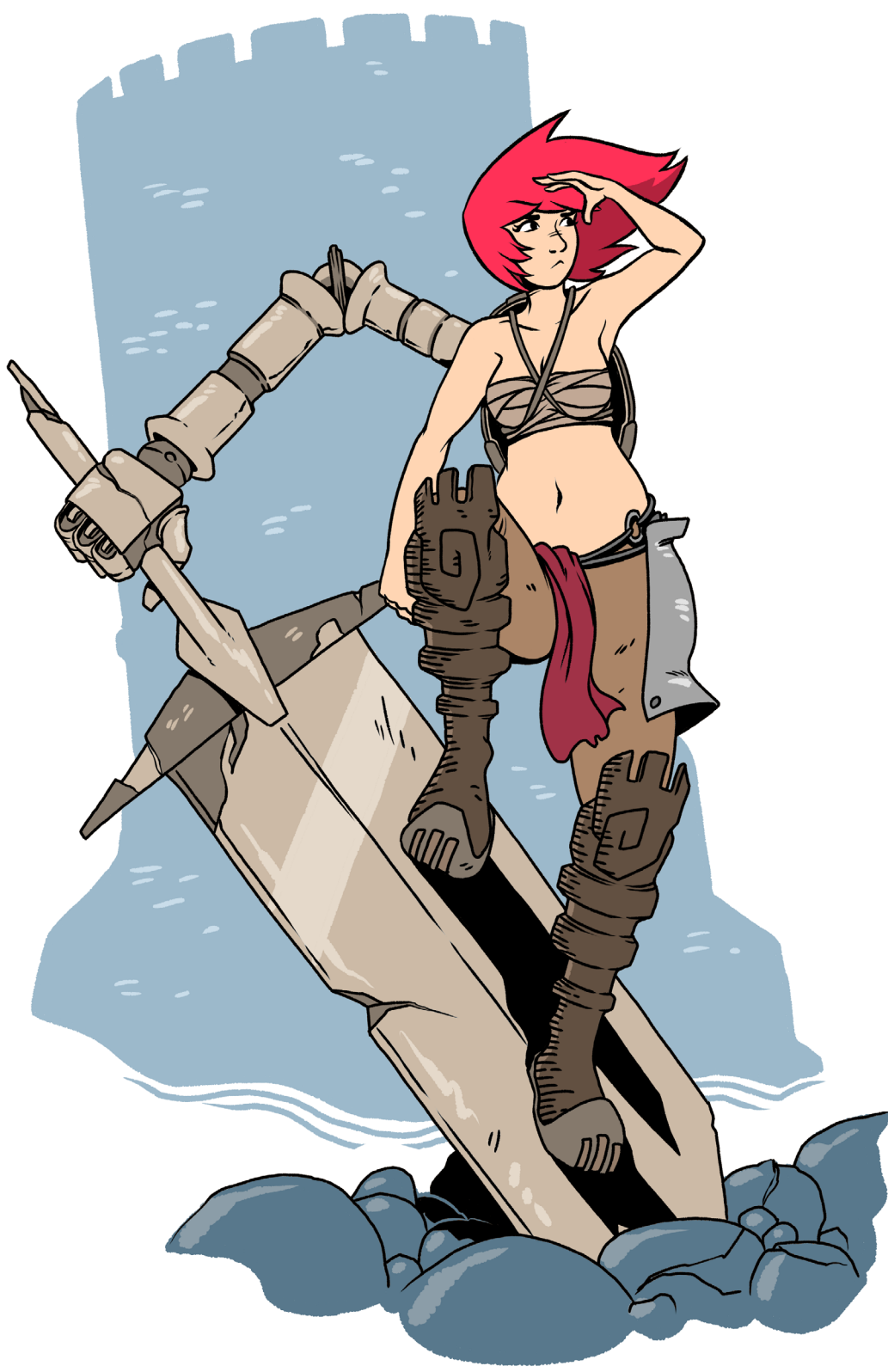
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メトロポリス



WHAT IS A SOLO RPG?

Colostle is a solo role-playing adventure game, often abbreviated to RPG. For those that haven't played a solo RPG before, the concept is simple; this is an opportunity for you to decide everything that happens in the incredible tale of your own personal adventure.

Think of it like a personal, mindful writing exercise, where the game provides you with prompts to write your own fascinating adventure in this strange world. You will be keeping a journal of your adventures, and the game system is a way to determine what you will encounter along the way, and to dictate the outcome of combat. This book provides the prompts and inspirations, and it is up to you and your character to flesh out the details and to write about what you discover.

First you need to create a character - someone of this world. This book will guide you through this process in the following pages, but it is completely up to you. Then the game provides you with an outline of your first adventure. You can decide how to interpret these prompts and what to write - there are no limits to what you can do, this is YOUR adventure.

If you get into a fight there are rules for that too (In the Combat section of this book) but again, all the rules do is give you a framework for how the fight plays out. You get to decide how awesome it looks!

WHAT DO I NEED TO PLAY?

All you need to play Colostle is:

- A pen or pencil
- A notebook or sketchbook to keep your journal
- A standard deck of playing cards
- Character sheet (See page 59)

BASIC GAMEPLAY RULES

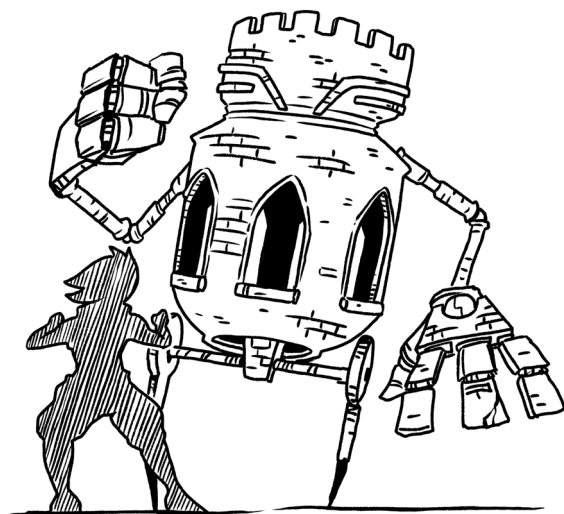
The game uses a pack of standard playing cards to dictate what happens to your character on their adventure. The gameplay is split into 2 phases; the EXPLORATION phase, and the COMBAT phase.

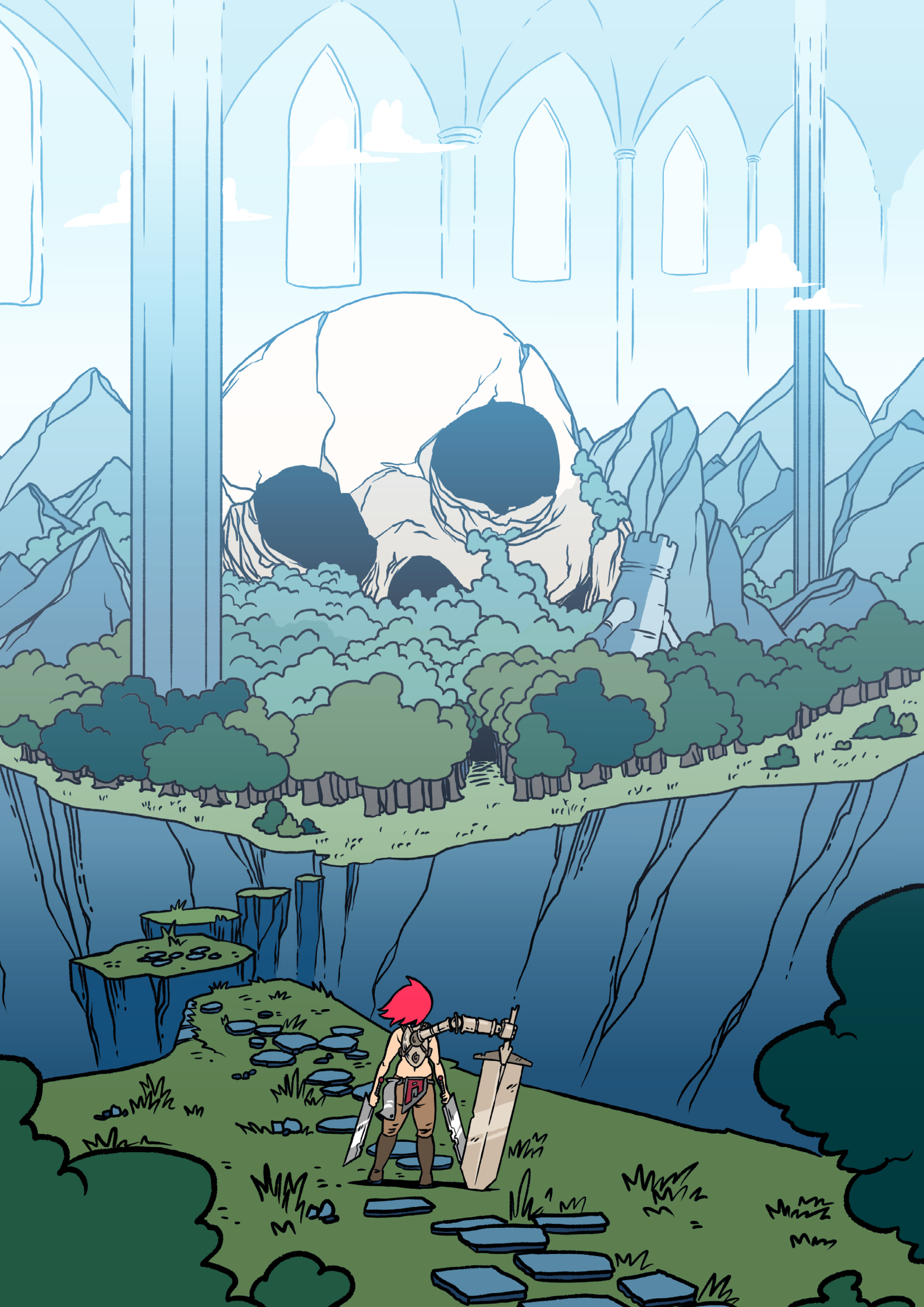
In each of these phases you will draw a certain number of cards and check what you have drawn against tables in this book. This will reveal to you what your character has discovered or what is going to happen in battle.

Then it is up to you to follow those prompts and write your character's journal entry, describing how you interpret those prompts into a story for your character's adventures. There are basic rules to provide you with structure and randomness, but it is up to you how you read those results and rules when you write your journal entry.

This book doesn't have all the answers to the mysteries of the Colostle and how every little part of it works. These gaps are deliberate to allow you the opportunity to make your adventure personal, and to give you the freedom for your imagination. If you find an old piece of machinery, its up to you what it does, if you find an ancient ruin; you can decide who lived there, centuries ago.

Let your imagination run wild in the Roomlands of the Colostle!





THE WORLD OF COLOSTLE

The Colostle is an impossibly massive castle, the interior of which is so large that mountains, valleys, towns, cities and even oceans fill its rooms. The ceilings and roof are so high they are beyond sight, shrouded by the misty expanse of the sky that sits within its vaulted heights.

There seems to be no finding the exterior of the castle, though many adventurers have tried, crossing continental distances only to reach the wall of another room. For those who have ventured past a wall, they find only more rooms on the other side, with new lands stretching off far into the distance.

That said, many features you would expect from the Colostle's normal-sized counterparts are present, such as staircases, windows, doorways, balconies, towering statues, burning braziers, pillars disappearing into the clouds and long gloomy corridors.

No adventurer has yet found their way to the rooftops - the battlements - which they suspect might grant them a view that sheds some light on the true nature of their world, but maybe you will be the first?

Although all manner of threats exist out in the wilds, such as strange animals and beasts, and other barbaric or dangerous people, the greatest dangers of all are the Rooks. Huge, hulking stone automatons that patrol, somewhat mindlessly, out in the wilds of the Colostle's rooms.

That is, until they are disturbed. Every Rook is different, there are no two the same, and they are the only source of magic in the world. As such, they are something of a target to hunters looking for tech they can scavenge, artefacts they can sell or magic crystals to grant them strange and unpredictable powers.

But only if they can bring one down...

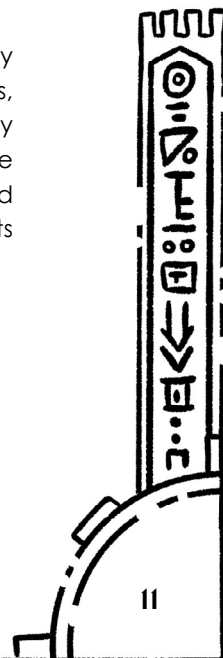
Every Room of the Colostle sees daylight thanks to its Brazier, a huge burning light source hanging impossibly high in the rafters. At night the Brazier dims to a gentler white light. No-one knows how or why this happens, but it is said that some Rooms have their night, when others have their day...

High atop columns and nestled in the ceiling rafters live the Gargoyles; strange winged reptilian creatures that sometimes swoop from on high to pick off lonely unsuspecting travellers, far from civilisation. Little is known about them, but it is said that when a Gargoyle attacks it carries you up to where it lives...

Many believe that when you die, your soul is drawn to the Front Gate of the Colostle, a place immeasurably far from any other known location. The journey of death begins by crossing the Moat and discovering the lands beyond. This is but a story, but perhaps it holds some truth...

Explorers talk of many strange lands far out in the Colostle; wild jungles spreading up massive staircases, icy polar regions encasing huge human skeletons in glaciers, thin corridors between rooms, arid and dry and filled with desert sands, winds blowing sandstorms through huge windows. Explorers have theorised that some areas of the Colostle have multiple floors before one reaches the mythical 'battlements'; forests stacked upon deserts, stacked upon oceans, stacked upon mountains and canyons...

Life, nature - even people - always find a way to live in the most impossible circumstances, and the Colostle is vast beyond imagining. Any combination of lands, peoples and the castle itself are possible. Who knows what you will find when you step out to discover what secrets it holds...





CREATING YOUR CHARACTER

Creating a character is the first and most important step before setting out on your journey. This character is the point of view you will be writing the journal from.

Your character probably isn't like the other everyday citizens of Colostle, who are happy to stay in their little village farming or working, never setting foot beyond the village boundary.

You are an adventurer, and something calls you to go beyond what is safe and what is known; to step out into the often magical - and sometimes dangerous - lands of the Colostle

Your starting character must have the following:

- A **CALLING**
- A **NATURE**
- A **CLASS**
- A **WEAPON**

Your character's **CALLING** could be as simple as a desire to explore and discover what lays beyond the perimeter of your family's farm, or it could be personal; chasing after someone who wronged you, looking for a lost loved one, or perhaps a mysterious prophecy.

Although you will encounter many trials and mysteries on your adventure, every now and then your **CALLING** will rear its head and it will be up to you how you develop this aspect of your character further.

Next up is your character's **NATURE**; this aspect is much simpler, and is what governs how your character reacts to what they discover and who they meet. Maybe they're hot-headed and quick to act without thinking, or perhaps they're cunning, sensitive or protective.

Both your **CALLING** and your **NATURE** can be generated randomly using the system described on the next few pages. Or, you could choose from

the traits listed and create your character how you want. If you have your own ideas for your character's **CALLING** and **NATURE** then you could go with that as well - it is entirely up to you.

Be sure to read all of the **CALLINGs** in the table to get a sense of the kind of stories happening in the world of Colostle, and maybe to inspire your own original **CALLING**.

If you do want your character's **CALLING** and **NATURE** to be decided by fate, simply shuffle your deck of playing cards and draw the first card. Check it against the **CALLING** table and make a note of it on your character sheet. Then draw a second card and check it against the **NATURE** table, and make a note of that too.

Keep your character's **NATURE** in mind whenever you make a decision in the world of Colostle. What would they do? How would they react? This is your chance to roleplay!

After that comes your character's **CLASS**. Your **CLASS** governs how your character explores the world and how they fight, and you can read more about that on the **CLASS** pages coming up.

Finally your **WEAPON**; this can be anything you imagine and is completely up to you. In the combat system, **WEAPONS** don't have any sort of stat that governs their power, they are simply one of the ways you can attack. When the game tells you that you do a **WEAPON** attack, this is your opportunity to describe how your awesome weapon does its damage. You could have a sword, an axe, a catapult, nunchuks, a spiked mace or even a hand cannon - just try to keep the technology level to roughly medieval!



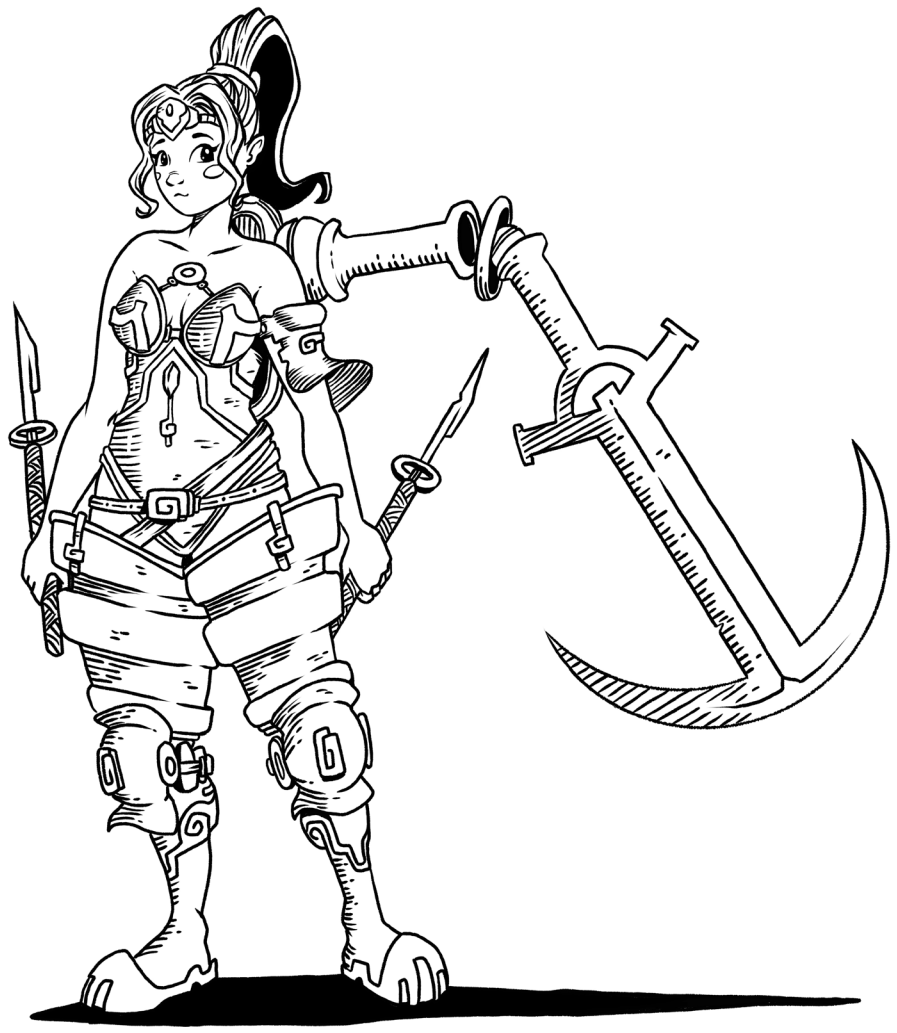
YOUR CHARACTER'S CALLING...

CARD DRAWN	PROMPT
ACE/2	<p>There is an army sweeping through the lands around your village. You have heard tales of their unstoppable nature; burning villages in their wake, their men clad in monstrous, spiked black armour.</p> <p>One night they arrive at your village; it is chaos, people screaming, running for their lives, the roofs of your people's huts and tents ablaze, lighting up the night sky. But most terrifying of all... Rooks, following their general's commands, their eyes burning with a purple flame. No-one has ever commanded a living Rook before - how is this possible?</p> <p>You survive. Maybe you're left for dead, maybe you hide. Maybe they took someone you love, maybe you just want revenge... either way, you will need to get to the bottom of the mystery of the Black Army and the Rooks of Purple Flame.</p>
3/4	<p>You have a vision as you sleep one night; far across the lands, in a room that looks nothing like the room your village resides in, is a tower. The tower looks like it might have been a Rook once; thin and impossibly tall with its slender arms by its sides.</p> <p>In your vision you see a weapon in a room at the very top of the tower, waiting, calling for you. Your village has been besieged by Rooks lately, your hunters are stretched thin. Maybe, if you could reach this mythical place, you might be able to save your village?</p>
5/6	<p>It flew overhead, casting a shadow black as night in the middle of the day - the Dragon Rook, the only Rook known to fly. You hear whispers and rumours of a party heading out to hunt it... they say if you can defeat it, you will gain the ability to fly... you can't let them get to it first.</p>
7/8	<p>Most villages and peoples living in the Colostle have a passive opinion about the Rooks; they are simple wildlife and rarely seen, nothing to be too worried about. But not your village. Your village has hated all Rooks ever since one ploughed right through the centre of your homes, killing loved ones and disappearing into the night.</p> <p>Which is why your secret friendship with a very unusual Rook would not go down well with the villagers if they ever were to discover it. You meet your friend in a nearby forest as often as you can. It doesn't talk, but it doesn't attack; it's not like other Rooks but you don't know why.</p> <p>One day when you pay it a visit, it is gone from its usual place, and there are signs of a scuffle and a trail leading off into the distance. You have to go find it.</p>
9/10	<p>As a child, your mother used to tell you stories of warriors with diamond skin, morphing weapons of magma and obsidian blades that never dulled. Their powers came from the Fabled Rookstones; ancient one-of-a-kind stones, hundreds of them, made of a different rock, crystal or gem and each holding a unique magical power.</p> <p>It wasn't true of course; there are only 3 kinds of Rookstones, Ice, Shock and Rumble, and all Rooks have one of these. Everybody knows that.</p> <p>But now, as an adult, you know a little more, you're a little wiser to the world. And you know that stories like that don't exist without a grain of truth. What if the legendary Rookstones actually exist?</p>
JACK/QUEEN	<p>A map and a key passed down in your family. The map covers a huge area; you can see multiple rooms - and you've never even seen the edges of your Room! 5 locations are marked on it with different coloured glyphs. The locations look like ancient Rook bodies, long since fallen, rotting like ancient temples.</p> <p>The key is ornate and strange, with a Rook symbol carved into its head. It looks like it would fit into a Rook. Maybe those 5 ancient Rook bodies are locked, and only you have the key. But what could possibly be hidden within?</p>
KING	<p>You are a member of an order of Knights. Knights have one job: They are highly trained and conditioned to take on Rooks and are some of the greatest Rook fighters in all of the Colostle. Your superior in your Order has called you into his office, and he has a mission for you...</p>



CHARACTER CLASSES

THE ARMED

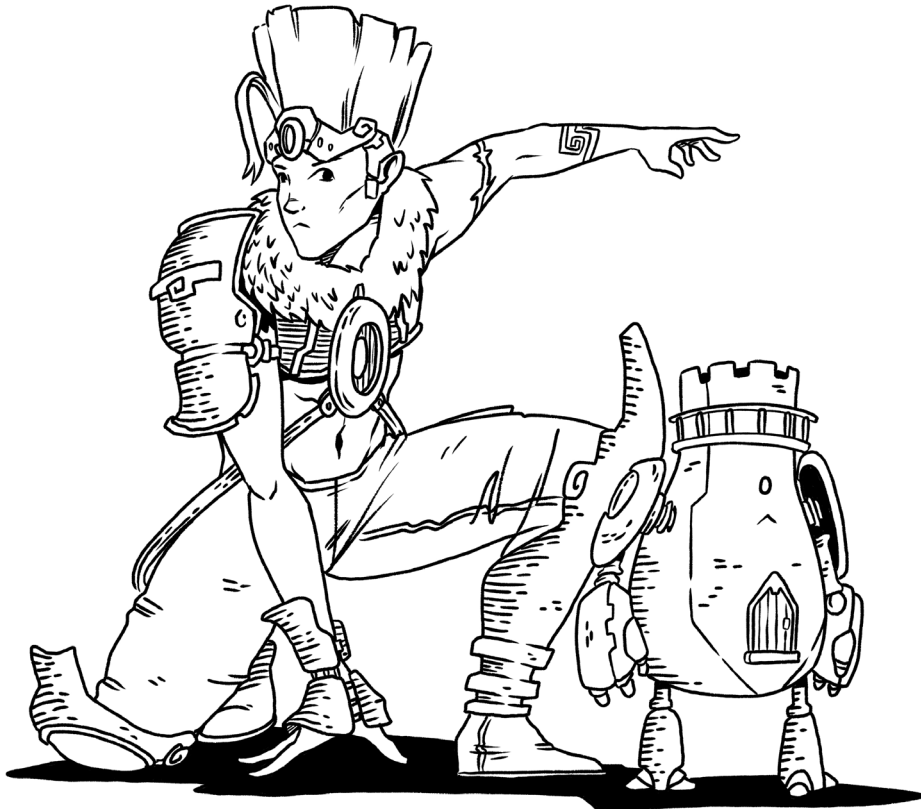


EXPLORATION SCORE -

COMBAT SCORE -

The Armed quite literally have an arm from a Rook connected to them via a complex ritual, attuning its intention to them. The Armed are proficient in melee combat and are highly capable adventurers. They are warriors. An Armed adventurer could have any type of arm; a blade, a hand, a cannon, a strange machine the user doesn't yet understand. If the arm has a hand or the ability to hold items, it can be used to carry an additional weapon if you have one.

CHARACTER CLASSES THE FOLLOWED



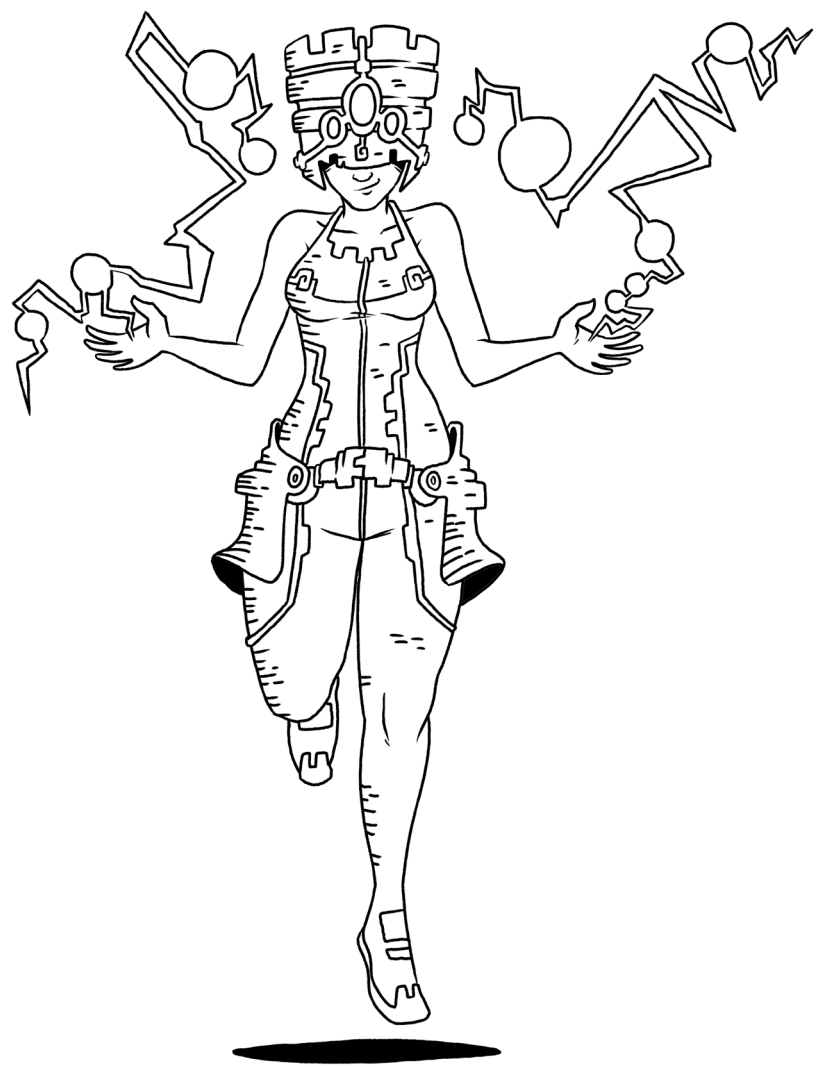
EXPLORATION SCORE -

COMBAT SCORE -

The Followed have a small Rook companion, like a pet or familiar that follows them and their commands. These 'Rooklings' are found in the cores of larger Rooks - as yet it is not known why. They display a base level of sentience akin to that of a dog or a cat and can form deep and personal bonds with their human companions. The Followed are excellent rangers, pathfinders and navigators.



CHARACTER CLASSES THE HELMED



EXPLORATION SCORE -

COMBAT SCORE -

The Helmed harvest a piece of strange machinery from the very core of a Rook and, using rituals and a real working understanding of the crystal patterns and stones, they are able to create a Helm that can be worn and operated, granting them the magical abilities of the Rook it was harvested from.

CHARACTER TRAITS

The Helmed are the closest to wizards or alchemists in the world of Colostle. Understanding the magical properties of Rooks and how to harness them is partly a pursuit of arcane knowledge and also one of logic and crystal-engineering, like magical circuitry.

Any human-made devices that use Rookstones, like lanterns or refrigeration chambers, are made by the Helmed, or someone who would be a great candidate for a Helm.

This knack for Rook alchemy is rare and even if it manifests in someone, there is then the added challenge of defeating a Rook to obtain the part or parts usable to create a Helm.

However, once done, unlike the Arm which requires attunement and a great toll on the body, the use of a Helm is purely operative, there is no attunement required. It is, however, complex and a deep understanding is required.

The Helmeds skills are the most sought after in society. Manipulating and understanding the magical 'technology' of the Rooks allows people luxuries beyond the reach of human technology. This can mean one of two things for the Helmed, they are either venerated, or enslaved, depending on the nature of the person who comes across them.

Others still consider the Helmed to be Rook sympathizers or 'witches'. They are thought to be brainwashed with a Rooks thoughts infecting and affecting their own, as such they are often driven out of smaller settlements and distrusted in larger ones. Some religious zealots consider the use of the Rookstone magic to be heresy; consorting with the monsters that threaten everyday life for people. These people consider the Helmed to be the very worst heretics.

CREATING YOUR CHARACTER

To create your Helmed character have a look at the prompts below and use some of them to inform your character and why they are heading out in search of adventure.

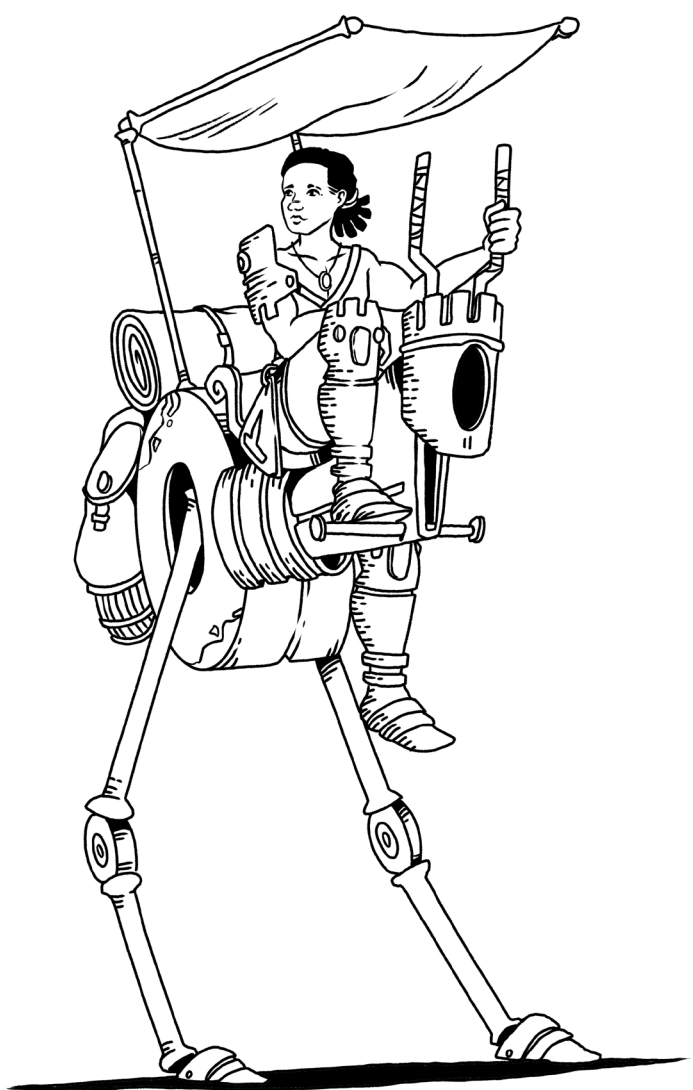
- Has your character always had an understanding of Rooks since they were young? And if so, how did they first discover that?
- Does your character respect the Rooks, or simply see them as a source for scrap to tinker with?
- Is your character more comfortable in their workshop, dissecting and assembling, and is therefore reluctant to head out on a grand quest or journey?
- Is your character surrounded by brave warrior Armed or strategic ranger Followed, and feeling a need to prove their worth in their village or clan?
- Is your character driven to understand the mechanisms and technology of the Rooks and the Colostle as a whole?





CHARACTER CLASSES

THE MOUNTED



EXPLORATION SCORE -

COMBAT SCORE -

The Mounted ride an adapted mechanism taken from Rook parts, as a vehicle or mount to allow them easier traversal across the land and sea of the Colostle. Typically this involves taking a part of the Rook responsible for it's locomotion and disconnecting it from the main body, and turning it into something that can be operated with crude controls, mechanisms and levers. The Mounted's mounts can vary from horse-like creatures to boats and even bikes.

CHARACTER TRAITS

Like the Helmed, the Mounted are gifted Rooksmiths, with a basic understanding of their functionality. But unlike the Helmed who have an understanding of the magical circuitry and therefore magical abilities of a Rook, the Mounted have a mechanical one.

The Mounted are nomads and scavengers, constantly on the hunt for felled or ancient decaying Rooks and harvesting parts for their own mount. Partly to upgrade, and partly to just keep it going, as mounts require constant maintenance, like off-road vehicles. A Mounted's mount is their heart and their life. Like looking after a bike or a beloved car, it is everything, it is their freedom.

When you defeat a Rook or come across a husk out in the wilds, your character can take parts to upgrade or add to the functionality of your mount. This functions as a story opportunity for your character. Perhaps you took damage in your last battle and you take pieces from a fallen Rook to repair it. Maybe where once there were wheels, you attach legs in their place.

Individual parts of Rooks seem to function on their own. If you remove a spinning wheel from the core of a Rook it will continue to spin on it's own. If you take a leg mechanism; it will still have power despite being disconnected. This means any part that isn't completely smashed to splinters can be made useful to a Mounted.

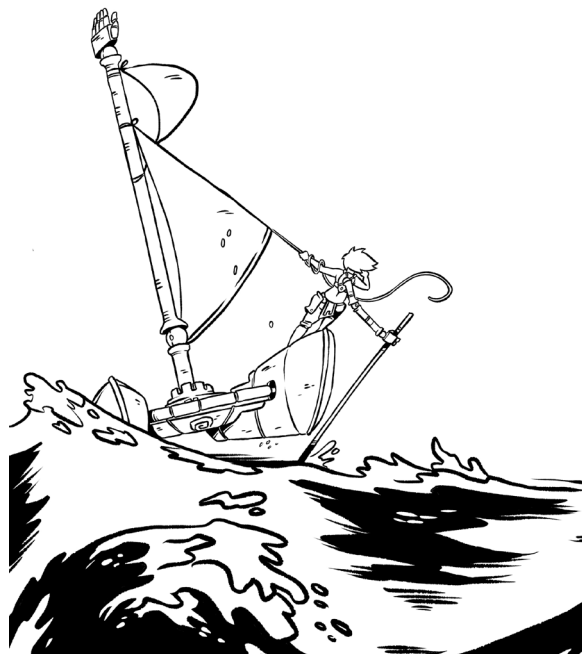
Mounted are capable of battling Rooks and do so using the Mount's built in Weapons (for example a cannon or a battering ram). In COMBAT, if you draw a WEAPON attack you can use your Mount's weapon or one that your character carries in their hands.

The Mounted have a low starting COMBAT score but as you explore more you will find ways to increase that score. Don't see this as a limitation. Instead, it is a storytelling opportunity to have your character go on an adventure of growth.

CREATING YOUR CHARACTER

To create your Mounted character have a look at the prompts below and use some of them to inform your character and why they are heading out in search of adventure.

- Do you come from a village of Mounted, with buildings and encampments made of mechanical parts of Rooks? Being Mounted is in your blood?
- Come up with what your mount looks like and what Weapon it has on board to help defend you on your adventures.
- Perhaps your nomadic tribe is running out of Rook parts, your lands no longer as fertile for living and fallen Rooks as before. Maybe you must travel further afield to find new lands, rich in broken mechanical parts to scavenge.
- Maybe your father is famous in the tribe for his mechanical adeptness and warrior's spirit. You live in his shadow, keen to prove you have what it takes to carry on the family name.
- One day when scavenging a Rook husk you come across a part unlike any seen before. It could change how your mount functions dramatically. What would the others think if they saw it though, would they try to take it from you?





MAGIC

Magic is a power unique to the Rooks and comes from stones bonded in ancient circuitry known as Rookstones, found deep within their bodies. Rookstones come in 3 varieties; Electric, Rumble and Ice. Every Rook will either have one of these 3 magical qualities or no magical abilities because its Rookstone is broken or missing.

People are able to use these magical abilities by harvesting a HELM from a defeated Rook. These helmets are usually a central part of the Rook's core that is tweaked and shaped into something a human can wear. Every HELM looks different from one another and confers onto the human the magical power of that specific Rook while they wear it.

Electric magic manifests as arcing lightning and balls of sparking energy. Rumble shakes the earth and everything around, like an earthquake, with ear-splitting cracks and explosions. And Ice cools the air and water to form huge piercing or disabling crystals of ice, formed from nothing.

In Colostle, Magic is there simply for flavour, to enhance your stories with incredible sights and scenes. As you will see in the COMBAT RULES, it is a type of attack you or an opponent can do, but this is purely for descriptive purposes; for you to have fun thinking about how a lightning strike from a Rook might look, or how your character dodges an ice crystal hurled at them in battle.

There are legends that speak of other special Rookstones somewhere out in the world. Unlike the standard Rookstones of which there are many of each type, these special Rookstones are one-of-a-kind and confer unique abilities to the Rooks that bear them. Perhaps if someone was to defeat one of these Rooks, they would get that unique power for themselves...

EXCERPT FROM AN UNKNOWN HUNTER'S JOURNAL, FOUND ON HIS BODY:

I have never seen anything like it before in all my years of Rookhunting.

I have fought many Rooks in my time, and am very familiar with how the Rookstones look. The deep amber colour of the Electric stones, the cloudy, swirling grey of the Rumble stones and the sharp, white angular look of the Ice stones.

So when this Rook came upon me, its topmost tower shattered from a previous battle, its Rookstone core exposed to me like a vicious head would, and what I saw gleaming there, a bright red, fiery ruby... I was stunned.

My confusion cost me dearly, and catching me off-guard the stone monstrosity raised a mighty stone hand and tendrils of flame shot from its fingertips, the ruby Rookstone shining, almost maniacally.

I managed to run and hide but I am burnt badly and do not think I will survive the night, it is a great pain for me just to lift this pen, but I must leave this account for future hunters and scholars to find.

OTHER ROOKSTONES DO EXIST! I have seen one with my own eyes, let this be my legacy, proof by my hand...

BEWARE THE FIRE ROOK...







EXPLORATION RULES

Exploring the lands of Colostle involves using a deck of ordinary playing cards. To realise what your character sees and encounters, you draw a number of cards equal to your character's exploration score and set them down in front of you.

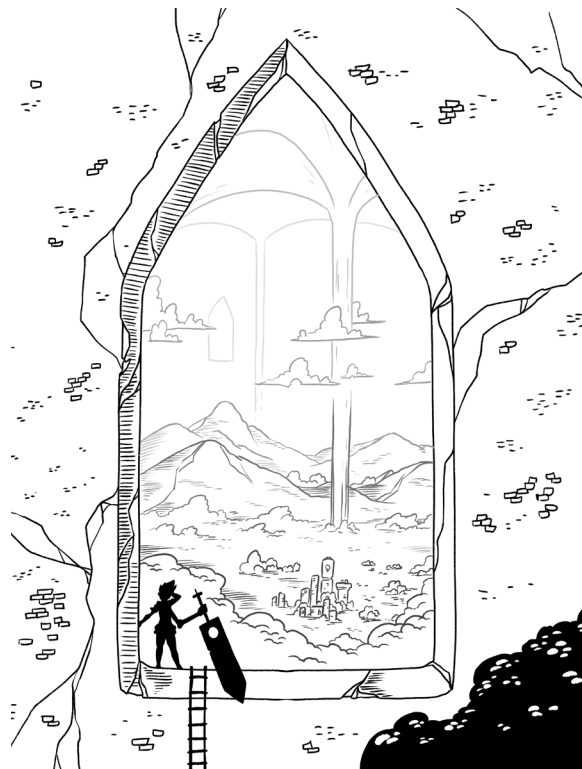
This is the EXPLORATION PHASE and is how every chapter of your adventure starts. The colour, suit and number of the cards you have drawn dictate what you have discovered, but it is up to you how you link these elements together into a story of a mythic adventure. You could see each EXPLORATION phase as a day of your adventure - or longer, if it suits your story and your journal.

If you encounter something to fight then the resolution of that combat occurs in a COMBAT phase. Some EXPLORATION phases may not have combat encounters at all, or your character might choose to avoid it. But if you do choose to fight, that COMBAT phase can fall anywhere within your EXPLORATION; right at the start, half way through or at the end - whatever works best for your tale.

With all of the card prompts used and any combat encounters resolved, that is the end of the first chapter of your adventure. To start the next, simply draw your exploration cards again - but be warned, your EXPLORATION score might have changed from the outcome of any battles you encountered.

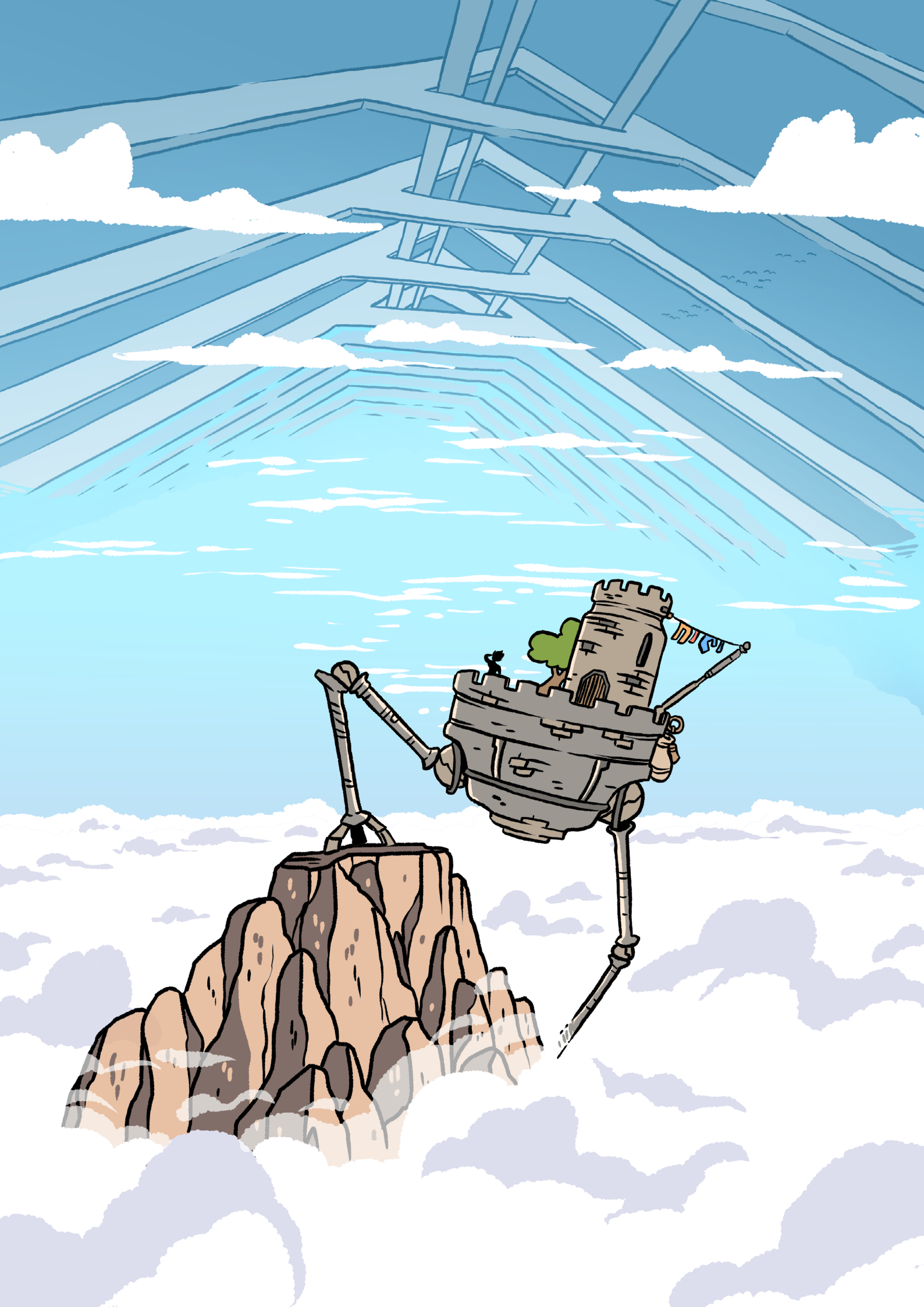
As you continue through EXPLORATION and COMBAT phases, just keep drawing cards from the same pile, moving them to the discard pile once you have used them. Once you reach the end of the pile, shuffle the discard pile and start a new pile to draw from. If you draw 2 of the same card you can decide whether to draw a new card in place of the duplicate, or encounter 2 of the same thing.

Consult the tables on the next page to see the prompts for the various EXPLORATION cards.



It took me a day to climb the strange ladder I found hanging down the wall, and it stretched upward so high that I didn't know for sure where it was taking me... it disappeared into the misty sky. It wasn't fully intact and I had to use my Arm a few times to cling to handholds in the rough stony bricks...

But I made it. It's... a window. And through its massive frame I could see more hills, another town and yet another wall and window in the far, far distance. This is an incredible discovery, I can't wait to explore these new lands, but first I must work out how I will get down the other side...



RED CARDS are organic things, people and creatures.

CARD DRAWN	PROMPT	
ACE	♥ Unarmed	♦ Armed
	<p>A stranger in unusual robes with a castle symbol on them. Perhaps he has clues about the nature of the Colostle, but these strangers are often unwilling to even be found, let alone be spoken to.</p> <p>You've heard tell of them before - a cult maybe? People don't talk about them kindly; strangers with strange practices... but they definitely know something. If you fight them, create a human opponent in your COMBAT phase.</p>	
2	♥ Easy Prey	♦ Dangerous
	<p>Animal to hunt for food. The animals in the wilds are strange and unfamiliar; weird combinations of animals you might know, a boar with scales, or a fowl with 2 sets of wings. Adventuring is hungry work, you should make time to eat.</p>	
3	♥ Friendly	♦ Not friendly
	<p>CALLING - You come across someone who is key to your CALLING. Maybe they have a clue about what you're looking for, or they block your way to learning more...</p>	
4	♥ Trustworthy	♦ Untrustworthy
	<p>A person you meet asks you to find something for them. Maybe they have lost something, or they are too afraid to get it. Draw a card and check the ITEM table (page 30) to see how they will reward you if you do this for them. Use the other cards drawn in this EXPLORATION phase to inform where you might need to go. If you fight them, create a human opponent in your COMBAT phase.</p>	
5	♥ Seems safe	♦ Something's off...
	<p>A dead body of another human. Who are they? What are they wearing? Either draw a card from the ITEM table to see if they have something on their person, OR draw from the EVENT table to see if the situation develops.</p>	
6	♥ Friendly	♦ Not friendly
	<p>Another adventurer like yourself, garbed in Rook Armour and armed as one of the classes. But what do they want? Are they here to help you take down a Rook? If so what do they want in return? Or are their intentions darker? If you fight them, create a human opponent in your COMBAT phase.</p>	
7	♥ Taken to a new area	♦ Taken to the rafters
	<p>A screech from the sky, the beat of heavy wings... gargoyles. You thought they were just stories you were told as a child. Apparently not! It grabs you by the shoulders and starts to carry you upward. ♥: It takes you to a whole new area. ♦: It takes you up to its nest in the rafters of the ceiling. There is no fighting a Gargoyle...</p>	
8	♥ Safe	♦ Event
	<p>You come across a small settlement, maybe a farming village, the buildings are all wooden and skins, like most small settlements. If it is SAFE, draw an ITEM card to see what can be found there. Otherwise, draw an EVENT card.</p>	
9	♥ Safe	♦ Bandit camp
	<p>A massive skeleton. 'It looks humanoid. But it can't be, can it?'</p>	
10	♥ They don't notice you	♦ You are captured and taken prisoner
	<p>It's a camp of people. At least, they look like people; they walk on 2 legs and carry tools in 2 arms, but they're not.... human. Who are they? What do they want?</p>	

Drawing a Jack, Queen or King - no matter the suit or colour - follows the table below. When it comes to a Rook, you can decide whether to fight it or try to sneak past. If you choose to fight it, check the COMBAT section.

JACK	You find an item! Consult the ITEM table to discover what you find!
QUEEN	Medium Rook
KING	Massive Rook

In some cases, an EXPLORATION prompt might reference the ITEM or EVENT tables (below). These tables allow you to add further detail to an encounter by drawing another card and checking it against these prompts. Whenever you collect an ITEM you can check it against the ITEM table if you want to randomise what it is. You can use the EVENT prompts whenever you like, to add more flavour to any situation.

Think about ways to sew the moments in the EXPLORATION phase together: perhaps you draw an Ace of Diamonds and a 4 of Clubs - This is the stranger in unusual robes and the ruins of an ancient civilization. Maybe the stranger spies you and flees into the ruins, sparking a chase through ancient labyrinthine corridors....



ITEMS

CARD DRAWN	ITEM PROMPT
ACE	TREASURE (FOR TRADING)
2	SUPPLIES
3	KNOWLEDGE
4	HERBS/INGREDIENTS to make a healing potion to heal one WOUND
5	KEY
6	VEHICLE
7	A TAME ANIMAL
8	POTION
9	MACHINE PART
10	MAP
JACK	WEAPON
QUEEN	ARTEFACT/IDOL
KING	2 TREASURES (FOR TRADING)

EVENTS

CARD DRAWN	EVENT PROMPT
ACE	YOU MEET A FRIEND
2	A STORM
3	SOMETHING FALLS FROM THE 'CEILING'
4	YOU FALL
5	A LOUD NOISE
6	A STRANGE FEELING
7	SUN SETS OR RISES
8	A FIRE STARTS
9	SOMETHING BREAKS
10	YOUR WAY IS BLOCKED
JACK	YOU ARE SURROUNDED
QUEEN	HUNGER SETS IN
KING	CREATE/REPAIR SOMETHING



OCEAN ENCOUNTERS

The rooms of the Colostle are so vast that on your adventures you might come across a sea. Maybe you reach a coastline cliff or a rocky beach as you trek from one wall of a room to another, and as you look out at the flat blue horizon, you get a very real sense for how big the rooms of the Colostle can be.

It could take days of sailing on one of these bodies of water to reach the other side, and that side might not be another coastline; The sea might just butt up against the wall of that room, or maybe it flows through another doorway leading into the next room. Or maybe that impossible door - miles high into the air - is closed, and the pressure of an ocean's worth of water means it will never be opened.

Some rooms in the Colostle are smaller than others; some are more like corridors or hallways between rooms. These spaces are still massive - it might take a day or two to travel across their width, but to travel their length could take weeks or even months.. Perhaps some of these spaces are oceans too; sailing long walled corridors with burning torches on the walls high above your ship's sails. And don't forget the upper floors - oceans aren't limited to being on the ground floor, although maybe in some places the ceiling has broken and huge torrents of water fall from an ocean above...

Worst of all are the Sea Rooks; larger than their land-based cousins due to the relative support and safety of a body of water, these leviathans of stone, covered in algae and seaweed, periodically rise out of the water like humongous rock whales breaching the surface... just pray they don't see you.

Other Sea Rooks have been dormant or even dead for years, and have become small islands. Exploring the island reveals rooms and chambers below the sand, and vegetation that has grown on the topside. The rooms are half-flooded but perhaps there is treasure to find.

It looks like you're going to need a boat...

To explore the oceans of Colostle requires a boat or seagoing vehicle. This involves learning the craft of a Mounted, or befriending one. If Mounted is your starting class then building a ship will be no problem. There might be a story you want to tell about getting the parts you need, but once you have them, all you'll need is time.

However, if you started as another class, this might mean you need to ask for passage from a Mounted, or learn their ways. In your story, if you encounter another Hunter or a village or city with Mounted in it, perhaps you could go and talk to them and trade for knowledge, or even a mount of your own.

Once out on the ocean there is plenty to be weary of. Weather is a huge factor, especially storms. Sometimes the Ocean encounter table (right) will ask you to consult the WEATHER table (right below) for that EXPLORATION phase, and this might affect the whole phase - for good or for bad. If you are asked to draw a WEATHER prompt more than once in your EXPLORATION phase, ignore all but the first one.

Take care at sea, there isn't always somewhere to hide and take shelter.

The rules for combat at sea are largely unchanged from the general rules of combat for Colostle, however, as you are writing your character's story, consider the implications of how that battle might unfold in this new situation.

If you enter into COMBAT, take cues from the prompts drawn in your EXPLORATION phase, especially if you drew a WEATHER prompt, as that could add some serious flavour to how the fight goes down. Perhaps the Rook is an Electric type but you are fighting in the rain - that could short out its attacks!

Finally, remember all Rook combat is optional; you can always steer around and give that hulking sea Rook a wide berth, saving your energy for another day.

OCEAN ENCOUNTER TABLE

CARD DRAWN	PROMPT	
ACE	BLACK - Uninhabited	RED - You hear voices deep within...
	A single castle tower sticks up out of the water, waves splashing around where it connects with the sea. There is a doorway that is accessible from the height of the sea, and when you look down into the interior you are stunned to see that it goes deep down into an underwater complex, completely airtight from the sea around it. Check WEATHER.	
2	BLACK - Friendly	RED - Not friendly
	Another seagoing adventurer in their own vessel. If not friendly and you choose to fight instead of flee, consult the COMBAT rules and create a person opponent. Check WEATHER.	
3	BLACK - Intact	RED - Wrecked
	Shipwreck. You pull up alongside the wrecked vessel. If it is intact then you can explore within and find 2 ITEMS. If it is wrecked then you find a single ITEM floating in the wreckage.	
4	BLACK - Dead	RED - The Rooks traps are still active!
	An island with the tell-tale crenellations of a castle around its perimeter. Could it be that you are seeing just the very top of a huge Rook below the waves?	
5	BLACK - Swims past your vessel	RED - Hits your vessel as it passes!
	A huge seagoing creature is swimming just below the surface. Maybe its leading you somewhere, maybe you could hunt it for food? Check WEATHER.	
6	BLACK - Uninhabited	RED - Inhabited
	Sea cave, large enough for your vessel to enter. It's huge, cavernous within, like an underground river leading from one cavern to the next. If inhabited the creatures you meet are not human. If Uninhabited check the ITEM table for what you find.	
7	BLACK - TREASURE to find	RED - A WEAPON to find
	A pirate ship! The pirates lasso your ship and bring you aboard. This is not a time to fight - you must sneak out and escape the pirate ship! Tell your story of how you navigate the halls and decks of the pirate ship and how you find either the treasure or the weapon that you take back with you.	
8	BLACK - TREASURE to find	RED - ROOK PARTS to find
	Shallow waters and underwater ruins. If the weather is good, you could drop anchor and swim down to investigate...	
9	BLACK - Uninhabited	RED - Inhabited
	A small island. Consult the base rulebook for what you find here for ONE EXPLORATION phase. That is all there is to find here, return to the SEA to continue. Check WEATHER.	
10	BLACK - Unguarded	RED - Guarded
	A coastline. If you decide to disembark here then return to the base rulebook for ongoing EXPLORATION phases. Check WEATHER.	
JACK	You find a small island, upon which you discover an Item. Check the ITEM table	
QUEEN	Medium Rook	
KING	Massive Rook	

WEATHER TABLE

CARD DRAWN	WEATHER PROMPT
ACE	SUNSHINE - Add one to your EXPLORATION or COMBAT score.
2	STRONG WINDS - a good wind takes your boat where you want to go, quickly.
3	FOG - Visibility is reduced to 2 feet in front of you. It is unnervingly quiet.
4	HEAVY RAIN - No shelter, it pelts against your skin. You'll just have to sail on.
5	CALM - no winds, baking heat. You will be stuck in the middle of the sea with no way to move for 24 hours.
6	CROSSWIND - You are blown off course and are lost at sea for 24 hours.
7	SNOW - Small flakes settle on your boat, this is going to get cold...
8	WATERSPOUT - A column of water twirling with wind, it's heading toward you!
9	STORM - Your boat is tossed by huge waves and heavy winds.
10	LIGHTNING - Forks of lightning light up the sky, the sea churns with malice.
JACK	ICE - The ocean freezes instantly around your boat. You are stuck for 24 hours.
QUEEN	TSUNAMI - A huge wave looms above your boat. Can you ride it out or will it smash your boat to pieces?
KING	MAELSTROM - your boat is damaged and you wake up stranded on a new island. Return to base book Encounter tables for your next EXPLORATION Phase.





THE CITIES OF THE COLOSTLE

The cities of the Colostle; incredible places with a starkly higher level of civilisation and apparent technological advancement than the villages and wild-lands of the rooms beyond their boundaries. These astonishing places are possible with large-scale use of defeated Rooks bodies and their internal mechanisms and magical technologies.

The cities of the Colostle are incredible bustling places of trade, culture and security. Every building is a part of, or the whole body of, a now defeated Rook; their husks now outfitted with windows and wooden interior floors, flagpoles and shop-fronts.

Mechanisms from their stone bodies now drive wagons and other strange vehicles in the streets. Rookstones light up the busy thoroughfares at night, and Rooklings scurry to and fro; running errands or delivering packages and mail.

The city is a great place for buying weapons and equipment, selling items and treasures you have found on your adventures, and getting information about quests that will reward your character upon successful completion.

The streets themselves are paved with stones from smashed Rook bodies, the houses filled with hundreds if not thousands of people looking to live a more secure life, safe from the wild lands and the roaming Rooks, thanks to defensive walls and long-range wall-mounted weaponry.

As an adventurer it is a place to find information, money and work. Maybe you are looking for someone, have artefacts to appraise or sell or are looking for quests to elevate your name - the city is the place for all these things and more.

It is also a great opportunity for your story. All sorts of people pass through a place like this and you can find practically anything when this many people come together...

Excerpt from 'The Colostle Traveller's Guide' by Trimian Blythe:

The Grand City of Grenelle is one of the greatest sights to behold for a weary traveller from the Roomlands.

It can be seen from a great distance away, the squat body of what must have been a truly massive Rook once. No single person could have taken that beast down, I imagine generations just waited for it to lay down and give up.

But now its long dead husk houses the entire city, with its tiers of buildings and glittering palace towers at the very top. The former Rook's body forms an excellent perimeter wall with holes cut into it for access to the various caravan trains and traders who frequent the city, back and forth.

Inside, the lower streets are filled with all manner of folk, in shady walkways dappled with beams of sunlight breaking through from above, and swathes of green ivys and leafy plants dangling down from storeys above.

Every building is a different shape from its neighbour, slotted together like strange tessellations, and sometimes you can see their arms or heads from when they were Rooks, frozen in strange and stiff poses.

You can find anything here, but I recommend seeking out one of the many bazaars in the lower streets or eating in a high up balcony cafe that looks out over the perimeter wall.

It is a world away from the hard living for those of us live out in the Roomlands, but once you've sampled city life, I very much doubt you will want to leave...



BUILDING THE CITY

When your character arrives at a city the first task for you as a player is to build it. This process of drawing cards will dictate what the city has to offer and might dictate the kind of activities you choose to do while you stay here - if you stay here.

Building the city involves drawing a number of cards and laying them out in front of you. The cards must all touch one another on at least one side (there can be no areas of the city that float separately). The shape is completely up to you. It could be a perfect square, an L-shape or just a completely random layout.

Each of these cards represents an amenity/district of the city and where they are placed will allow you to draw a map of your city; both to remember the layout and also which amenities it has to offer. This can be as simple or as detailed as you like but you will need to record it as you will be shuffling the cards back into your deck once you have created it.

A city always starts with 4 elements. These are elements that all cities have. Search through your card deck and find a 10, JACK, QUEEN and KING in any suit and colour. These correspond to the amenities below:

- **KING** - Hunter's Guild
- **QUEEN** - Tavern
- **JACK** - Merchant
- **TEN** - Housing District

Now you will draw a number of cards to dictate the rest of your city. If you draw another J, Q or K, put it to the bottom of the deck and draw another card.

A city is 8 cards total in size, although you can tweak this number if you want a larger or smaller city for your story. Now draw 4 more cards from the deck and check them against the table on the next page to build your city.

If you draw 2 of one type of amenity while building your city, you can choose to ignore it and draw again, or have 2 instances of that amenity in your city, for some healthy competition!

HUNTERS GUILD

The Hunter's Guild is the professional base for all Rook Hunters. Your character may not be a Rook Hunter - instead an adventurer with a different reason to explore the lands of the Colostle and fights Rooks purely out of necessity - but some make it their profession to hunt Rooks and the Guild is a place they can get paid for their dangerous work.

Out in the world are plenty of Rooks that are causing problems for the populace of cities and villages of the Colostle. These people come to the Guild and offer a reward to Hunters who can take care of these Rooks and solve the problem.

Any player can enter the Hunters Guild and take a quest to deal with a Rook and earn a reward. It is a great way to make your way in the world and provide new adventures for your character.



The impressive entranceway to a Hunter's Guild hall in a city...

CITY BUILDING PROMPTS

CARD DRAWN	CITY AMENITY
ACE	Palace Grounds - this city has a palace, and a ruler as well. This is likely a place of sumptuous architecture built out of only the most ornate Rook husks, at a high point in the city looking over everyone else. It is doubtful that a wanderer such as yourself would simply be allowed in but perhaps your story has given your character a reason to speak to the ruler? An offering would certainly help - maybe you have picked up a treasure on your adventure?
2	Lapidarist - A Rookstone specialist; someone who can work these ancient magical stones and magically upgrade your equipment, for a price of course. FOR 1 TREASURE - they can add an additional magical ability (Ice, Rumble or Electric) to your helm. FOR 2 TREASURES - they can add a magical ability to an Arm, Rookling or Mount. FOR 3 TREASURES - they will share with you a Rookstone from their private collection. One that isn't Ice, Rumble or Electric; but a new one-of-a-kind magical power. You can come up with what this power is and how your character can use it.
3	Rooksmith - toiling away in their Mount Garages; Rooksmiths work on the mechanical parts of Rooks and convert them into vehicles or mounts to be ridden upon. FOR 3 TREASURES - they will build a custom mount for your character. It could be seaworthy, or landworthy and will feature some form of WEAPON based attack ability which you can choose (such as cannon, crossbow, battering ram etc.) See MOUNTED class info for fighting with MOUNT weapons.
4	Cartographer - a wise and bookish individual dedicated to the difficult art of mapping the lands around the city. Cartographers rely on information from Rook Hunters as they cannot go out and collect it themselves. THEY WILL PAY 2 TREASURES for a map of a new area. Take a quest from the Hunter's Guild. Draw a map of your adventure marking anything discovered from your EXPLORATION phases whilst on the quest. Return it to the Cartographer for your reward.
5	Weapon Smith - A tough person covered in oil and rumble powder working in a hot and smoky forge. They take Rook weapons and adapt and upgrade them for hunters. FOR 1 TREASURE - they can upgrade your current weapon. Add 1 to your COMBAT score. FOR 2 TREASURES - they can give you a whole new weapon. This is yours to come up with; perhaps a great hammer or a long Rookspear? Add 1 to your COMBAT score.
6	Arms Dealer - They stand behind their counter; a great number of small arms coming out of their back like a stone spider. The Arms dealer can find a new arm for you and help you with the ritual of attunement. FOR 2 TREASURES - they can provide you with a whole new arm. This can be whatever you imagine - perhaps it is coiled like a snake, or huge and thick like a tree trunk; able to lift a boulder with ease?
7	Rookling Crèche - see page 40 for details
8	Gourmet District - The centre of food production in the city; a bustling place of restaurants, food markets and spice bazaars. Here, hunters who have caught wild beasts out in the lands surrounding the city can find a great price for their prize - and also get a great meal while they're bargaining. THEY WILL PAY 1 TREASURE for a wild beast caught by a hunter. FOR 1 TREASURE - enjoy a meal from one of the many restaurants and add 1 to your EXPLORATION score.
9	House for sale - see page 40 for details



A city Lapidarist examines a recent Rookstone acquisition from a hunter...

HUNTERS GUILD (CONT)

Creating a quest for your character to take from the Hunters Guild follows these steps:

A Hunters Guild consists of 3 elements. To create your quest you draw a card for each element and check them against the tables on this page.

THE LOCATION - This is where the Rook is located and will inform your character's adventure of finding it; the sights they'll see on the journey, and the setting of your character's battle with the Rook.

THE TWIST - This is an element to the quest that makes it unusual; not like a regular Rook you might meet in the wild. This unusual aspect is what has made it a Hunter's Guild target.

THE REWARD - This is what you will receive for bringing proof back that you have dealt with the Rook and the problem it was causing.

LOCATION

CARD DRAWN	LOCATION
A/2	A deep dark forest
3	An island in the middle of a lake
4/5	High in some rocky mountains
6	A Rook graveyard
7/8	Deep in a strange cave
9	Misty gloomy swamplands
10/J	A doorway to another room
Q	The abandoned ruins of an ancient people
K	A huge staircase leading up into the clouds

CARD DRAWN	DISTANCE FROM THE CITY
SPADE ♠	2 EXPLORATION Phases
CLUB ♣	3 EXPLORATION Phases
HEART ♥	4 EXPLORATION Phases
DIAMOND ♦	5 EXPLORATION Phases

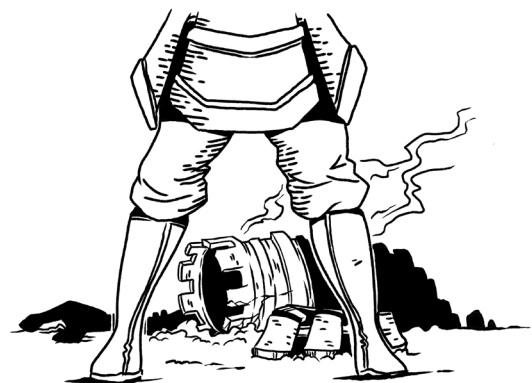
The above table is how many EXPLORATION phases it will take for you to reach the Rook in question. When the quest is complete it will take this long to return to the city too. Unless you own a house.

TWIST

CARD DRAWN	TWIST
A	The Rook is picking on travellers and attacking their mounts and then eating them.
2	The Rook is flying somehow, circling a tower and dropping boulders on anyone who gets close.
3	Inside a huge ancient Rook husk, a medium sized Rook is holed up sending hordes of Rooklings out to steal resources and bring them back.
4	A massive spider-like Rook is terrorising local towns and villages.
5	A wheeled Rook is churning up farmland of a local village.
6	A Rook has made its nest in a village and has forced all the residents out.
7	A Rook has planted itself in a river and blocks the flow of water.
8	A Rook underground is causing earthquakes with its rumble magic.
9	At the top of a volcano a massive Rook is awakening and threatens to make the volcano erupt.
10	A mischievous spectral Rookling haunts a town.
J	A town built on the back of a huge once-dormant Rook. But the Rook has awoken and is slowly on the move...
Q	People have reported a voice coming from within a massive dormant Rook...
K	A whole village is dreaming of the same Rook, but none of them have seen it... yet.

REWARD

CARD DRAWN	REWARD
SPADE ♠	2 TREASURES
CLUB ♣	2 TREASURES
HEART ♥	3 TREASURES
DIAMOND ♦	2 TREASURES



Once you have created a quest you can decide to accept it and head out to complete the requirements, or you can turn it down and ask for another. This is as simple as going through the process again and seeing what you get a second time.

Consider using the quests you DON'T take on as more aspects to your story. Other things are happening out in the world and maybe they can tie in to your character's overall adventure.

When you reach the EXPLORATION phase that your quest's target is at, don't draw any cards for that phase. Instead use the LOCATION and TWIST information to dictate where you are and the kind of Rook you are facing.

Upon finding your Rook target when you reach its location you must create your Rook opponent as you normally would but this time taking into account the TWIST and LOCATION when you battle it!

Upon completing your quest, and returning to the Guild with the proof, your character will then receive their reward. There is no time limit requirement for a quest. You can have a quest running in the background while your character does other things.

HOUSING DISTRICT

The Housing District is where the populace of the city live and is a great place for your story to develop if you need to meet a contact, stay with family or friends, or get some information.

The district mostly consists of Rook husks piled on top of one another to create something akin to an apartment block. Makeshift ladders and crude stairways clamber over lower houses to reach upper ones and here-and-there old Rook arms form bridges and washing lines.

Between the houses; wandering the various walkways and corridors are vendors selling food door-to-door, mysterious cultists going about their

shady business trying to recruit new members, and the residents themselves, gossiping or visiting friends.

It is a vibrant place and where your character will need to go if they are looking for someone. All manner of people live in the Housing Districts of cities; entertainers, brewers, retired heroes, seamstresses, tailors, huge families, hermits squirrelled away from the outside world, and soldiers for the army of the city.

The Housing District is a great place for anything to happen in your story that involves meeting new or old characters and advancing your adventure with information and rumour!



ROOKLING CRÈCHE

Rookling Crèches appear in most cities in the Colostle as a great place for Hunters to pickup their first Rookling companion for a quest. Or for those who live within the city to secure some cheap labour for their business or family home.

As a player you can trade any Rooklings you have adopted on your journey here for a chance at a different type using the table below. Or you can buy a Rookling for 2 TREASURES. Either way you must let the cards decide which you receive - its always a gamble with Rooklings!

CARD DRAWN	ROOKLING
A	A spidery one with 6 legs
2	A ball-shaped one that rolls
3	A telescopic one that extends and retracts
4	One with a large glowing eye
5	A speedy wheeled one
6	A friendly and loving one
7	One with powerful spring-like legs
8	It walks on 4 legs like a dog
9	One that splits into 3 parts
10	A mean looking one bristling with blades
J	One that magically floats in the air beside you
Q	One with a mysterious door in its front
K	One that emits garbled speech from time to time.

TAVERN

Every city has a Tavern; a place where tired battle-weary adventurers can eat well and lay their head for a couple of days. Since the world of the Colostle operates on a bartering system of commerce, you can trade any item you have found on your travels for a night's stay at the Tavern. This stay will grant your player +1 to either your COMBAT or EXPLORATION scores. You can only do this ONCE per visit to the city. You will have to spend at least one EXPLORATION phase outside of the city before being able to use the Tavern again.

The Tavern is also a great place to meet people and talk to strangers, and hear rumours and ask about any jobs that are needed. Once per visit to the Tavern you can ask a stranger for a quest and use the Quest Generation system from the Hunter's Guild section to create one. Then when complete you will need to return to the Tavern for your reward.

HOUSE FOR SALE

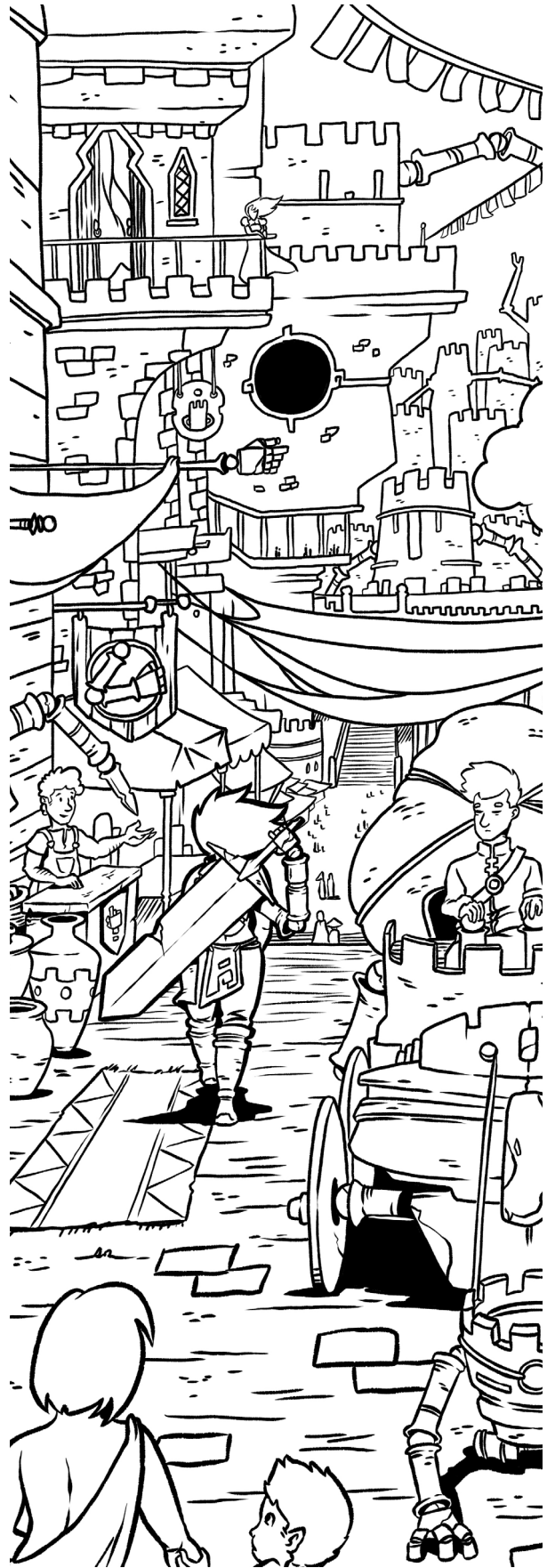
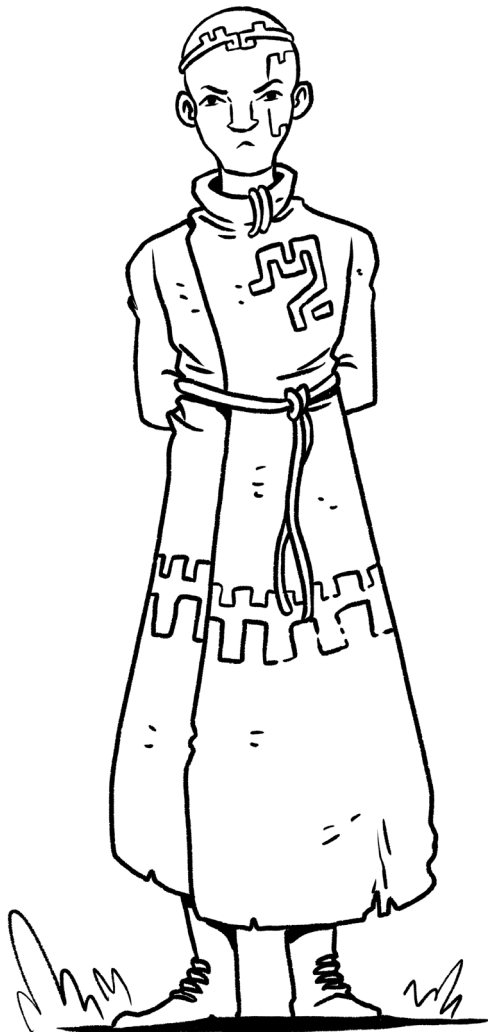
Living in a city does not come cheap. For 20 TREASURES you can buy a house in a city that has this option available. This is advisable to do if the city you have discovered has a lot of useful amenities.



Owning a house grants you plenty of story options for your character but it also grants your character 2 major boons:

HEALING - once per stay in the city you can heal your character fully back up to their starting EXPLORATION and COMBAT scores. Narratively this involves your character staying in the city for a WEEK.

FAST TRAVEL - As a resident you gain access to the city's Caravan service which allows your character the ability to fast travel back from any Hunter's Guild quests. This means your character won't have to spend the EXPLORATION phases to journey back after a quest and instead can travel for a single day in the caravan. You cannot use the Caravan to head out to a quest though - only to return home.



THE MERCHANT

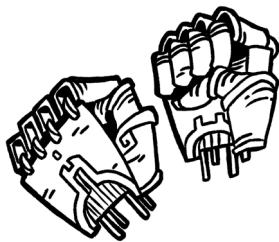
The Merchant is an interesting character found in their shop in the city streets. For a variety of different prices (see each item) all manner of strange devices, weapons and supplies can be purchased. Some of them are single use - others are pieces of equipment you can equip.

Some of these special items have a specific game-play function which is made clear in their description - but others are simply ways to make your character's story more interesting and allow you more options for description of what happens in your story.

If you have the items required for the special item's cost and you wish to buy the special item; simply cross off the items from your inventory and add the special item to your inventory.

Perhaps you can describe the strange gloomy shop in your story too and the mysterious untrustworthy looking shop-keeper behind the counter...

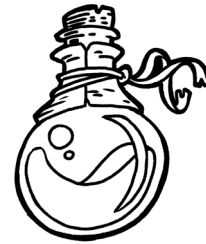
SPECIAL ITEMS



ROOK GAUNTLETS

Huge stone Rook hands that fit over your hands and allow you to punch with the power of a Rook.

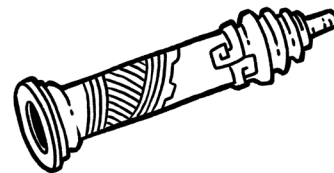
PRICE - Any 1 item



MYSTERIOUS POTION

A bottle of bubbling purple liquid. This potion once drunk, removes one WOUND of damage after battle. (One use only)

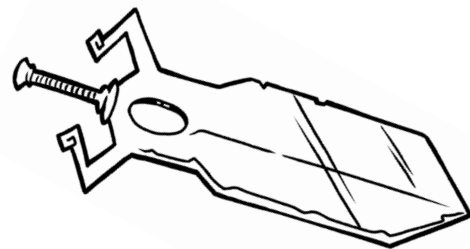
PRICE - 2 Treasures



EXTENDING POLE

Telescopic pole made from Rook parts. Allows you to vault upward and also attack from a distance

PRICE - Any 3 items



ELECTRIC SWORD

A Rook great sword imbued with Electric magic.

PRICE - 1 Treasure



GLIDER

Neat unfolding glider structure stored on your character's back that allows you to glide from heights.

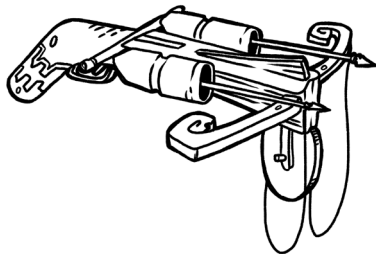
PRICE - 3 Treasures



WEATHERSTONE

A mysterious stone that summons weather. Check once against the WEATHER table in the OCEANS section to see what kind of weather it will always generate. Can be used once per EXPLORATION phase.

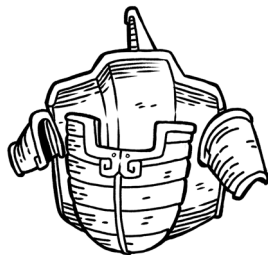
PRICE - Any 5 items



TRIPWIRE LAUNCHER

A crossbow-like device that launches 2 pins with a chain between them. When aimed correctly this can trip up a Rook.

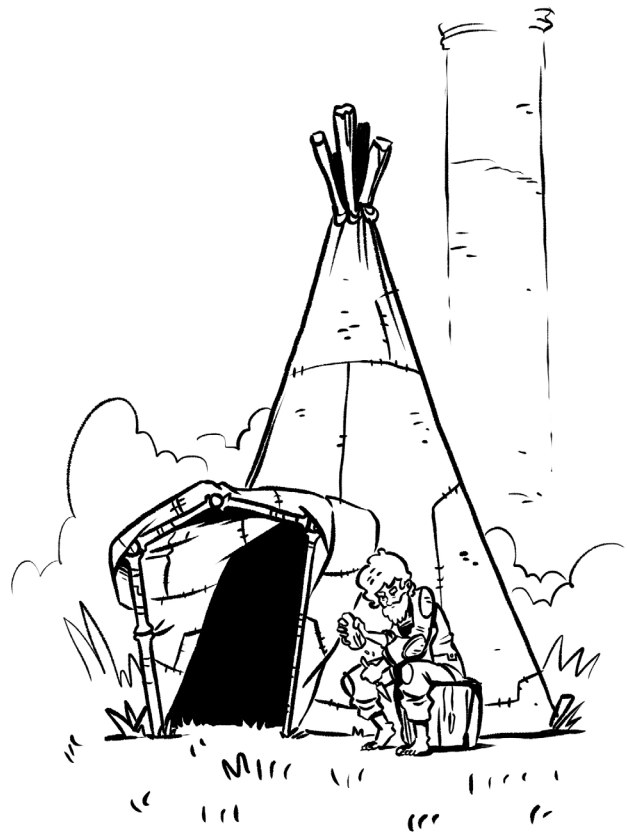
PRICE - 4 items



TURTLE SHELL ARMOUR

Stone Rook Armour in the shape of a turtle shell. Will block one wound of damage each COMBAT phase.

PRICE - 5 Treasures





BATTEMENTS ENCOUNTERS

DON'T READ THIS SECTION UNTIL YOUR CHARACTER HAS REACHED THE BATTEMENTS IN THEIR ADVENTURE.

Not many adventurers make it this far. This is a place not written about in history books, not charted by Cartographers, not known by storytellers. There are rumours of heroes making it to the rooftops of the Colostle, but not about them coming back. As such, the Battlements have become synonymous with the idea of an afterlife; a warrior's paradise that all Hunters go to when they die.

The truth is quite different, for the Battlements are definitely a place, and maybe you will be the first to come back and tell the tales of what you saw.

On the rooftops of the Colostle it is perpetual twilight; there is no grand light in the sky that brightens and dims like the Braziers in the rooms below. It is permanently gloomy and the sky is always lit up with millions of tiny bright points of light.

Looking out across the rooftops, it is a multi-tiered maze of castellations; huge flat courtyards and towering, crumbling towers as far as the eye can see.

There is some vegetation up here - trees growing from nooks in towers, fields of wild flowers and grasses coating a particularly large flat roof - but it has a feeling of wasteland; bare and wild, and windy like a prairie. The trees have few leaves and stick up like bony hands, clattering in the wind.

Scattered among these huge barren fields are structures; smaller towers and square castellated buildings that lead to ways back down into the rooms below, or house strange treasures and artefacts.

The strangest thing to a hunter, though, is the lack of Rooks - at least, the apparent lack of Rooks. There don't seem to be any lumbering around the landscape, and you are so used to seeing them practically everywhere in the rooms below...

That is, until you spend too long out in the open,

under the lights in the sky. There are plenty of places to take cover, to camp or take refuge, but if you spend too long visible to the sky, that's when they come... the Astrolithic Rooks.

Falling like burning coals from the impossibly huge sky above, the Astrolithic Rooks hurtle towards you with terrifying intent, at the last second, halting before hitting the ground at the last possible moment, unfolding their limbs and hovering there, still white-hot after their acceleration from on high.

You will meet other people like yourself; scattered, nomadic tribes who are trying to make a life on the battlements while searching for a route back down to the rooms that hasn't yet collapsed. They will tell you that no-one fights the Astrolithic Rooks, that they are impossibly strong and so hot to the touch. Instead everyone cowers and hides, and if one comes... you run.

Surviving on the battlements involves exposing yourself to the perils of Astrolithic Rooks as little as possible, which means keeping hidden. To this end, every encounter prompts BLACK or RED option means you either explore covertly, or you explore not carefully enough, potentially endangering yourself.

On your EXPLORATION phase, if you draw 3 or more RED cards you still discover what is written on those prompts, but you open yourself up to the EXPOSURE EVENT table. At this point - **before** drawing your EXPOSURE EVENT - you must decide if your character wants to take the risk and explore those locations, OR remain in cover for that day and stay safe.

Staying safe means writing in your journal about how you occupy yourself while hiding. And if you do hide for a phase, the next EXPLORATION phase you must draw a whole new set of cards, meaning what you could have discovered last phase is lost.

If you decide to take the risk, you must draw another card and check it against the EXPOSURE EVENT TABLE on the next page.



BATTLEMENTS ENCOUNTER TABLE

CARD DRAWN	PROMPT	
ACE	BLACK - STEALTHY	RED - EXPOSED!
	You come across a camp of nomads squatting in a large sturdy outbuilding on the edge of a rooftop. They have clearly been here for years, surviving a meagre frightened existence. Resting with them will heal one WOUND	
2	BLACK - STEALTHY	RED - EXPOSED!
	A barren prairie plain stretches off as far as the eye can see. This must be the flat roof of a ROOM below. There is little cover out here.	
3	BLACK - STEALTHY	RED - EXPOSED!
	A battlement edge. Looking down you can see the hodge-podge labyrinth of other roofs below; some flat, some slanted, with towers and crenellations jutting up between. Moving on will mean climbing down to another rooftop.	
4	BLACK - STEALTHY	RED - EXPOSED!
	A strange, small outbuilding that looks like a small castle tower, perched atop the roof you were traversing. Draw another card - if it is BLACK you find an ITEM (check the ITEM table), if it is RED you find another person, wounded and cowering in fear.	
5	BLACK - STEALTHY	RED - EXPOSED!
	A crashed ruin of an Astrolithic Rook. This one has huge rectangular wings of panelled blue glass, all cracked and smashed. You might be able to find Helm, Arm or Mounted materials, but there is no Rookling inside.	
6	BLACK - STEALTHY	RED - EXPOSED!
	A rooftop forest, perfect cover from the Astrolithics! Many trees, gathered together in a tight-knit group, force their gnarled roots up out of the stony brickwork that is the Colostle's rooftop. It is quiet and calm here, no wind, maybe animals to hunt?	
7	BLACK - STEALTHY	RED - EXPOSED!
	Ice wastes. This rooftop must house a cold Room below, as this whole rooftop is tundra. Arctic winds and ice - it is cold and the wind is piercing.	
8	BLACK - STEALTHY	RED - EXPOSED!
	You see a lone nomad sprinting in fear, and then you look beyond them and see an Astrolithic Rook speeding along, a few feet above the ground. Do you help?	
9	BLACK - STEALTHY	RED - EXPOSED!
	A hole in the roof. Looking down through it, you are faced first-hand with how dizzyingly high up you are. Through the wispy clouds you can see land masses and oceans below you like a patchwork blanket, miles away. Maybe you can climb through this hole and down to the Rafters of that Room?	
10	BLACK - STEALTHY	RED - EXPOSED!
	Another adventurer like yourself. They are friendly and tough and they agree to team up with you. If you are facing an Astrolithic Rook this turn they will assist you and reduce the Rook's COMBAT score by 1. In your battle, describe how the other adventurer assists you. If you don't meet a Rook this phase, the adventurer will heal one of your wounds and then you can decide if you continue to travel together or go your separate ways.	

JACK	A way back down. Maybe a staircase or climbable wall. If you choose to return to a Room below, return to the base rulebook for Encounters therein.
QUEEN	This counts as one RED card, no matter which colour you drew
KING	This counts as two RED cards, no matter which colour you drew

EXPOSURE EVENT TABLE

CARD DRAWN	BATTLEMENTS EVENT PROMPT
ACE/2	TREASURE FALL - A stone capsule falls from the sky, triggered by your movement. Nothing attacks you, but the capsule contains a TREASURE within it. to your inventory - you may be able to trade it later on in your adventure.
3/4	ASTROLITHIC ROOK CHASE - An Astrolithic Rook falls, but something about it seems wrong; it falls onto a distant rooftop, gets up, and turns in your direction. You see its eyes flash - it's hunting you! Describe how you run away and hide from it (using other prompts from this EXPLORATION phase), or turn to fight! (See below to create your opponent)
5/6	EERIE SILENCE - Nothing happens. Maybe you got away with it this time.
7/8	ASTROLITHIC WRECKFALL - draw another card to see if you are hit by debris from the falling wreck of a downed Astrolithic Rook. If it is RED you are hit and take one WOUND. If it is BLACK you are safe.
9/10	METEOR SHOWER - Tonnes of burning debris falls from the sky, perhaps once a Rook, but now just fiery balls of death. You're caught out with nowhere to take cover, take one WOUND.
J/Q/K	ASTROLITHIC ROOK APPEARS - See below to create your opponent and then fight!

COMBAT ON THE BATTLEMENTS

Fighting Astrolithic Rooks is a little different to fighting standard Rooks within the Rooms of the Colostle. For starters they are incredibly powerful with a COMBAT score of 6 - meaning they will have 6 rounds of attack. This also means you will inevitably take at least one wound when fighting one. This is just how it is; they are much stronger than you.

Astrolithics do not have a creation phase. Although every one is different, just like standard Rooks, they all fight in very similar ways.

Just like before you draw a card for each of the Rook's attacks and look to your own cards for a counter-attack each turn. However, rather than the standard table for dictating what the attack is; consult the table below to see what each attack is. The number is still the governor of the power of the attack, but the type of the attack allows for inspiration for how you write about the battle in your journal, and how you decide to sew your moves together to tell the story of your face-off.

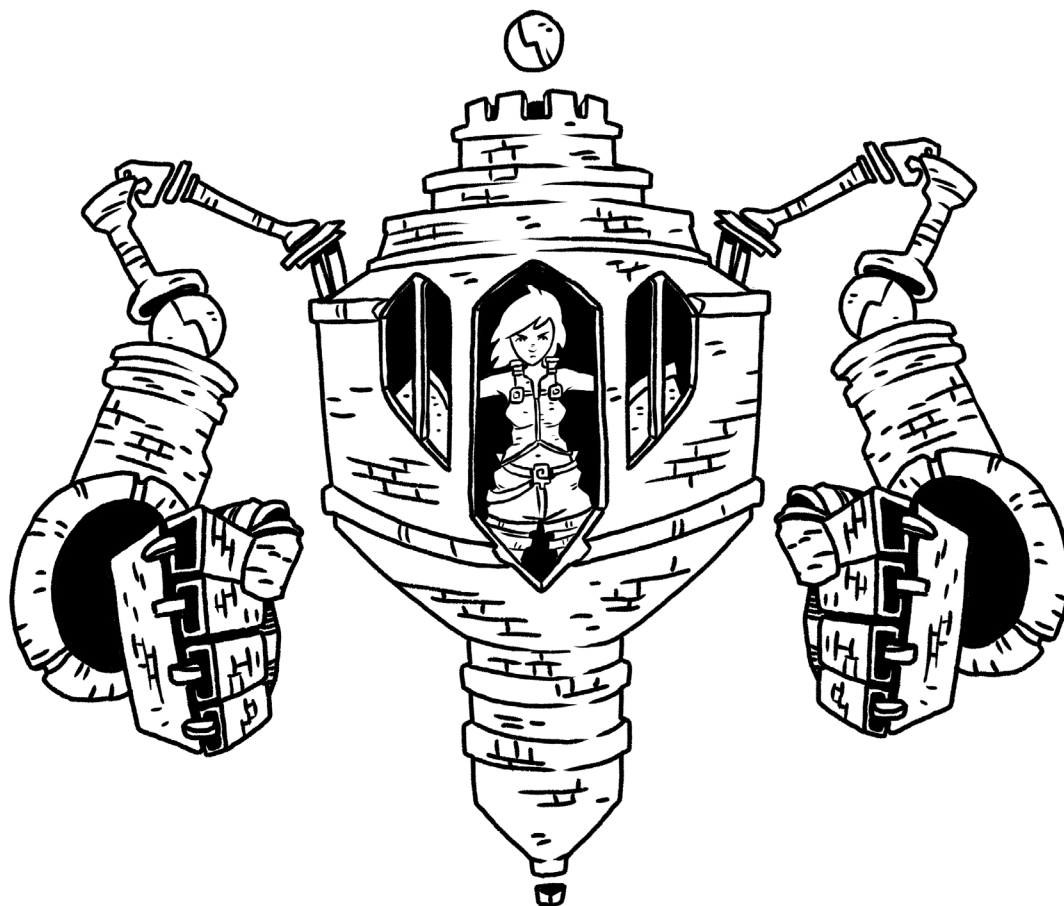
CARD DRAWN	ATTACK TYPE
SPADE ♠	LASER ATTACK The Rook seems to charge some kind of glass or crystal emitter and then suddenly a blast of white heat flashes from the end and hurtles towards your character in a straight line.
CLUB ♣	FLYING ATTACK The Rook swoops out of range of your attacks only to swing around in the air and lash out at you as it flies back.
HEART ♥	GRAB ATTACK A stone hand unfolds from a hidden location and grabs you. at the same time, the Rook hurtles into the sky carrying you upward. A fall from this height could really hurt!
DIAMOND ♦	ROCKET ATTACK The Rook disconnects a part of itself, perhaps one of its arms or a small turret and it blasts towards you with the same propulsion as the Rook has itself for flight. Your character braces as the stone missile streaks toward you...

If you win your reward is the husk of the Rook itself; now a pilot-able Rooksuit allowing you to become a 'Within'. (see next page)





CHARACTER CLASSES THE WITHIN



EXPLORATION SCORE -

COMBAT SCORE -

Those that take on the incredibly powerful Astrolithic Rooks and win are experienced, mythic warriors. And their reward is an opportunity to become Within. For with a little careful manipulation it is possible to climb into a defeated Astrolithic Rook and pilot it; like a huge stone suit of armour. However, not only are Astrolithic Rooks incredibly powerful with grand new weaponry never seen in the Rooms below... but they can fly.

CHARACTER TRAITS

Easily the most powerful class; 'Within' is a status that is earned and is never the start of your character's journey. Especially considering that the only way to attain a Rooksuit is by making it to the rooftops and slaying an Astrolithic Rook. All 'Within' start life as a different class - and when piloting their Rooksuit it acts as a temporary upgrade until they elect to leave it for some reason.

While 'Within', a player has a few options available to them: Firstly they can fly. They can use this ability to fast travel across the battlements, or re-enter the Rooms below and fly across those lands. On top of that the combat stats for a Within are immensely high, making you nearly unstoppable against other Rooks.

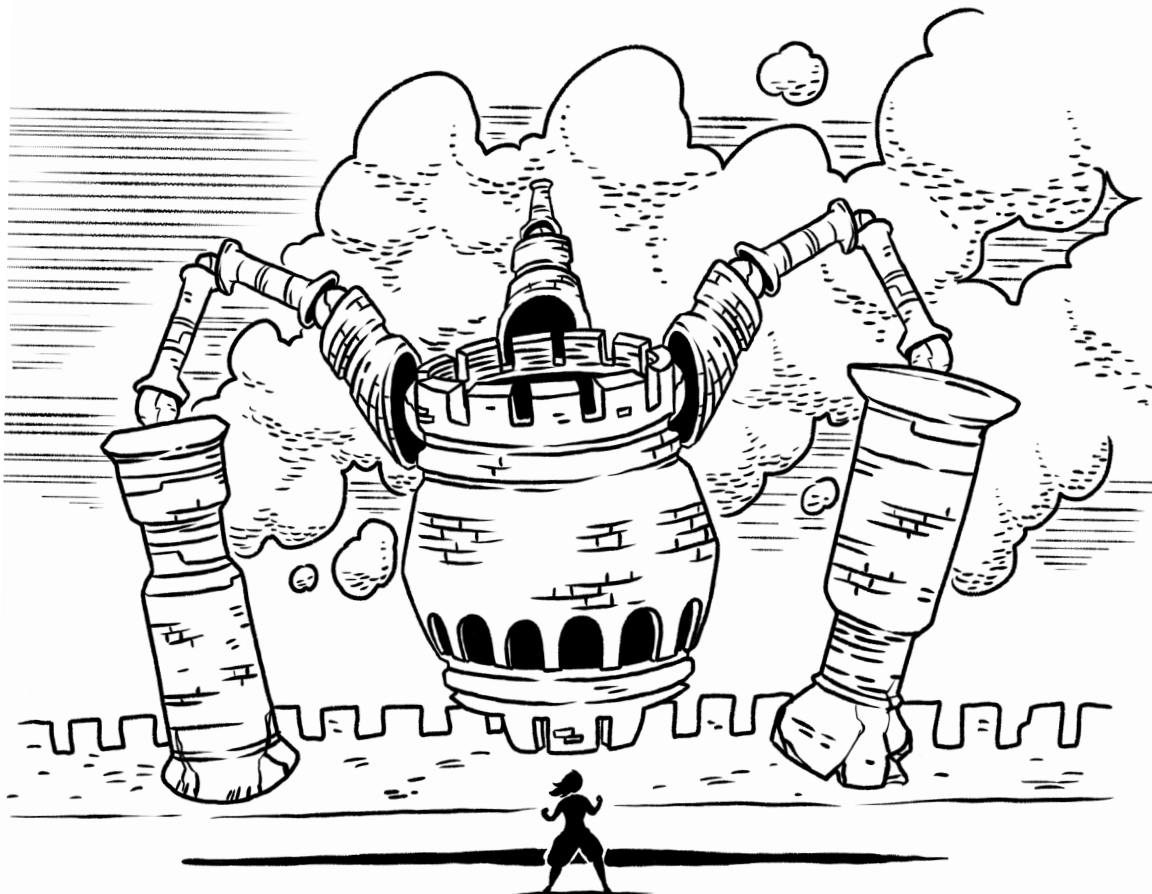
Being Within means you are not subject to Astrolithic Rook attacks whilst within the Rooksuit. The instant you leave the suit, the Astrolithics may notice you again.

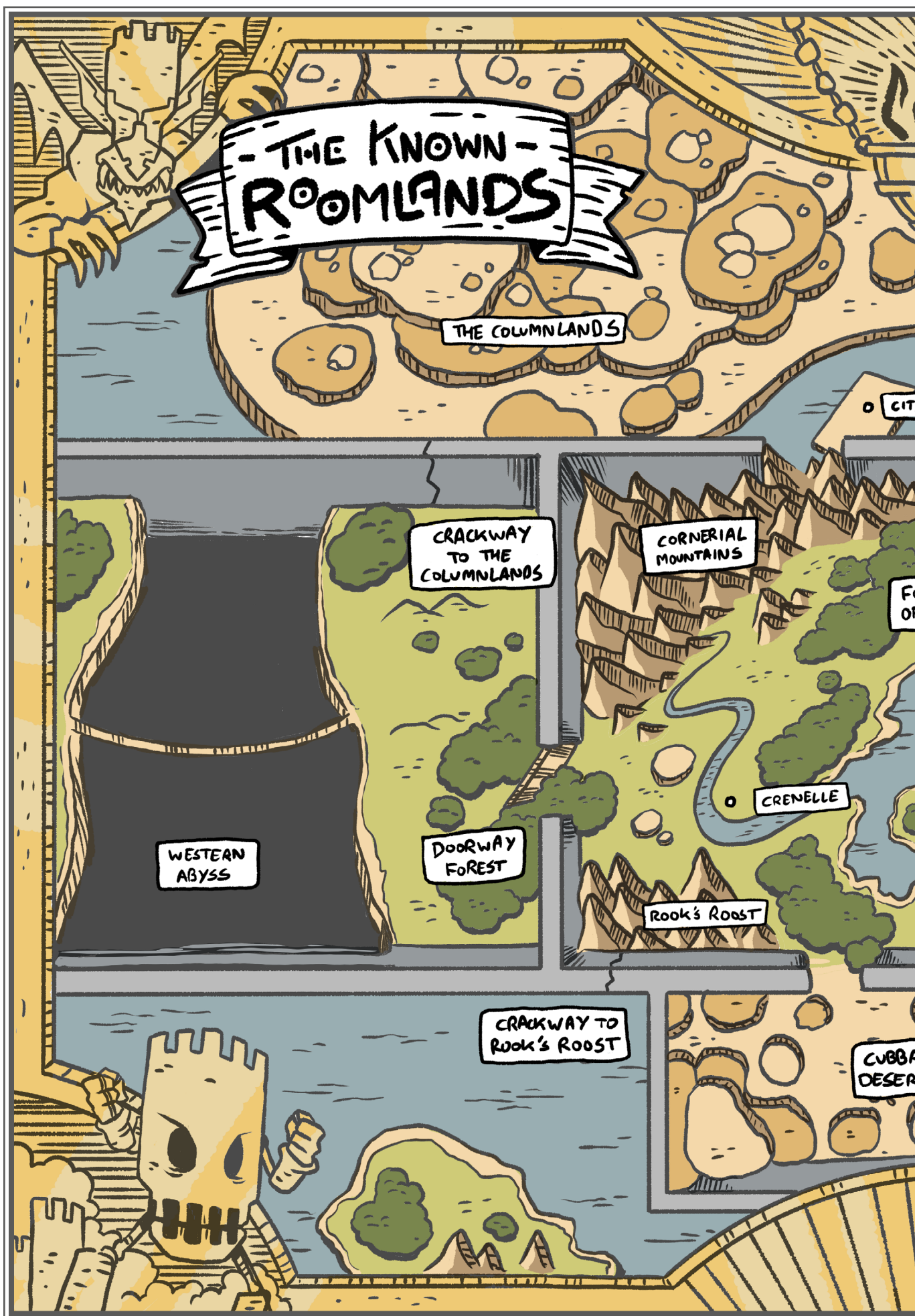
Check page 47 to see the kind of attacks you

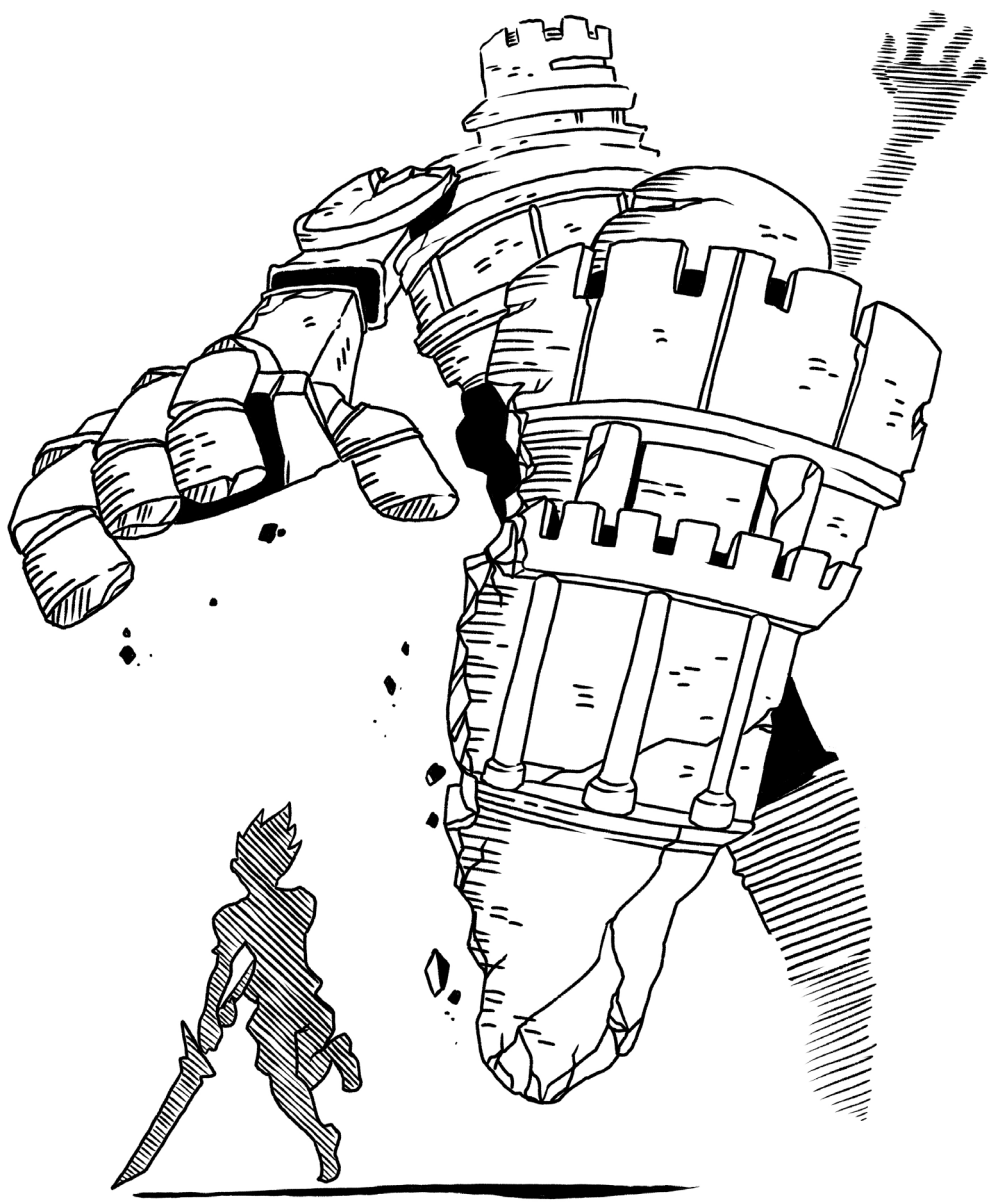
have available to you as a Within piloting an Astrolithic Rook.

When writing your Within character think carefully about what this means for your character's story. It could be considered an end, your warrior/adventurer reaching the zenith of legend; the highest power of all. Or perhaps this power changes your character somewhat; for good or for bad. Or you could continue your journey; now as a near invincible hero and your story could introduce moments of peril by being separated from your Rooksuit or having it stolen from you.

The Within is intended as the peak of your potential rewards; a gift to a player so that there is something at the end of the adventure to aspire to. But just imagine how the other characters you have met might react to seeing you in a Rooksuit - or what it might mean for advancing the story of your character's Calling.







COMBAT

COMBAT begins when you draw a card for an opponent (person or Rook) in your EXPLORATION phase and, as a character, decide to engage. When this happens, the COMBAT phase starts and the rules on these pages apply. (NOTE: If you draw multiple 'ROOK' cards they are ignored. You will only ever face one Rook at a time)

CREATING YOUR OPPONENT

CREATING YOUR OPPONENT - Another Person

You must draw cards to establish how they will fight you. There are 2 aspects that define a human opponent: their intention and their weapon.

First draw a card and consult the tables below to establish their INTENTION and WEAPON:

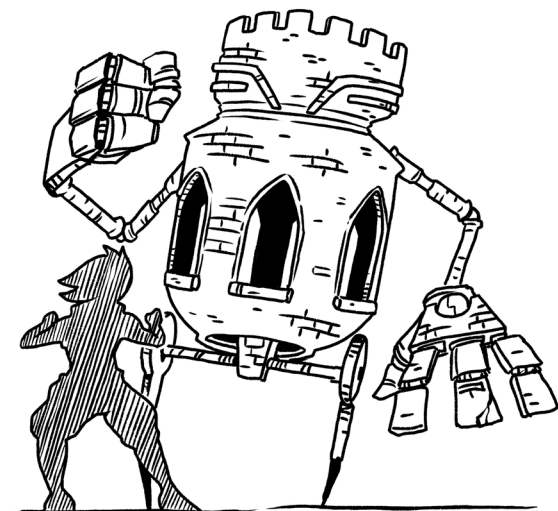
CARD DRAWN	INTENTION
SPADE ♠	Kill you
CLUB ♣	Steal from you
HEART ♥	Flee from you
DIAMOND ♦	Hide something from you

CARD DRAWN	WEAPON TYPE
1-6	Ranged
7-K	Melee

Use the INTENTION prompt to inform how they act in the fight and what they are trying to do. If you lose the fight then they will be successful in their INTENTION.

Use the WEAPON prompt to inform what they fight you with. Ranged might mean a bow or a spear. Melee could be a sword or fists.

With those aspects defined you are now ready to enter combat with this opponent. See FIGHTING to learn how combat actually works.



CREATING YOUR OPPONENT - A Rook

Rooks are a little more complicated to create and represent the largest threats you will encounter in the world of Colostle. Check the card of the Rook you drew in the EXPLORATION phase. (if you drew multiple Rook cards, you can choose which one represents your Rook)

- A medium Rook is the size of a car or a small building
- A massive Rook is the size of a large house up to a huge building. Large Rooks have battlements, balconies and rooms within them and are much harder to take down. A fight against a massive Rook might take place within it, with its attacks and type manifesting as traps within its internal structure. (see page 52 for illustration)

First you must draw one card and consult the tables below to establish the Rook's **MAGIC TYPE** and **BODY TYPE**:

CARD DRAWN	MAGIC TYPE
SPADE ♠	None
CLUB ♣	Electric
HEART ♥	Rumble
DIAMOND ♦	Ice

CARD DRAWN	BODY TYPE
1-7	Attack
8-K	Defence

Attack Type - This Rook is highly offensive, coming in close and fast with damaging melee attacks or long range weapon attacks.

Defence Type - This Rook is more defensive; maybe it huddles tight with its thick stone hide or blocks attacks with a huge shield.

The BODY TYPE dictates the shape and look of the rook, the kind of attack it would use, if it does a physical attack (See FIGHTING), and also the kind of ARM you would get as a reward for defeating it. An attack arm might be a blade or chain whip. A defence arm might be a shield or an air blaster that propels you out of danger. (A player character can have multiple rook arms.)

CREATING YOUR OPPONENT

CREATING YOUR OPPONENT - A Rook (continued)

The MAGIC TYPE determines the kind of attack the Rook would use if it does a magical attack (see FIGHTING), and also the kind of HELM you would get as a reward for defeating it. (Players can have multiple Helms but can only wear one at a time)

As before, there are no different rules for different types of Magic. These are simply flavour for you to write about how the Rook attacks you.

Secondly, draw another card to establish the Rook's **WEAPON** and your **REWARD** for defeating it:

CARD DRAWN	WEAPON TYPE
1-6	Ranged
7-K	Melee

CARD DRAWN	REWARD
SPADE ♠	Helm
CLUB ♣	Arm
HEART ♥	Rookling
DIAMOND ♦	Weapon

A ranged weapon on a Rook might be crossbows - or even cannon - mounted on its parapets. A melee weapon is likely to be a large sword or club. The WEAPON determines what kind of weapon the Rook would use if it does a weapon attack (see FIGHTING) and also the kind of weapon you would get as a reward for defeating it. (Players are limited to using 2 weapons at a time, unless they have ARMS that can hold more)

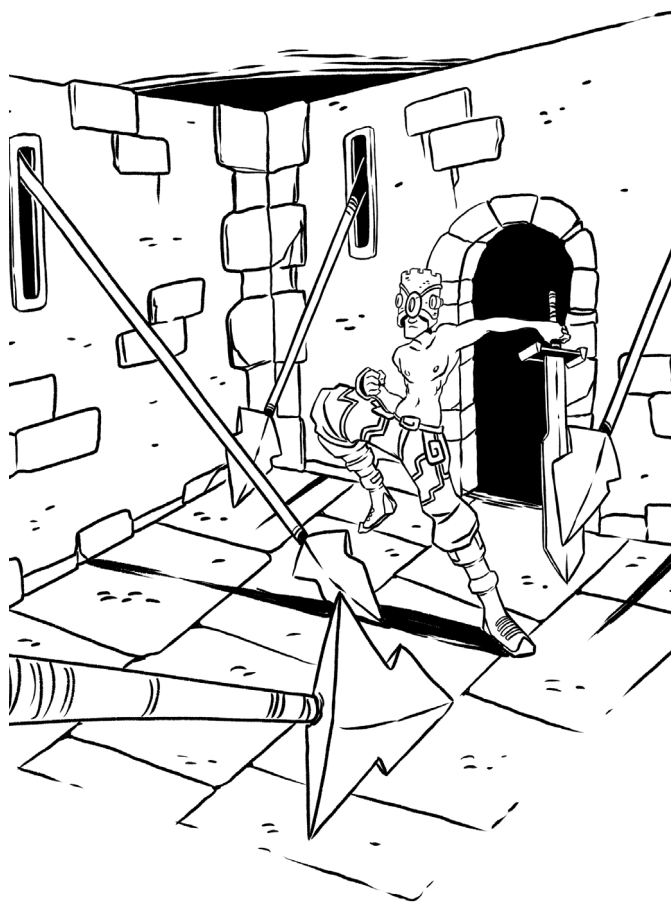
As for the REWARD, see the Character classes section to learn about Helms, Arms, Rooklings and Weapons. The Rookling sits at the heart a Rook, and is a smaller version of it - sharing the same Body and Magic type as its larger counterpart. The Rookling is yours to command if you win.

With all these elements noted down, and your opponent created, it is time to go to battle!

REWARDS: Your character may not be inclined or even able to use the REWARD you gain from a battle - it is up to you and the abilities of your character. However, even if your character cannot make use of a reward, it is a valuable item in your possession that you may be able to sell or trade in the future.

There is, of course, a chance your character might die - it's completely up to you what you do at this point. If you wish to keep adventuring in the Colostle, you could create a new character. Perhaps they find the journal of your previous character and add their own entries to the book.

Or maybe you pass your journal onto a friend, for them to add entries to the journal about the adventures of their character...



FIGHTING

Now that your opponent is fully realised, it is time to fight!

First, draw a number of cards equal to your COMBAT SCORE and place them face up in front of you. These are your OPTIONS for this battle.

Second, check the combat score of your opponent in the table below:

OPONENT	COMBAT SCORE
ANOTHER PERSON	1
MEDIUM ROOK	3
MASSIVE ROOK	5

Fighting involves countering your opponent's attack cards with cards from your face up OPTIONS.

Draw the first of the opponent's cards and place it face up in front of you. This is your opponent's first attack. To counter it, you must allocate one of your OPTIONS. A higher number will beat the attack. If you don't have a higher number card you must allocate one of your lower ones to it anyway and mark a WOUND against yourself. Then prepare for the next enemy attack (if it has any attacks left).

This proceeds, one enemy attack at a time, until the opponent has used all of their attack cards (according to their COMBAT SCORE).

As well as the attack's number, the attack's TYPE is determined by the card's suit. This is true for your player's counters too. See table below:

CARD DRAWN	ATTACK TYPE
SPADE ♠	Unarmed Attack
CLUB ♣	Weapon Attack
HEART ♥	Magic Attack
DIAMOND ♦	Creative Attack

♠ **Unarmed Attack** - an attack using the body or fists.

♣ **Weapon Attack** - an attack using a weapon. Your character - or an opponent - will have been assigned weaponry when you created them. If your character or opponent does not possess a weapon, this card is treated like an Unarmed Attack.

♥ **Magic Attack** - an attack using any of the 3 types of magic (ice, fire or rumble). If your character or opponent does not possess magic, this card is treated like an Unarmed Attack.

♦ **Creative Attack** - an opportunity for you to come up with something a little different. Maybe an attack combines weaponry and magic to create an electric sword. Or perhaps you throw an item or kick sand to blind your opponent.

Attack types are there for flavour, to create a choreography in your battles. The only thing that matters from a gameplay perspective is the number on the card, to determine if you win or lose that round.

CLASHES - If your card number EQUALS that of the incoming attack, that is a CLASH and your player does not receive a WOUND.

CRITICAL HITS - If your counter-attack beats the incoming attack and is of the *same suit*, that is a CRITICAL HIT! You can come up with how you used your attack to disable your enemy. A CRITICAL HIT decreases the opponent's remaining attacks by 1. (Enemies cannot CRITICAL HIT against you)

WINNING - You are victorious in COMBAT if you defeated the majority of your opponent's incoming attacks. For example, if you were fighting a medium Rook, you would need to have defeated 2 out of 3 of it's incoming attacks.

If you win in COMBAT against a Rook, you may take the Rook's reward AND add one point to your EXPLORATION or COMBAT score.

If you win in COMBAT against a human, you gain 1 treasure. Keep track of your treasures, as you may be able to trade with them later on.





FIGHTING

WOUNDS - At the end of COMBAT you must count up the number of wounds your character has taken. For each wound your character has, you must remove one point from either your EXPLORATION or COMBAT scores. Think about what form these wounds take and how they might affect your character's ongoing adventure. Make it a part of your character's legend and story. Maybe they heal over time, and in which case, your scores go back up. Or maybe they don't, and your character carries their scars with them, losing the use of a hand or walking with a limp.

NOTE: Your EXPLORATION or COMBAT scores can never go higher than a maximum of 5 each.

LOSING - your opponent lives and you receive no reward. Any wounds received in this COMBAT phase still take effect - both on you and your opponent. Maybe you will encounter this opponent again - a 'white whale' for your character. If you do, this you can count any wounds you managed to land against it as still there and reduce its combat score accordingly.

With a battle complete your adventure continues. You begin a new EXPLORATION phase and see where your journey takes you.

If your character receives enough wounds to reduce either their EXPLORATION or COMBAT score to zero, then they are dead. Write your last entry in your character's journal as they lie there, knowing the end is upon them, or have it end abruptly as their light goes out. This is your character's final moments - make it a fitting end to their legendary journey.



ROOKING IS NOT
POWER SOURCE.
ROOKING CAN BE
REMOVED + ROOK
WILL STILL
FUNCTION...

NO VISUAL CENTRE /
EYES (THOUGH SOME
HAVE A FACE)?!

CRYSTAL CHAMBER
-ROCKSTONE HOUSING
+ SOURCE OF MAGICAL
POWER + ABILITIES

ROOKING
COCOON
-ROOKING WILL
BE FOUND HERE
IN SLEEPLIKE STATE
UNTIL REMOVED.

EVERY MECHANICAL
PART IS SELF-POWERED
AND WILL OPERATE
INDEPENDENTLY IF
REMOVED.

ARM MECHANICS

EVERYTHING
MADE OF
STONE...

LEG
MECHANICS

INTERNAL DEFENCES
-ANY NON-FUNCTIONAL
ROOMS ARE DEFENDED
WITH TRAPS TO PREVENT
INTERNAL INVASION

IMMUNE
SYSTEM??

INTERNAL ROOMS
SEEM TO BE AN
INEFFICIENT
LAYOUT FOR
MECHANICS
??

NO BRAIN OR
CENTRE OF
SENTIENCE

- ROOK - INTERNAL STRUCTURE -



JOURNAL ENTRY EXAMPLE

Here's an example of just one way you could lay out your journal. This example shows how you can interpret the rules of the game into something that resembles a story told from your character's point of view. This entry was created by following the rules laid out in this book...

EXPLORATION: 6 ♣ Caught in a trap - K♦ Massive Rook - 5 ♠ Strange machine

The day was cold and there was a thin wispy mist across the hills, the kind that almost flows off tree branches and rocky outcrops like water. Because of the mist it took a while to notice the machine - at first it was a silhouette and then it was there, towering in front of me.

It seemed to be relatively intact; an array of levers and gearwheels with a central column that looked as though it could rise and fall. What could it be? I reached for the nearest lever but it was huge and stiff - it made more sense for me to use my Arm.

I willed the hulking stone limb into place and grabbed the lever firmly, and it moved! But then, disaster struck! The lever moved suddenly, taking my Arm deep into the inner workings of the machine and locking it in place between wheels and latches. I was trapped!

It was then I heard the all-too-familiar booming footsteps of a Rook... it was heading straight for me... easy prey, I was going to have to fight...

COMBAT: 3 ♦ Attack type with Ice Magic - 7 ♣ Melee attack and Arm reward

Straight away it swung an arm and launched an ice attack, cold crystals growing up the side of my arm. It hurt terribly but the ice made my Arm brittle and I broke it off, freeing myself from the machine. It swung a huge arm toward me but it collided with a hard rocky outcrop and its arm smashed to pieces - it was like a road bridge collapsing in front of me! It had wounded itself.

It was fast, but I was faster. As it readied a swing with its other arm I sprinted around behind it, causing it to lose its footing as it tried to keep me in its sights. The huge, hulking, building-sized monstrosity tripped on the wreckage of its own arm and fell, its body smashing against more rocks. It lay still, like a ruined castle tower.

It took me some time, struggling with the frozen wound on my side, but I managed to disconnect one of its smaller arms and attach it to the apparatus on my back. This one was thin and fast, with a sharp blade... it would do nicely...

LOSTLE

A SOLO RPG ADVENTURE

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LOOK

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COMBAT SCORE -

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INVENTORY - EQUIPMENT/ITEMS

ADVENTURE NOTES

TREASURES

CHARACTER SHEET

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In January 2021 I ran a Kickstarter campaign to bring my vision for this world and this Solo RPG system to life. At that point it was just a small paperback zine, but thanks to the support of these amazing people it was able to grow into so much more. You have all these people to thank for Colostle being the hardback you hold in your hands now. Thanks Roomlanders!

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 Jon Auerbach
 Jon Padgett
 Jon Powell
 Jon Quixote, Knight of Dreams
 Jon Stutzman
 Jon Zappa
 Jonathan
 Jonathan "Buddha" Davis
 Jonathan Aders
 Jonathan Clarkin
 Jonathan F. Sullivan
 Jonathan Guerra
 Jonathan Korman
 Jonathan Machado
 Jonathan Mendonca
 Jonathan Morgan
 Jonathan Proulx-Salvas
 Jonathan Repetto
 Jonathan Smith
 Jonathan White
 Jonathan Horner
 Jonboj lhl
 Joncat
 Joony
 Jordan Doan
 Jordan Dukes
 Jordan Mathis
 Jordan Olsen
 Jordan X Navarrette
 Jordy van Opstal
 Jörg Hagenberg
 Jose Galata Jr
 Jose Napoleon Cuasay Artiaga IV
 Jose Saenz
 Joseph deBonoPaula
 Joseph Moore
 Joseph Morrison
 Joseph Thoyne
 Joseph.L.Thomas
 Josh "The Wizard" Phillips
 Josh C
 Josh Cassidy
 Josh Cunningham
 Josh Farkas
 Josh M.
 Josh Mattern
 Josh McGraw
 Josh Stevens
 Josh W
 Josh Whitney
 Joshua Barry
 Joshua Fontaine
 Joshua Furlong
 Joshua Gilbert
 Joshua Golsan
 Joshua Kumar
 Joshua Lawson
 Joshua McGrew
 Joshua Michael Harper
 Joshua Shiel
 Josiah R
 JotaMo1993
 Joy Houston
 Joyce
 JPM
 JS
 JTravallalVII
 Juan Antonio Garcia
 Juan Brimacombe aka Nobody
 Judd Karlman
 Julia Tuason
 Julian Collado
 Julian N.
 Julian Vezens
 Julius "Zalor" Jämsén
 JunshengKeh
 Jürgen Neuwirth
 Jürgen Waleit
 Justin "Juice" Bridges
 Justin "Magnus Vanskellig" Mitchell
 Justin "Spoon" Guida
 Justin Scott
 Justin Stockard
 Justin Wawrzonek
 Jye
 K Bourque
 K. Dolan
 K. Gasvoda
 K4n70

Kai
 Kai
 Kalcheus
 Kannan Alagesan
 Kara Nelson
 Karan Talami
 Karan Vashisht
 Karanaida Apban
 Kardinus
 Karen Lodge
 Karen Winger
 Karli Dayton
 Karl Kreu
 Karli Szymanski
 Karlos AG
 Karmaliend
 Karolus Africanus
 Karsosaki
 Katyn Dougharty
 Kas
 Kasper Steen
 Kassie M.
 Kate and Tillie Jaeger
 Kate M. Torrens
 Kathryn Caulkins
 Katie Marsh
 Katy Graham
 Kay Rhodes
 Kaya
 Keith
 Keith A Leonard
 Keith Laviola
 Keith T
 Keiley Calderon
 Kelly Brown
 Kelly Steellhammer
 Ken Davies
 Ken Kuhn
 Ken McGechaen
 Ken Reynolds
 Ken Sexe
 Ken Sheldon
 Ken Stark
 Kenna May
 Kennedy
 Kenneth McGonigle
 Kenny Noh
 Kerry
 Kerry Garvin
 Kevin &3 Salena
 Kevin Carr
 Kevin Danielson
 Kevin Gibson
 Kevin Jakobs
 Kevin Lee
 Kevin North
 Kevin Patrick, Jr.
 Kevin Thomssen
 Kevin Winter
 Kfors
 Khaydari
 kidtier
 Kieran Beckenkraeger
 Kieran R
 Kij Marie Anastacio
 Kilwyn
 Kim "suebob" swanson
 Kimber Moler
 Kimberly C Orr
 Kippy Tidwell
 Kissanpoika
 Kjell Henrik Johansen
 Kranitz Tih
 krausyd
 Kris Allison
 Kris Nauclous
 Kris Simon
 Kristian "FalconAshe" Kaufmann
 Kristie Parker
 Kristof "KiKiN" Lambrechts
 Kristy Overaitis
 Krong
 Kuerya Lhaden
 Kurt Schueddig
 Kusheil
 Kyle David Frost
 Kyle Donelan
 Kyle Griffiths
 Kyle Rogers
 Kyle Todesca
 KYNG
 Kyp Pilalas
 Kyril
 L.M. Hugenholtz
 L.F.Felch
 Lachlan Ferguson
 Lai Dee Loon
 Lance "UndeadViking" Myxter
 Landon Barnickle
 Landon Farley
 LaPipe
 Lars Frøde
 Laura Cazzari
 Laura Jenkinson-Brown
 Laura Robertson-Card
 Lauren E Evans
 Lauren Marfunas
 Lauren Queen of Awesome Carnall
 Laurence Wright
 Laurie Blake
 Lawjick
 Lawrence "Skip" Zepeda
 Lawrence Gong
 Lawrie
 Le Harponneur
 Léa Chambaz
 Lea Strang
 Leam Elgie
 Leanne Findlay
 Learning Instigator & Love Activist
 leberschnitzel
 Lee Bagley
 Lee Cox
 Lee Hushwait
 Lee Martoff
 Lee Parker
 Lee Wells
 Lee Werrin
 LeMat
 Leon Spencer
 Leonardo Aloia
 Leonardo Lee
 Leonidas1994
 Lerner Alexander
 Leron Cylbreath
 Leroy Spering
 Lewis Harper
 Lews Therin Telamon
 LexOfLeviatan
 Liam Meakins

Liam Moher
Liam Sullivan
Libby Holmes
Lil Gideon Loamsle
Liliana Weimer
Lily Ibejo
Lily of the Void
Lily Liaw
Linda Dailey Paulson
Lindsey Smith
Line Krab
Link3995
Lionel Gettcliffe-Rudling
Lisa Jones
Lisa Kaiffer
LittleFugue
Liz Moréno
LMB
Logan & Kit Patterson
Logan Dwight
Logan Gilbert
Lord Boya
Lorenzo Fantoni
Loross
Lou
Louis Luangkesorn
Louis Mynhardt
Louis Weinzwieg, King Of The Mules.
Louise Martin
Lovingdead
Low Pickett
Luca "Lek" Carioni
Lucas Falk
Lucas Yantz
Lucia Koonings
Lucile Jules-Gaston
Lucio Rodriguez
Lucky sevens
Luis Almonacid
Luis Emmanuel Rodríguez-Reyes
Luis Fernández González
Luis Mario Salas Hernández
Luiz Felipe Ribeiro Palmeira
Luke - Crazy Maker Nerd
Luke Clark
Luke G - Priest of Egg
Luke Juntunen
Luke Molnar
Luniki
Lydean Kenzall
Lydia Ward
M Holmes
M.Sloninka
Maarten Berns
Mackenzie Wortman
Maddox Ashley Adelaide
Madelancholy
Madison Tinsley
Madmartimx
Maggis C
Mandi Hutchinson
Mandy Tong
Mannyandtheforest
Manuel V. Rodriguez
MaribelLoma
Marc "Lizzard" Getter
Marc Castells i Güell
Marc Cook
Marc McAllister
Marc Milleur Le Plaine
Marc S
Marc Smith
Marc-André Durocher
Marco
Marco Andreetto
Marco Armbruster
Marco DG
Marcos Posada
Marcus "ArcRazor" Buck
Marcus Baseler
Marcus Benton Bellamy
Marcus M. Rommel
Marcus Roberts
Mare Matthews
Mariah Leah Jensen
Mariam K
Marilyn Donahue
Mario Guzman
Mario L. Barchies
Marion Aneme
Mark Barr
Mark Bridge
Mark Bridgewater
Mark Clements
Mark Deibel
Mark DeGino
Mark Erit Marchani
Mark Glavin
Mark Hillman
Mark Jose
Mark Laird
Mark Leymaster of Grammarly
Mark Maltais
Mark Meredith
Mark Minnich
Mark Peppiatt
Mark Schiavo
Mark Southall
Mark Sztainbok
Mark Taraba
Marko Itrono
Markus Klarwein
Marouk
Marras
Marsh J. Lynx
Martin
Martin Gehrke
Martin Greening
Martin Lielblach
Martin Ludvigsson
Martin Moretti
Martin Pinkerton
Martin Prucha
Marty J
Marty French
Marvin Herzan
Mary-Beth Roberts
Massimiliano "MegaPikaKeroro" Luisi
Masterweaver
Mat Blackstock
Mateo Willford
Mateus Feldmann
Mathew Breitenbach
Mathew Meninger
Mathieu Perreault-Dorion
Matt "GrapeApe" Robertson
Matt Anderson
matt ashton
Matt B
Matt Dean

Matt Dykes
Matt F
Matt Fletcher
Matt Gray
Matt Kay
Matt Posterna
Matt Robinson
Matt Semple
Matt Snover
Matteo Barbero
Matthew Ahern
Matthew Alsop
Matthew Coates
Matthew Cronan
Matthew Demelio
Matthew Edwards
Matthew Edwards
Matthew Gasper
Matthew Gravelyn
Matthew Grover
Matthew Hawn
Matthew Hitchcock
Matthew J Leavens
Matthew Kennell
Matthew Mistalski
Matthew N.
Matthew Pellizzon
Matthew Strickland
Matthias Karlsson
Matthoi Berger
Matty Jamieson
Maven Clementine Morchella
Mawacate
Max Krawiec
Max Lawson
Max Tibballin
Maxime GILBERT
Maximilian "Zhemni" Haas
Maxwell Walker
Mayne Lowe
Matz Moreno
McLeods
Megan Condis
Megan Isherwood
megane
Meggin Cody
Merfield
Melissa Allen
Melissa Campbell
Melissa Ward
Mendel Schmiedekamp
Merrigle
Merrick
Merron Grey
Message 128
Micah R. Maloney
Michael "Hyperawareness" Fenton
Michael "Mikeystein" Ramage
Michael & Lily Albert
Michael & Sarah Trevino
Michael Backes
Michael Ben Silva
Michael Blackwell
Michael Casey
Michael Edger
Michael F. Burns
Michael Fleming
Michael G. Melim
Michael Gionell
Michael Gonzales
Michael Huels
Michael Kealey
Michael Kolossa
Michael Long
Michael M. Kroeker
Michael McAteer
Michael Matuskey
Michael McVeigh
Michael Merfield
Michael Nimmo
Michael Pearson
Michael Peraza
Michael Pulipher
Michael R. Schwob
Michael Rudmann
Michael S. Cherre, Jr
Michael Scalise
Michael Steffert
Michael Snook
Michael Tauriainen
Michael V.
Michael W. Carpenter
Michael Zimmerman
Michael C
Michel Rodriguez
Michele "Snake" Gelli
Michelle A Raymond
Mick "Marvel" Murray
Mickaël GSD
Miguel A. Polanco Mendoza
Miguel F Santiago Irizarry
Miguel Poulin
Miguel Valdivia Molina
Mike "the hammer" Arsenault
Mike (DogEgg)
Mike Berg
Mike Blake
Mike Casey
Mike Garguilo
Mike Garley
Mike Groels
Mike Hawkins
Mike Huovila
Mike J Cox
Mike Olson
Mike Ratliff
Mike Rivero
Mike Westley
Mike Zosch
Mikkel Øberg
Miklay Miclaunchi
Mimallah Schofield
Min Ro
Minetauer
Mirrari
Mischa D. Krilov
Mister Fawly
Mitch Condie
Mitch Lumpford
Mitch Megaw
Mitch S
Mitch Wineman
Mitchell F.
MJ Greer
MMancino
Moebius
Mohammad Alrashidi
Monney Dam Drad
Moon_Head
Morgan Hazel

Morgan of the New World
Moritz Eggert
Morlen E. Malmberg
Mourice
Mr. Pajo
Mr. B
Mr. Schaeffer
Mum
Murongying
Muttbeard
MW
Mx. Tiffany Leigh
Myke "Inard" Thomas
Myles Corcoran
Myriam Labbe
Myron Born
N. Crandall
N. Luna
N. Tanksley
N/a
n/a
N/A
N/A
N/A (pls do not list my name)
na
Nacho Romano Aspas
Nadulpan
Nahugawa
Naimed
Namoiram
Nancy Hutchins
Nancy M. Silva
Nara Pons Morel
Nastyfox
Ned At Mills
Natalie Zimmer
Natasha Ence
Natasha Sica
Nate Blanchard
Nate@Bristol
Nathan and CJ
Nathan Brand
Nathan Emery
Nathan Fitzgerald
Nathan Malzahn
Nathan Rucci
Nathanal D. Robinson
NC
Ned Emerick
Ned Newberry
Nefflok
Neil Blalberg
Neil Ng
Nekoria
Nemo
Nenad Joe Jovanovic
NeryW
Nessalantha
Nevyn Holmes
NewtonGames
ngeunit1
Nich Chelle-Andersen
Nicholas A. Piazza
Nicholas Covington
Nicholas Garcia
Nicholas Lehnert
Nicholas S. Kelly
Nicholas Timperio
Nichole Bechel
Nick Bernelli
Nick Consola
Nick Dixon
Nick Gutierrez
Nick M
Nick Mabry
Nick Mckee
Nick Mozzicato
Nick Sims
Nicolas "Gulix" Ronvel
Nicolas Bazin
Nicolas Moisy
Nicolas Tremblay
Nicole Terc
"Nikki Stu
Chris Rowlands"
Nina Silver Ch.
Nino Magro
No preference. I look forwards to
playing tho!
no thank you
Noah Lesgold
Nodsgrinly
Noel "TNT" Tobin
Noel Keating
Nogame
Nolan Alber
Nolan The Guthrie
None
Norm
Norman Friis
Not
Not necessary, feel free to include
(or not) to your liking. thank you for
the content.
Nyx Hollindrake
O'Reilly Family
ObieMy
occamite
Ofous
oldgreg07
Olgun Elcin
Oli Lacroix
Oliver Dewar-Haggart
Oliver Drozd
Oliver León
Oliver Moreira
Ollie Neale
Omar Gómez Ortega
One Player
Opfelchen
Oras
Orian
Oscar González Cabo
Oso Groggy
Otto von Spitzer
Oubliette
Our Hero Andy
Outhouse
Owen "barrence" Buck
Oz
P.J. Harmer
P.R. Estrada
Pórtos
Pabtrack
Paladin10
Pallas Ovidius
Parker Evan Thompson
Parker Ferguson

Pascal Rivette
Paschalis Antoniou
Patrick Benfield
Patrick Briggs
Patrick Butler Monterde
Patrick D. Lewis
Patrick Hart
Patrick Higgins
Patrick Hunt
Patrick Kiefer
Patrick Mc Ardle
Patrick Nadeau
Patrick Oglesby
Patrick Willoughby
Paul Ali
Paul B. Smith
Paul Clarke
Paul Davies
Paul F
Paul Ford
Paul Hart
Paul Kanter
Paul Keyes
Paul Martin Böer
Paul Michael Hall Munday
Paul Smith
Paul Vingo
Paul-Emmanuel BES (Peb)
Paulo Cortes
PaulPrograms
PavLas
Paweł Kostka
Paweł Pindelski
Pawns' Gamebag
pax
PBJames
Pedro Filipe Vasconcelos
Pedro Martinez
Pedro Quina aka 5a
Peiblit
Pete Petón
Pete Holmes
Pete Wilhelm
Peter "St. Bastard" Pudela
Peter "piddanpriest" Hakansson
Peter C Wallis Esq
Peter d. M. Castro
Peter Dobiasch
Peter J. Jansen
Peter Meila
Peter Monroe
Peter Mueller
Peter Niblett
Peter Smith
Peter Wigno
Petwag
Phero
Phil Angell
Phil Stagers
Phillip Wilde
Phillippe Gerbeau
Phillip O'Brien
Phillip Sean Steder
Phoenix Hung and Dustin Lewis
Phoenix Lawson
PhroySalaris
Pickles Pete
Pierfrancesco Conti
Pierre Cudennec
Pierre Vauchel
Pierre-Louis Fournier
Pietro "ed3nspring" Lamberti
Pietro Minto
Pino Bongo
Pip
PistachMonkey
PJ Montgomery
Please do not include my name.
Please leave my name out of the
backer credits. Thank you.
polinoto
Pongo
Poppy Cross
Proven from the Digital Realm
Pseudo Fenton
PsyCow
Puroresura Dave
Purple Glitter Chaotic Dragon
Pyxis
QG-Unit
Quackalope
Quality Beast
Quest Vankirk
Quinn Kohut
Quinn McCauley
Quix
R Green
Rabin Ghandour
Rachael Fincher
Rachael James
Rachael LeClair
Radha G
Rainer Winkler
Ramo
Randal Lloyd
Ranua Pierce
Raphael Bressel
Raphaël RIOT - nabeunderpeople
Raphael Z.
Ray Otus
Raymond Usher
Razaki.us
RC Pickering
Rebecca Blackmore
Reece
Rees family
Reese Gruver
ren
Renan Albino da Cunha
Rene Hernandez
Renn Farnell
Renson Ramos
Resident Life Artist
resident_covid
Rev Justin A Baldwin-Bonney
Rhizome
Ria Cayde
Ricardo Sedan
Riccardo Sartori
Rich Eckardt
Rich Galliano
Rich Mulholland
Rich Steed
Richard Appleby
Richard Bowker
Richard French
Richard Gamm
Richard Hickman
Richard Mullens
Richard Peppers



Richard Shaw
Rick C
Rick LaRue
Rick Rezinias
Rick Sheppard
Rico Sneller
Riff Conner
Rizdon
Rob
Rob Crewe
Rob Faulkner
Rob Maule
Rob Viens
Rob Whiting
Robbie Antenesse
Robbie Goldman
Robert Conall
Robert De Luna
Robert Eichler
Robert I. Lee
Robert King
Robert Maddox
Robert Miller
Robert Prior
ROBERTA SMANIA, MARQUES
Roberto Mandrioli
Robin Galton
Robyn Asbury
Rodney Rickrode
RodsKin
Roger Trombone
Roland Boshnack
RoleRite™ Games
Roif
Ron Balla
Ron Davis
Ron Haydon
Ronald Halvorson
Ronan Eales
Rose Crowne
Ross Cowman
Ross Emery
Ross Housewright
Roxual Bar
Roy Mo
Ruben Diem
Ruben Ramalho
Rupert Donovan
Russell Hoyle
Russell Phillips
Ruth Deiler
RWL
Ry J. Webster
Ryan Bell
Ryan Brown
Ryan Carter
Ryan Crowe
Ryan Elliott
Ryan Fox
Ryan G
Ryan Gagnon
Ryan Hamilton @wordview
Ryan Hlshman
Ryan King
Ryan McDow
Ryan Mitchell
Ryan P. Hoye
Ryan Reeves
Ryan Schaub
Ryan Windknecht
S. Hannon
Sabina Walter
Sabrina Rongen
Sadie Blackford
Safwan Diego
Saga Mackenzie
Salky
saintrobot
Salinee Goldenberg
Salman AlSudairy
Sam "Bifford" Byford
Sam and Char
Sam Armstrong
Sam Bell
Sam Do
Sam Field
Sam Keenan
Sam McCanna
Sam Penniford
Sam Poots
Sam Ross
Sam Webb
Samantha
Samantha Carrie Edward
Samantha Leigh
Samuel Schmitz
Saqib, Zoya's dad
Sarah & Andrew Gordon
Sarah Coffey
Sarah Frisk
Sarah Iovan
Sarah Plewa
Saranga
Sarge2401
Sarinee "Underdogs"
Schavanunakul
Sarka Pantaková
Save Vs. Dragon
Schminitz
Scott
Scott Anderson
Scott Booth
Scott Chisholm
Scott D.
Scott Dunn
Scott Fowler
Scott Grantham
Scott Greenlay
Scott H Mitchell
Scott James Fitzsimmons
Scott Kullberg
Scott Marshall
Scott Merrill
Scott Montur
Scott O' Gara
Scott RS
Scott Russell Morris
Scura
Sean Finlay
Sean M. Dunstan
Sean McG
Sean McStravick
Sean Winsler
Sean Wolfe
Seaver, Klassen
Sebastian Atkins
Sebastian Affeldt
Sebastian Dean
Sebastian Gillen
Sebastian Valdivia
Sebastien COT
Sebrina Calkins

Seppe
Serén Davis
Serena Ho
Sergsey Yulin
Sergio Fernandez Álvarez
Sergio Rossi
Seth Croffon
Seth the DM
SexyNinjaMonkey
Shadow Darkpaw
Shadowcortex
Shadowfall
Shahar Matsa
Shane Cockle
Shane Doucette
Shane Ellswood
Shane Martin DeNota-Hoffman
Shane Moran
Shane Neville
Shannon Mulloy
Shaun Beckett
Shaun Veilucci
Shawn Gaebel
Shawn Tomkin
Shay-Jahen D. Merritté
Sheppard Sisters
Sheri
Shihachi
ShinMalphurios
Shiresan
Shiv Nqik
Shiva 'THE GREATEST' Kumar from Dagi
ShoopGame
Shrinkin' Flint
Si Braybrooke-Gibbens
Si Hibberd
Si Wellfair
Siere Acate
Sierra Nilvera
Sightnist
SIGMA
Simon Dale
Simon Hall
Simon Jamison
Sir Robert Bombalier
Sizzlecan
Sjoerd van de Raapkamp
Skelst
Sky Prud'homme Brown
Skye Nathaniel Schiefer
Slane
Sleeping Shadow
Sluggan
snells
Solène B.
Sonny Figueroa
Sons are our eternity
Sophie Atkinson
Sophie Hilmeyer
Soul sorrow
SoupNinja
Spence Fothergill
Spencer Stone
Spencer J
Spencer Wharton
Spiel Knights
Spiesy Face
Spij Amdabalac
SpitelFox
Squalamouchol
Srek Péter
Stav B
Steam Loco (Rutger)
steeg baker
Stef
Stefan Feltmann
Stefan Michael Moser
Stefan Nieuwenhuis
Stefano Leema
Steph Bauer
Steph Paradoe - Trinkety
Stephan Gieb
Stephen Cartwright
Stephen Case
Stephen D. Sullivan
Stephen Jones
Stephen Rose
Stephen Woods
Stephens Woodworks
Steve "Stove" Wong
Steve & Vicki Baylus
Steve Arensberg
Steve Irvine
Steve Nicoll
Steve Sensiba
Steve Stanzani
Steve Welsh
Steven D. Quirke
Steven Linton
Steven Moy
Steven P. Lewis
Steven Smith
Steven-Lewis 'Dyox' Taggart
StevieV
Stewart Pedasho
Stijn Specenier
Stoney
Strings
Stuart "Mordecai" Woodhall
Stuart Chaplin
Stuart U.
Sungu
Support National Kidney Foundation
Susan Hamm
Susan Schmidt
Susie Q
Suzanne Sheldon
Syncrisis
Szani Prepok
T Bear
T Condé
T E Houghton
T Eric Harvey
T Roberson
T Roscoe
Tabletops & Tentacles
Tadng the Bard
Takumi Izumo
Talis Barker
Tam Winterleaf
Tambe
TanI Ted
Tanny1313
Tara Plovman
Tatiana V. Aramayo
Tatsjana Rabelink
Tavanesh
Taylor H.
Taylor Matthew
Ted Gibbins
Teo MAURIN

Terranaunt
Terry Mc
The Bernsteins
The C.C.O.D Cervantes Family
The Daniels
The Dungeon Dive
The Emperehrer
The Ferengi Samaritan
The Freedley Family
The Great Wizard Ardent
The Joel Hewitt
The Jolly Djinni
The Magus
The Nicke's
The Omegathron
The Possum Armada
The Rev. Ricky Church
The Sheehan Family
The Wizard
The Wizard
Theinx
Theo Bear's Ba Ba
THEORYCRAFT: Character Planners
TheThingFromOuterSpace
Thibault
Thomas A. Stewart
Thomas Altes
Thomas Balogh
Thomas Brungoms
Thomas Erskine
Thomas Gaudet
Thomas KMB
Thomas Meurgey
Thomas Olvafald Jensen
Thomas Parker
Thomas R.
Thomas Rosin
Thomas Scroggs
thrnara
Tiago Thedim Dias
Tim Bond
Tim Hewitt
Tim Kibler
Tim Kirk
Tim Loud
Tim Stratton
Timb Thackabe
Timothy Brownrigg
Timothy Bumpus
Timothy Haritun
Todd Beaubien
Todd Grofenhuis
Todd Philips
Tom (and the rest of Orange Nebula)
Tom A.
Tom Abella
Tom Ana
Tom Biesemeyer
Tom Calver
Tom Collins
Tom Durrant
Tom Geraghty
Tom Magriess
Tom Peake
Tom W Davis III
Tommaso Loiacono
Tommaso Vezzali
Tommy Chu
Toni Kivusari
Tonisaurus
Tony Di Julio
Tony Dowler
Tony Graham
Tony Linden
Tony McConnochie
Tony Tolano
Tora
Tracie Bell
Tras.hQueen
Travis Bowman
Travis Pundler
Travis Quance
Treavor Sands
Trevor "Kid Vorpal"
Trevor F
Trevor 101
Trip Space-Parasite
Tristan Creighton Ahouse
Tristan Merrick
Tristan the reckless adventurer from the second room.
Trudy Brady
Tsubana
Tuandor Gaming
LubbyGamer
Tuomas Lesonen
Türk Frostbrew
Ty Myrick
Tyler Brentlinger
Tyler Dixon
Tyler Hulsey
Tyler J W Dickinson
Tyler M.
Tyler Rapillo
Ulrich Dengler
Umar and Naeema
Ungluedwater
Urbax
Ursusred
V. R. Collins
Valerie Thorngren
Valerio Zanghi
valeriolucido
Vanessa & Constantin
Velady
Venilda Pereira
Very happy to back your project and congratulations of your success. But I don't want my name to appear in the backer credits section. Thanks!
Vicky Radcliffe
Victor Viper
Victoria Galey
Viking Snail
vilvoH
Vince T.
Vincent Appel
Vincent Fazio III
Vincent Whitfiker
Vincenzo-Maria Vic Cappelleri
Vital Vilarinho
Void Wolfe
voys
Vulpecula
Vvlll Pasquill
W Donald
Wade Gerald Sullivan
Waffles > Pancakes
Walaka of Earth 2
Waldemar

Wandering Alchemist
Warulyer
Way Sikorski
Welink
Wendy Gasperazzo
Wendy Henderson
Wes Chamness
Wesley Bryant
Wesley Douglas
Whisky Sauers
Wiesiewies
Wilfred J. Walker
Wilfredo Gagaza
Will
Will Clark
William B.
William Ashcraft
William B.
William Coyne
William D. Hickman
William Donaldson
William Glover
William H Stoner III
William H. McConnell, III
William Hampton
William J Wierenga
William Long
William Palmier
William Robinson III
William Roe
Wim Goossens
Winnie Dao
Wiz
Wrenza Cebelle Icet Ruiz
WynTeryvne
Xavier Van Den Nouwland
Xenachick
Xofour
Y. K. Lee
Yack
Yannic Soreau
Yannick Darius Ziener
Yaron Haimsohn
Yasha Rayzberg
Yeager
Yee Cang Ling
Yehonatan "I love frogs" Stein
YeOldeHotDog
YES
Yefrina Battad
You are here.
You can use my nickname: Burdi
Young Lucky
yumehop
Yung
Yvette Müller
Yvonne
Zac Boff
Zac Johnston
Zach Mayer
Zach Norton
Zach Yokell
Zach1
Zachary T Cross
Zachery L Goldsmith
Zack Pennington
Zack Plummer
Zahid Hussain @bigwelsh
Zane Exacity
Zaraki
Ze by Krischer
Zeb
Zeke Swepson
Zelroc
Zen Hall
Zerbiqae
Zimi
Zirconia8
Zlatko Savich
ZombieGarou
ZoneTrigger
Zoran Blackie
Zulaggar
Zyraxo
夏谷美
冤司 和廣

NOTES

3
01121410
B.A.C. → B.A.C.

NOTES



NOTES

3
01121410
B.A.C. → B.A.C.

WELCOME TO THE WORLD OF COLOSTLE

Prepare to get lost in a world of your own imagination, steered by the rules within this book. This is a solo role-playing game - a game you can play by yourself. Write your character's journal as they explore the strange lands of Colostle - a castle so colossal that fields, valleys, mountains, and even oceans rest within its 'rooms'.

Discover 3 incredible character classes and a simple rule set - all you need to embark on this grand adventure is a pen, paper, and a deck of playing cards.. Play it alone with the rules in this book, or use the world of Colostle and the classes as the setting for your next multi-player RPG adventure.

But although the rooms of the Colostle are inviting, beware the Rooks - strange lumbering stone automatons that patrol and guard the world's mysteries.

What will you discover as you venture deep into the Colostle?

