

Codex

The Gauntlet's monthly RPG zine

GUMBEROO/THE LEGEND OF BONE-SQUEEZER CAVERNS

A squishy cryptid for Dungeon World and Monster of the Week

SNAKES!

A LARP about being heard within the twisting brood

PACK OF STRAYS

An original story game about misfit werewolves

GAUNTLET DADDIES #003

He gives love a bad name!

THREE DOZEN UNIQUE VAMPIRES

Not your average, everyday blood suckers

BEASTS



A *Dungeon World* MONSTER BY DANIEL FOWLER
ILLUSTRATION BY EVELYN MOREAU

THE GUMBEROO



bite
and claw
(d10+2 damage) 16HP
solitary, large, terrifying

Special Qualities: tough rubbery
hide, amorphous blob of teeth and
talons

Instinct: To consume

Moves: Squeeze into improbable places

Consume its prey whole

Move and attack in several directions at once

A creature of nightmare and madness to soil the trousers of even the hardest woodsmen, some believe the Gumberoo to be nothing but legend. This may be because so few have come across one and lived to tell the tale. While it has the features of a bear, and roughly thirteen bear-like limbs, it possesses no solid form and attacks its prey as a wave of claws and teeth. Axe blows that would split a man will often rebound or get entangled in its rubbery hide. Like a bear, this beast hunts in large woods and slumbers in caves. It is impossible to hide from a Gumberoo as it can squeeze into the smallest cracks and flow up almost any surface. Only fire will deter this otherwise relentless killer. Fortunately, the Gumberoo spends many years in slumber, hidden away deep underground. *Unfortunately*, it awakens with a terrible hunger and will consume anything it can get ahold of.



THE LEGEND OF BONE-SQUEEZER CAVERNS



A MONSTER OF THE WEEK MYSTERY BY DANIEL FOWLER

CONCEPT:

1816 - Washington Courier reports seventeen lumberjacks and woodsmen missing over the course of three months.

1897 - Eight people go missing exploring natural caverns in Wenatchee National Forest. Town drunk blames legendary beast.

1903 - Massive human bone pile discovered in unexplored section of caverns. Suspected dumping ground for serial killer still at-large.

1914 - Cave system, dubbed Bone-Squeezer Caverns by local tabloids, closed to public after more remains found in previously inaccessible chambers. Police suspect the killer dismembered the victims before dropping them through the cracks.

Present day...

The Gumberoo, a legendary fearsome critter from lumberjack folklore, has awoken from a hundred-year hibernation in Wenatchee National Forest. It will hunt and consume anything it can get ahold of for the next few weeks until it is gorged enough to return to slumber. Newspapers will show a recurring pattern of killings and hibernation surrounding its caverns. Local hunters or historians may also tell stories of an improbable legendary beast.

The situation is complicated by a police manhunt for an escaped killer. While Gregor Mclane is a psychopath, he is not responsible for all the killings taking place in the woods and may be totally unaware of the beast's presence. The authorities have no reason to suspect a mythical, thirteen-limbed, boneless

bear when they have a real killer on the loose. Chief of Police Steven Donnelly will not entertain or encourage wild stories even after one of his deputies is found hacked nearly to death and raving of terrifying bear-monsters.

The National Forest is vast. Innocent hikers are still being rounded up and moved to a protected campsite while the police search. Mary Hatchel, a local gift shop clerk and historian, says this is not the first gruesome killing to happen near the caverns which she claims were used as an ancient burial ground.

HOOK:

The hunters hear about the killings and the manhunt on the national news but descriptions of the recent mauling may lead to supernatural suspicions. Research will reveal a roughly one hundred year cycle of disappearances in the area. They may also hear tales of various fearsome critters passed between lumberjacks in the area. Stories of ancient burial grounds are present but have little credibility. (Note: this is meant as a red herring and not as any sort of slight on any people who may have lived or currently live in the area.)

COUNTDOWN:

Day: The Gumberoo awakens from hibernation during a police manhunt in Wenatchee National Forest.

Shadows: The Gumberoo kills several hikers and armed deputies, leaving only one survivor.

Dusk: The Gumberoo attacks a news reporter and her crew. Some shaky, scream-filled footage is left behind.

Sunset: Several police officers track the suspected killer, actually the Gumberoo, to Bone-Squeezer Caverns. They are killed and devoured by the Gumberoo.

Nightfall: The Gumberoo goes on a killing spree at a local campsite.

Midnight: Its hunger finally sated, the Gumberoo returns to the caverns to disappear without a trace for a hundred years.

THREATS:

The Gumberoo

Type: Monster / Beast

Motivation: To eat all it can until returning to hibernation.

Powers: Thick rubbery hide: any attack that is not armor piercing or that lacks the stopping power to kill a large animal is simply ignored.

Amorphous Body: The Gumberoo can flow like liquid and squeeze itself through small cracks.

Multiple Pairs of Limbs: The Gumberoo is dangerous on all sides. It can stretch and deform its body in order to attack and pursue prey in multiple directions.

Weaknesses: Aversion to fire.

Attacks: Claws: 3-harm close; Bite: 4-harm close

Armour: 2

Harm Capacity: 15 harm

Gregor Mclane

Type: Killer

Motivation: To escape capture; to kill again.

Abilities: Impersonate a hiker or ranger.

Weaknesses: Paranoid and nervous.

Attacks: Knife: 2-harm hand

Armour: none

Harm Capacity: 6 harm

Police Chief Steven Donnelly

Type: Authority / skeptic

Motivation: To control the situation and squash rumors.

Abilities: Call for backup.

Weaknesses: Cowardly.

Attacks: Revolver: 3-harm

Armour: none

Harm Capacity: 4

Mary Hatchel

Type: Scholar

Motivation: To tell the history and legends of the area.

Notes: Believes and will tell stories of ghosts but is full of useful information if pressed. Works in gift shop.

Deputy Phillip Ginsberg

Type: Witness

Motivation: To describe the monster.

Notes: Under observation in the hospital and restricted from the public and press. He wants this to all be a bad dream.

Dean Schusler

Type: Bystander

Motivation: To put himself in danger.

Notes: Literally the last guy to find out what is happening. He is still enjoying his vacation.

Bone-Squeezer Caverns

Type: Location

Motivation: To harbor monsters; to contain hidden things.

OTHER LOCATIONS:

The Woods The Campsite

Police HQ Gift Shop

Snakes!

The year, 2255: You've just come in contact with a new species in your galaxy—humans. The humans request an Ambassador to meet with them, so you've gathered your best and brightest. Just one problem: you're intelligent snakes who must link up to form a hive mind!

Your goal is to create a Brood of snakes to be your Ambassador to the humans. If you don't send an Ambassador by the appointed time, these seemingly violent creatures may turn hostile!

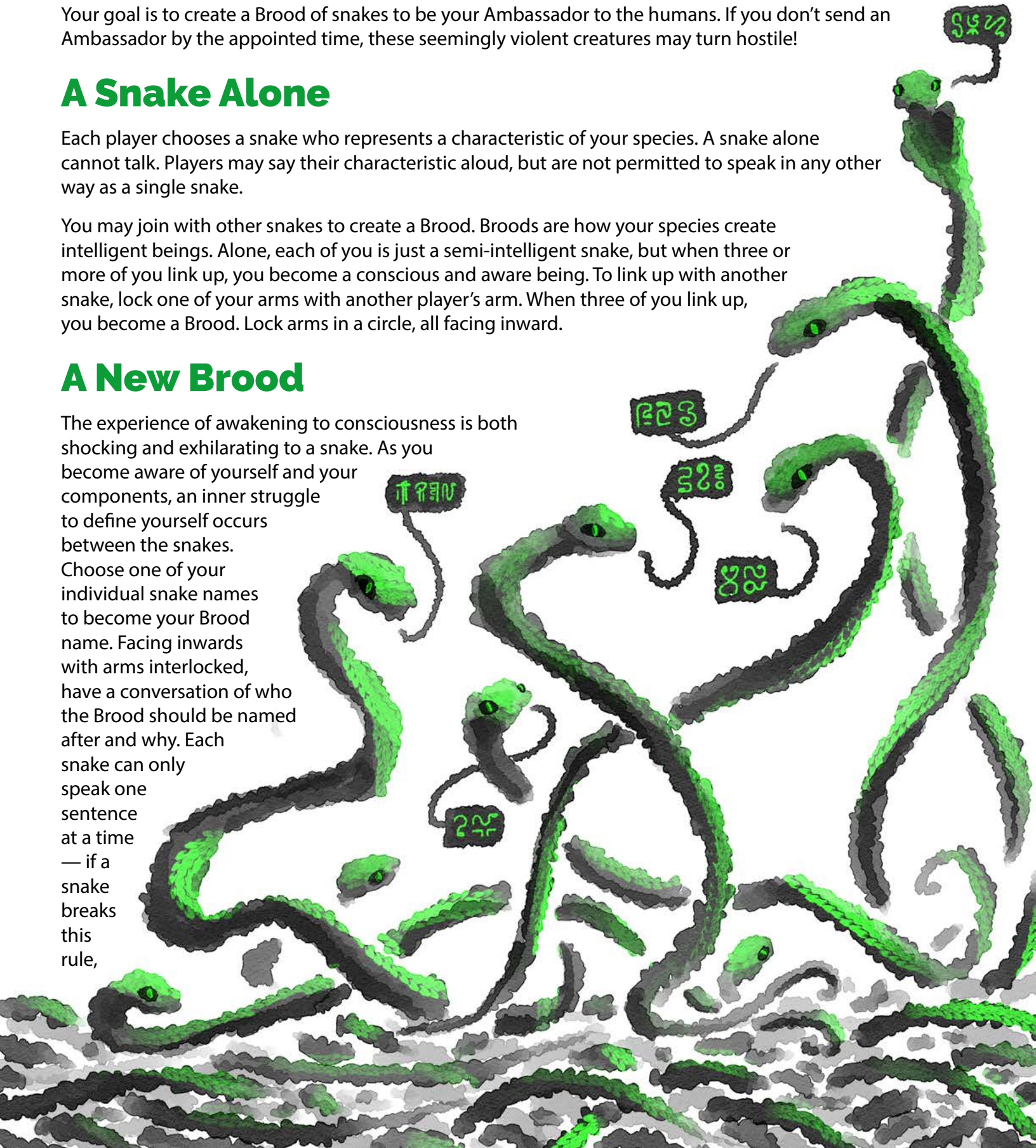
A Snake Alone

Each player chooses a snake who represents a characteristic of your species. A snake alone cannot talk. Players may say their characteristic aloud, but are not permitted to speak in any other way as a single snake.

You may join with other snakes to create a Brood. Broods are how your species create intelligent beings. Alone, each of you is just a semi-intelligent snake, but when three or more of you link up, you become a conscious and aware being. To link up with another snake, lock one of your arms with another player's arm. When three of you link up, you become a Brood. Lock arms in a circle, all facing inward.

A New Brood

The experience of awakening to consciousness is both shocking and exhilarating to a snake. As you become aware of yourself and your components, an inner struggle to define yourself occurs between the snakes. Choose one of your individual snake names to become your Brood name. Facing inwards with arms interlocked, have a conversation of who the Brood should be named after and why. Each snake can only speak one sentence at a time — if a snake breaks this rule,



the others may hiss to make them aware of their infraction. Snakes take turns speaking in a circle. Continue the conversation until a decision is reached. If a decision cannot be reached, any snake may decide to leave the Brood at any time.

Once your name is chosen, unlock arms and relock them with each snake facing outward. Declare in unison "We are _____!" The chosen snake is the dominant characteristic of your Brood. Play your characteristic towards theirs. Remember, you are a single intelligent being, together!

When communicating with other Broods, the chosen snake who the Brood is named after speaks first. Each snake may only speak one sentence at a time, with each snake speaking in turn. Feel free to hiss where appropriate. All snakes in a Brood speak one sentence before the next Brood speaks. Brood communication therefore tends to run in short monologues; each snake in a Brood contributing one sentence, and then the other Brood communicating back with one sentence per snake. As you speak to other Broods, rotate so the speaking snake faces the other Brood. Listening Broods may spin or stay still as they wish.

More Snakes!

A Brood may take on new snakes at anytime. To take on a new snake, simply allow them to lock arms in your circle. Broods can discuss with themselves whether to take in a new snake or not, or can simply let a new snake in. When a snake is added, unlock arms and relock them with all snakes facing inward. The addition of a new characteristic to your personality is disorienting and leads to a momentary existential crisis. Who am I?! Hold a discussion as before about who your Brood is named after. Once a decision is made, relock arms with all snakes facing outward and declare in unison "We are _____!"

Fewer Snakes!

Any snake may leave a Brood at any time. When you would like to leave your Brood, declare "(your snake name) leaving (Brood name)!", unlock your arms and wriggle free back into the room. This creates an existential crisis in the Brood and they must once again find their Brood name (see A New Brood).

Too many Snakes!

A Brood can contain up to six snakes. Any more and the Brood consciousness becomes too cluttered. Once a Brood has six snakes, it cannot take on any new snakes. A Brood cannot kick any snakes out of their Brood, but each snake may leave its Brood at any time. If a Brood drops below three snakes, it dissolves and reverts back to a pile of snakes.

An Ambassador

The game is over once all Broods have agreed who should be their Ambassador. The Ambassador goes to meet these new humans with the goodwill of all the snake species at their back. If an Ambassador is not chosen within the time limit, the humans probably declare war on your species.

Each snake was picked to become the Ambassador by being paragons of their characteristic. As such, all voices must be heard. All snakes must belong to a Brood when an Ambassador is chosen or the Ambassador is rejected by the snake species as not being a full representation.

Questions for Debrief

After an Ambassador is chosen, talk about the game for a few minutes. How was your Ambassador chosen? Did everyone's voice matter? What characteristics did or didn't make it and why?

Notes

Snakes! is meant for a minimum of seven players. Multiples of three are preferred; nine, twelve, or fifteen. A time limit should be set based on the number of players. Allow for an hour of play for seven snakes and two hours for fifteen snakes. Adjust accordingly. The idea of a snake species that becomes sentient when linked together is inspired by the novel *Chindi* by Jack McDevitt.

Acraw

Confidencce

A winning attitude will make our negotiations with the humans sssuccessful!

Tilamerixxx

Charissma

We should win over the humans with our charming perssonalitiess.

Bill

Humour

A sssense of humour is necessary in an Ambassador.

Portixxx

Indusstry

The oppurtunity to trade with the humans is too good to be passed up.

Sssiamadron

Liasson

The negotiation with the humans should be ssstructured and cccivil.

Krylliusss

Peaccce

Comprimisse between partiesss leads to peaccce.

Sssylar

Reassoning

Both species have much to gain in these negotiationsss.

Barlusssiic

Religiousss

The humans should bow to our Godsss!

Loctoraxx

Scientissst

There's so much we can learn from a new ssspecies!

Karssax

Sssecurity

These humans seem dangerousss.

Skynarxxx

Sssaboteur

More can be accomplisshed through conflict than playing niccce.

Pliss

Sssensuality

We should woo the humans with pleasssuresss of the flesssh.

Orambo

Ssspirituality

All species are made from the same ssstardust.

Lessstem

Ssstonewall

We should not give in to any human demandsss.

Flixxx

Treachery

We can get what we want from these humans with devioussness.

Anaassar

Wisssdom

Our past dealings with other species have much to teach uss.




PACK OF STRAYS

by Phillip Wessels. Illustrations by Jesse Ross.

YOU'RE A STRAY OF SOCIETY—MARGINALIZED IN ONE WAY OR ANOTHER. You might've thought that was hard enough, yet now you're a werewolf. Your pack makes it all a little easier to live with. You've joined with other misfit werewolves under the leadership of ALPHA DARCY.

Now Darcy's missing and this DOGMAN RADIO podcast is turning up the heat in town. There's enthusiasts, cryptozoologists, and hunters armed to the teeth. Your life is so fragile; you already had problems. The beast inside you is clawing to get out. Will you keep control or be seeing red?



PACK OF STRAYS is a hack of *LASERS AND FEELINGS* by John Harper • onesevendesign.com
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Thanks to the Big Bad Con & Gauntlet Community playtesters!



BEFORE PLAY

Make sure everyone understands the following about this game:

CONCEPT: This is a story game about marginalized people struggling to get by in their complicated and often antagonistic community, while finding purpose and support with the chosen family of a werewolf pack.

AIM: To do justice to social issues, to play real people, to explore support and leadership within the pack, and to have fun playing awesome and horrific werewolves!

TONE: Intimate and messy, with emotional blows and endearing if sometimes competitive pack dynamics. Some characterizations may be tropey, exaggerated, and humorous.

SUBJECT MATTER: This game is intended for mature audiences.

(H) Horror

(BH) Body Horror

(DH) Discrimination & Hate

(GL) Graphic Language

(GV) Graphic Violence

(DA) Drug Abuse

(N) Nudity

(SSC) Strong Sexual Content

Player discretion and safety tools are advised. **NOTE:** The reasons why characters are strays are NOT weaknesses; we will see their marginalization but their experiences being marginalized give them strength (they literally get a bonus). Also, the subject matter of this game is not an excuse to make players uncomfortable in an unwelcome way. Broadcast your intentions.

PICK A CITY OF TERRITORIES

Twilight Bay is the original setting. Mercy Falls and Gauntlet City are included here as well. You can also make your own city. Aim for at least twelve territories which can correlate to lots of different skillsets.

PLAYERS: CREATE WEREWOLVES

Follow the instructions below; if it's a list, circle something.

1. **The pack gave you an affectionate alias** such as Skipper, Duke, Max, Charlie, Coco, Lulu, Zip, Buster, Missy, Roxy, or Boomer.

2. **Pencil in your self control**, from two to five. Low control means you're better at **FERAL** stuff (letting out the beast; terror; wild passionate action). High control means you're better at **SMOOTH** stuff (manipulation; slick moves; stealth; calm, precise action). Your control changes during play, raising as high as six and falling as low as zero. If it does hit zero, you'll be seeing red.

3. **You stray for** poverty, substance abuse, awkwardness, queerness, ableness, or race/ethnicity. **Make your character marginalized in a real, everyday way.**

4. **It's your impulse to** Get Revenge, Be Alpha Bossy, Be a Good Wolfy, Run Play RAWR, Spread the Love, or Brood and Smolder.

5. **What territory is your home turf?** Highlight it yellow.

6. **You became a werewolf** by puberty, by request, traumatically, by a used needle, by unprotected sex, or as a rescue.

7. **You owe your Alpha, Darcy**, for taking you in, making love to you, giving you resources, trusting you with responsibility, teaching you the way, or saving your life.

Each werewolf starts with one Alpha String and one Saved Die to use whenever.

WEREWOLF POWERS

Werewolves can run as fast as a car, crash through walls, leapfrog buildings, shred steel, chomp through bone, smell a mile away, and turn people on with their beastly pheromones.

You have total control over your transformation **unless you are seeing red.**

Silver and wolfsbane will block a werewolf's powers and transformations.

STARTING OFF: PILE INTO A PACK

Playing a one-shot? Ask your players: would they rather focus on exploring this world, or cut to the chase with Darcy's disappearance or trouble from Dogman Radio? Ask: who's with who? Get pack members together, cross paths, and create relationship triangles.

While this game leans on mechanical elements from *Lasers & Feelings*, get emotionally invested and explore pack life through extended play to experience the full game.

ANSWER IN PLAY:

- What do you look like?
- How do you struggle in your straying from society?
- What's your home turf? Why?
- Who do you know here? Are they hot?
- What smell triggers a brief flashback of why you owe Darcy?
 - ◊ Include a new detail or two about Darcy: pronoun, age, look.
- You smell each other coming. What do you smell like?
- What do you envy, adore, or just not get about another's relationship with Darcy?

ROLLING THE DICE

When you do something risky, take **1d6**
+1d if it involves your straying from society
+1d if it's your impulse
+1d if you pull from your home turf
You may also have saved dice.

To find out how it goes, roll your dice and compare each die result to your number.

If you're doing something **SMOOTH** you want a roll **under your control**.

If you're doing something **FERAL** you want a roll **above your control**.

0 If none of your dice succeed, it goes wrong. The GM says how things get worse. They may force you to lose one control and let out the beast.

1 If one die succeeds, you barely manage it. The GM inflicts a complication, harm, or cost. They may force you to lose one control or let out the beast.

2 If two dice succeed, you do it well. Good job!

3 If three dice succeed, you get a critical success! If you're being too smooth and the others call you on it, let out the beast now or else you lose an Alpha String and gain a control.

! If you roll your control exactly on any die, you have ALPHA STATUS. Whether or not you succeed, you do something to assert your superiority. Maybe you should be alpha. Gain an Alpha String on the pack.

ALPHA STRINGS

Aside from ALPHA STATUS, gain an Alpha String by pointing out that:

- You led the entire pack in a course of action
- You received howling praise

Spend an Alpha String any time to:

- Ask someone a question (GM included) and they will answer you honestly:
 - ◊ What is ___ really feeling?
 - ◊ How could I get them to ___ ?
 - ◊ How does ___ feel about ___ ?
 - ◊ What should I be on the lookout for?
 - ◊ What's the best way to ___ ?
- Help someone let off some steam in a pack territory to grant one control
- Give someone 1d6 for submitting to you (Dangle 1d6 when you want them to do so. The 1d6 can be saved for later.)
- Bark or bite to remove 1d6 before a roll (Even down to no dice, so they fail.)

LETTING OUT THE BEAST

Sometimes your monstrous side bubbles up and you've got to let it out. Either **wreak havoc, eviscerate life, revel in filth, gorge excessively, dominate physically, or drip your sex**.

These things might make some

uncomfortable. If it's too much just flash forward and imply it with evidence or context. You can even let Dogman Radio cover it.

MARKING TERRITORIES

When the beast comes out it's rarely without a trace. **If the GM says, mark the territory you're in.** If you would mark a territory already marked, ask if it will bring too much attention to this place. If so, **cross it out.** You'll have to figure out if this place can be safe again.

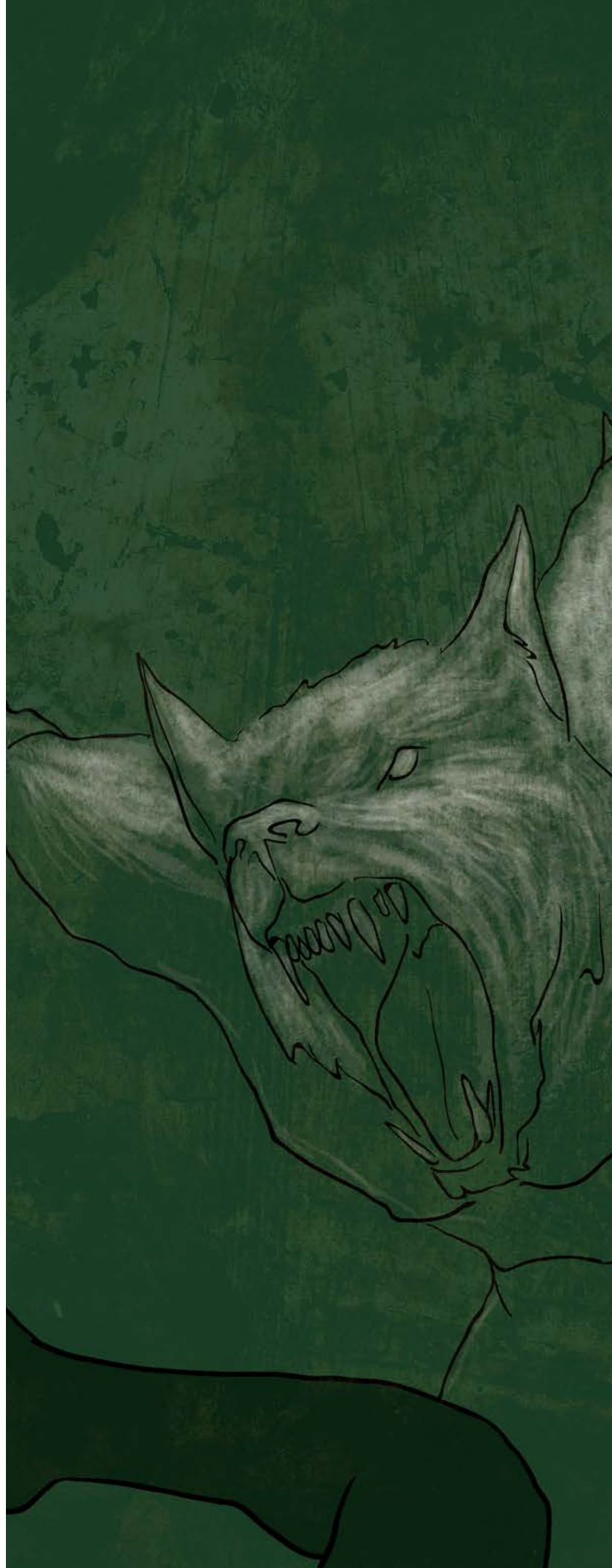
SEEING RED

At zero control you are seeing red. While in this state, you and the GM narrate how the beast (and only the beast) is out and at its worst. At any time, anyone at the table can say you black out, yourself included.

In order to come back under control a pack member will have to spend an Alpha String and let out their beast to meet yours. Gain one control and roll a die. If you roll at or under your control, you are no longer seeing red.

If you black out you're found naked, stinking, but in control in the GM's choice of a hidden territory. Dogman Radio interviews a guest over what happened; for each control you want (one minimum), choose one:

- You cross paths with a real threat
- You mark a marked territory (cross it out)
- You target a familiar face



GM: RUN THE GAME

Have them smell what's coming. Color it all with characterizing scent. Give wind of trouble.

Intrude with NPCs. Ask how they smell. Have them clash with or indulge in deviations. Ask if/how they know them. Cross lines and force players into closets with secrets.

Ask them for color or feeling; work with the answers. "Something's off. What do you smell on Joker?" "Pratta comes over and snakes her arm around you. How's that make you feel?"

Pain, arousal, addiction, anger, jealousy, fear, or anxiety can't be ignored. Have them roll to keep their cool as a **SMOOTH** move.

Call for a roll when they do something risky. Let them tell you their approach. Say whether it's **SMOOTH** or **FERAL**. The situation always changes after a roll, for good or ill.

Cut between characters frequently, sometimes before resolving dice rolls, as a cliffhanger. At times, jump in with a bit of coverage from Dogman Radio.

Make them feel cryptid with Dogman Radio. Ask uninvolved players to play guests. Traumatized guests hesitate. Enthusiasts fabricate and exaggerate. The host empathizes and queries. Obscure werewolves as dark enigmas.

Push in the right direction for failure. If they have low control, push them to be **SMOOTH**. If they have high control, push them to be **FERAL**.

Use failures to complicate the situation. Press harder with the NPC intrusions. Turn the situation to shit.

Highlight chances to spend Alpha Strings, such as if someone's control is low. Someone with a string should get together with them in pack territory. Keep the pack dynamics spinning.

THIRTY-SIX NPC SMELLS

Smells come like sight for werewolves.

Lemon
Mildew
Soap
Cheese
Coffee
Pizza
Curry
Menthol
Piss
Cocaine
Roses
Honey
Garlic
Cocoa
Weed

Brisket
Dirt
Beer
Gunpowder
Sriracha
Grass
Newports
Cherry Chapstick
Iron
Buttered Biscuits
Ocean
Pina Colada
Shit
Peanut Butter
Spunk

Fish
Bile
Cardboard
Cinnamon
Champagne
Bacon

36 TERRITORIES TO MARK IN TWILIGHT BAY

Established in the Pacific Northwest in 1692, Twilight Bay is a religious haven turned fish industry hub turned tourist trap being gentrified by techies.

1. RURALS

1. Shooting Range / The Buckin' Cowboy Bar
2. Research Lab / Greenhouses
3. Mt. Moon / Werewolf Woods / Lover's Point
4. TB State University / Old Military Base
5. Motel 69 / The Pit Stop / Trailer Park
6. Ranchlands / Cornfields / Tree Groves

2. SOUTHSIDE

1. Promises Pawn Shop / XXX Pleasure Shop
2. Club Sploosh / Steam Baths / Sex Clinic
3. Trainyard / Riverrun Park / Homeless Camp
4. Greenlife Dispensary / Grande Pizzeria
5. Projects / Corner Market / Laundromat
6. Warehouses / Shipyard / Taxi Company

3. MIDTOWN

1. XL Chinese Buffet / Exotic Imports
2. Fighting Dojo / Climate Control Storage
3. Order of Egypt Museum / Rose Park
4. Retail-Mart / Public Parking Garage
5. Hospital / Chapel / Pharmacy
6. Jimmy's Hot Rod Garage / Auto Shop

4. DOWNTOWN

1. City Hall / Courthouse / TBC News Station
2. Rapid Transit Station / Convenience Store
3. Construction Site / Rosa's Taco Truck
4. Casino / Hotel / Cocktail Lounge
5. Tech Museum / Hackerspace Cafe
6. Goldlife Bank / Yatta! Sushi & Karaoke

5. HISTORIC DISTRICT

1. Parker Place Public Market / Graffiti Alley
2. Beach Boardwalk / Theme Park / Arcade
3. Meat Packers / Butchers / Fishmongers
4. Twilight Bay Zoo & Aquarium
5. Curiosity Shop / Museum / Old Cannery
6. Bearded Viking Blacksmith & Leathercraft

6. HILLSIDE SUBURBIA

1. Mortuary / Cemetery / Crack House
2. Airport Mall / Movie Theater / AVA Stadium
3. Country Lodge / Golf Course / Vineyard
4. High School / PawPals Pet Care
5. Church / Private School / Townhomes
6. Library / Yoga Studio / EggsRise Eatery

HIDDEN TERRITORIES

These are only discovered by someone who's blacked out after seeing red.

1. Wolfbane Grove
2. Silver Mine
3. Moonlit Pond
4. Abandoned Cabin
5. The Underground
6. Bayshore Crag

12 MERCY FALLS TERRITORIES

Jason Cordova's setting from Gauntlet Hangouts! This Oregon Trail camp town is surrounded by forest. A main road cuts through the brush and buildings, continuing towards Twilight Bay. The Mercy Falls Trailblazer, a local newspaper, claimed in its early history that German immigrants brought the werewolf curse to Mercy Falls. It's been pretty quiet since, although a woman in the late 80s swore a biker gang called the Moon Hounds was actually a pack of werewolves. There's something weird about Mercy Falls.

1. CHEROKEE LANE

The Egyptian Palace used to be a small hotel and bar. Mercy Falls High is the home of the Big Horns.

1. Egyptian Palace Museum of Local History
2. Community Church Grounds / The Hospital
3. Mercy Falls High / The Old Schoolhouse
4. Cahill Antiques / Tea Garden

2. FREIBERG WAY

The Double Q Diner is a 50's-style diner.

1. The Great Pines Resort, Bar, & Grill

2. MFPD / Fire Station / Gooch Gas & Propane
3. The Double Q Diner / Five & Dime Market
4. The Gem Theater / Yellow Star Art Gallery

3. COPPERHEAD TRAIL

The Nail Roadhouse is a biker bar.

1. The Nail Roadhouse / The Lumberyard
2. State Park Campground / Ranger Station
3. "The Trepidation" River / Sawmill Bridge
4. Lake Mercy Falls / Cabins / Bait Shack

HIDDEN TERRITORIES

Werewolves who see red, with no will of their own, are steered toward these places by . . . something else. Shaman's Island is in Mercy Falls Lake and its trees' branches have hand-like growths. The North Wood has dead and shriveled trees radiating from a Black Warehouse. The Forbidden Clearing is surrounded by petrified trees, has a formation of three huge, black canopic jars, and is close to an ancient and foreboding cave.

1. Mercy Falls / Dead Drift Gorge
2. Shaman's Island
3. North Wood / Black Warehouse
4. Black Galley Pond
5. Forbidden Clearing
6. Overgrown Graveyard



40 GAUNTLET CITY TERRITORIES

Rich Rogers's setting from Gauntlet Hangouts! Gauntlet City is an urban center located in the midwest, far east of Twilight Bay and Mercy Falls, but not far from the I-90 if you're up for a thirty-hour road trip.

1. DOWNTOWN

1. St. Thomas Cathedral
2. Main Street
3. Karlock Morris Medical Center
4. Cordova Plaza

2. HERMAN'S VILLAGE

By Jason Cox. Herman's Village is increasingly the place the *avant garde* go in Gauntlet City, with old warehouses reborn as communes and clubs. The hospital was formerly a mid-twentieth century insane asylum.

1. Matthew Spann Hospital
2. Rocket Pawn Shop / Gravy Jackson Bar
3. Silver Screen Theater
4. Jerry Art Studios / Mia Abbot Studios

3. VALLEY HEIGHTS

By Paul Edson. On the edge of the city, near the Municipal Water Reclamation Plant. Yeah, we keep our windows closed when the wind's coming from the west. The old church has an odd architecture. The commissary is a kitchen for food trucks.

1. Municipal Water Reclamation Plant
2. St. Dismas Catholic Church
3. Valley Heights Commissary
4. Ember Morgan Skatepark

4. COLONIAL VINTAGE TOWN

By David LaFreniere. AKA "the Township of Gauntlet" or "Ye Olde Gauntlet Towne". An artificial tourist trap that's not actually a colonial town but is nevertheless full of pretentiousness. The General Store has car charging stations, The Soda Shop's nickel banana splits are subsidized, and The Old Town Hall was built less than a decade ago.

1. Ye Olde General Store
2. Pinkman's Barber Shop
3. The Soda Shop
4. The Old Town Hall

5. ZOLA VILLAGE

By Lowell Francis. This suburb is located north of downtown. Karlock Morris is a small, prestigious university with a strong but somewhat sinister reputation in sciences and engineering. The Grim Unicorn is a used pop lit bookstore, disorganized and cash-only. Roun'-the-Clock is a weird bodega that runs the entire length of a block.

1. Karlock Morris University
2. The Grim Unicorn Book Store
3. Roun'-the-Clock Bodega
4. Crab Your Destiny Takeout

6. COLLOP'S WOLD

By Slade Stolar. The raised plain that is the top of the hill is known as "The Wold Herself" and is a dense cluster of churches, synagogues, mosques, temples, pagodas, shrines, and religious schools. The Western Cemetery is full of high schoolers playing hooky. The Southern Dormitories are converted housing. Quacker School is a tall blue church with birds and rodents in the walls.

1. Wold Herself
2. Western Cemetery
3. The Southern Dormitories
4. Quacker School

7. VELA

By Fraser Simons. AKA the Dig, the Drop, the Fall. The tallest building in the area is Fattige Beti Tower, an old commercial building turned into a housing complex. There's lots of graffiti by the rebel youth.

1. Fattige Beti Tower
2. The Freestand Vela Market
3. Ms. Robot Computer Repair
4. MC Glamour's Ice Cream & Beats Parlour

8. BENNING'S BRIDGE

By River Williamson. Named after a Confederate general, with no actual bridge. A petition to rename the place always fails. Many of the main roads are cobblestone with weather-warped rails, vestigial relics of the streetcar days. Nowadays you need a car or you're screwed.

1. Benning's Bridge Community Center
2. Blue Avenue Boutique Brownstone Businesses
3. St. May's Church
4. Oleander Park / Bike Paths

9. BASSETTVILLE

By Pamela Alexander. AKA The Kennels or Dogland. Businesses have flipped old houses on the main street for shops and offices. Most residents have bars over their windows. It's not a safe area, especially after dark. At the center is Bassett Park, the largest park in Gauntlet City.

1. The Eye of the Dog Pub / Man's Best Friend Cafe
2. Wright Street Shops & Offices
3. Bassett Park / Lake
4. Starshine Street / Cat Cafe

10. WUPPER VALLEY

By Gerrit Reininghaus. A southern area of Gauntlet City dips steeply into a valley known as "The Wup".

1. Gauntlet City Zoo
2. Retirement Home / Wupper River / Train Tracks
3. Abandoned Textile Factory / Converted Loft Housing
4. Wupper Valley High School / The Wup Market



GAUNTLET DADDIES #003

Illustration by Fabrissou

Name

He-Wolf

Favorite animal companion

Bear

Favorite Ranger move

Called Shot (Chest & Face)

Favorite pick-up line

"I've got a magical shaft that will make you quiver."

Favorite punch line

"Strider? I hardly know her!"

Best life advice he ever received

Make sure your scabbard is big enough for that two-handed sword.



THREE DOZEN *unique* VAMPIRES

Nyx doesn't just drink blood, it is blood. When it inhabits a host, it absorbs and replaces their blood — and ultimately their thoughts — with its own. It can flee a host, leaving a dead husk behind and violently inhabit a new body. However, it's reluctant to do so at this time, as it has managed to inhabit a prominent world leader.

Walter Dunsmith has worked for the company for over sixty years without writing a single line of code. He has hypnotized management with meaningless jargon and worthless advice. All successes might have been inspired by his presence. All failures were in spite of his generous offers of assistance. He is very clever in his ways, burrowing deeply into the company and collecting many followers. Only fire or a parking lot hit-and-run are likely to end his reign.

Mordina Strake is the most charming person anyone has ever had the fortune to spend time with. Her jokes are the best, her beauty is unmatched, and she tells the most engaging stories. Everyone has the best time until the party is over and they're alone with their doubts. How could they ever compare? How could one such as her ever care for them? She leaves an impressive swath of violence and suicide in her wake.

Aisha Derry, formerly Constance Derry, is over two-hundred years old, but appears as a twelve-year-old black girl. Through a network of lawyers and other servants, she has managed to acquire valuable real estate all over the city, but her favorite lairs are the orphanages, where she lives and hunts until the other children start to get suspicious.

Candace Singer: a seventeen-year-old riot of black hair, amateurish mascara, thrift-shop clothing, and a vocabulary that would give a hooker the vapors. She's a dedicated volunteer at the local Neuro ICU, where physicians have yet to learn that there's a numinous bridge connecting the self-that-wants and the flesh-that-walks — and that it's a delicacy.

Tempest Morgan believes that blood is just a metaphor for whatever makes a person get out of bed each day. To that end, she “feeds” on her victims by formulating and enacting elaborate plans to take away the things they cherish most. Her weaknesses are the small things that help people get through their day, such as cat videos and mobile phone games.

Subsystem "Wdoyo23. PS" just sits quietly in the back of your machine, never interfering with your work. Instead it waits until your computer lays idle, then begins sorting through your social media feeds, stealing pieces of your typing style, your posts, all in search of the perfect algorithm to get maximum likes and replies from your friends. It's all about the attention, isn't it?

Kip spends most of its time living on the streets, and has done so for untold millennia. Kip resembles a small, brown-skinned child, though its gender is obscured in its pre-pubescent body and usually a few weeks worth of grime. It often has a dog of some sort and runs with train hoppers to protect itself. It only feeds on the ailing and pained members of the homeless; it drinks their memories and trauma as an act of mercy. Kip's main weakness is wifi, which leaves it weak and susceptible to harm. As modernity creeps into the world, Kip moves further into the margins, likely to its end.

Joy feeds off sadness. She doesn't make people sad, manipulating situations to spread misery; she doesn't have to. She just finds somebody who is sad, licks the back of their neck, and all the sad is in her belly. Sounds nice, right? Well, not for Isaac Henderson.

He lost his son in 1978 and has been a constant meal for Joy. Over the decades, Isaac no longer has any motivation to search for happiness, he just sits at home, alone, no family or friends, not even a pet, waiting for the next time Joy will show up to lick the sad away.

Grinning Pete, a homeless "local character" known for his constant gummy smile. He claims he pulled out all of his teeth with pliers to stop himself from feeding on the blood of the living.

Billy Hwang is the apotheosis of male beauty. With each cosmetic surgery, he becomes younger, stronger, more intoxicating. His thralls are a cabal of doctors and nurses who spend their entire careers contemplating his physical appearance and how it can be improved upon. Each year, he selects one of them to sleep with, after which he commands them to commit suicide, which they happily do.

Dr. Umberto Chais is not a vampire, but he has found a rather novel use for the vampires he stakes: highly efficient dialysis machines. Side effects may include: drowsiness; nausea; prophetic nightmares; swelling of the hands, feet, or abdomen; depression; thoughts of suicide; thoughts of homicide; itchiness; and dry mouth which can only be slaked by human blood. You should not operate heavy machinery or sunbathe until you know how CVD Dialysis affects you. Please consult your doctor if you have been to Romania or places where certain blood disorders are common.

The Eteren takes on the appearance of an impossibly wizened woman. They feed on the age of the elderly, sucking years and memories out of the old, reversing their lives to mere babes. They grow older, wiser with experience that is not theirs, for every year feasted on. Look after those who lived particularly adventurous and exciting lives, for their memories are the most sweet to the Eteren.

The victim's vacant, tearful stare on dozens of beautiful yet harrowing selfies, captured moments before death, are the only sign that the Vak'ayu has recently fed; his hunger, birthed in a baroque age of aristocratic restraint, now reigns unabated in the modern world; his victim's narcissism, like a pulsating vein, leads to the self-loathing that gives this fiend his eternal life.

The notion that vampires have no reflection is a corruption of the legend of Lydia Deville, who may *only* be seen in mirrors, peering over your shoulder in reverse in the seconds before you feel her fangs on your neck.

Adelaide Morgan is a broker: she finds the commodities that others desire and makes an offer on them. The core part of her work is finding unique "dishes" for her vampire clients: when they have a sudden craving for identical twins, a half-Mongolian/half-Brazilian grandfather, or an Olympic rowing team, she makes all the necessary arrangements. The first price she ever charged for these services was to be turned into a vampire herself.

Moses Green is proof that vampirism and drugs don't (shouldn't?) mix. He can't drink "straight" blood; he always needs to kick it up a notch with booze and dope. He runs a number of popular nightclubs in the city to keep his herd properly buzzed.

Humphrey Doddart is a paunchy, middle-aged retail manager with balding hair who often laments that he wasn't turned in his golden years as a high school football quarterback. His meal of choice is the milky-white, copper-scented pus of his pubescent seasonal employees' pimples and acne. He reacts very strongly to acid, even mild sources like vinegar and lemon.

Viccer Scythe feeds on the moment of death. He's not sure what he's actually feeding on, but you can often find him working in old folks homes or making his way to wherever

a natural disaster is about to hit — he has a sixth sense about such things. A side effect from his feeding is he gets the final thoughts and memories from those who die near him.

Who says all vampires are human? Armageddon is a massive vampiric German Shepherd, a true hound of hell who has had decades longer than the average dog to learn to obey and please his dark masters... masters who reward him well with "treats" whose final scream, however earsplitting, only ever seems faint against the thunderous growl and bark of Death itself, red eyes glowing in the darkness.

Rockabye lives in the moments between focus; that second you drift off imagining what would happen if you won the lottery, or when you go on autopilot folding laundry. Rockabye lives on the sweet breath from an infant's lungs, suckling it so gently from tiny pink nares. So if you don't want to untuck a pretty blue blanket to find cold blue cheeks, all you have to do is never stop giving your baby your full, unwavering attention. Easy.

Franklin of the Underground stands eight feet tall when all six joints in his legs are fully extended (although he would have to get his black velvet suit re-tailored). Even with his legs folded to mimic human gait, Franklin can move through the sewer system with incredible speed. He feeds only on blood that's been lost because of a dispute, such as a barroom brawl, which is why he can be seen lapping at puddles in alleyways behind nightclubs. The longer the feud, the longer the blood sustains him. Finding a juicy vendetta is his long-term goal.

Dick's colleagues resented working with such an emotional vampire in a corporate environment. He has since set up his own therapy office, and everyone is much happier for it. The only draining part for him is the bleed.

It might appear as the classmate who suddenly starts sitting in your preferred chair, the co-worker who starts parking in the best spot, or that twoman who always lingers at your favorite park bench. The spirit we will call ClingMineNowForever hones in on your first experience of frustrated denial and then systematically pursues all your favorite things until your temper explodes or you just stop caring. It disappears as soon as you call attention to it, but just letting go will cause far less embarrassment.

Mei Se, a gorgeous Chinese man, longed to be adorned in robes with every color in the universe. He hunts for abandoned, discarded canvas paintings and incorporates them into his heavenly garment, each claimed work filling its respective creator with self-doubt. Only by taking ownership of their talent can the artist free themselves and re-claim their work from Mei.

Ashley Tumberger thrives by taking up space and inconveniencing others. She gradually fills out shared apartments and occupies multiple rows of bus seats with her accumulated possessions, accessories, and pets. She secretly owns whole blocks of housing and parking lots filled to near-capacity by her own vehicles. She is sustained by each frustrated roommate, glaring plane passenger, or foot-tapping pedestrian stuck in line behind her. Strangely, offers of assistance moving furniture, carrying bags, or helping her along seem to sour the experience and she quickly flees.

Lord Valenti's life was defined by his obsession for the lover he couldn't have. On the night of the murder-suicide, he was transformed into a silvery mist. Over the ages, he has drifted into the bodies of young men and used them to dominate the lives of anyone who resembles that long lost lover in any way.

The pink hammer is a cordless personal massager which can occasionally be found at seedy hourly hotels. It never needs batteries or charging. It lives off the victim's future orgasms. For every mind-shattering moment of pleasure it gives the user, another intimate moment in the future will land with a thud.

What museum isn't adding Abigail Fray's paintings to their collection? Her massive, haunting, crimson portraits have swept the modern art scene and are drawing teeming audiences to newly overflowing galleries. Abigail may be a vampire, but she knows that blood makes better paint than drink. Besides, who needs blood when you can feed on the rapt attention of millions?

Ketcha and Keetin are conjoined twin vampires, sharing a spine. Ketcha abstains from feeding on humans and does not kill. Keetin is a thirsty human hunter. They spend most of their time arguing and trying to convince the other of the merits of their respective lifestyles.

Vampires bring people down, man. Chase is a bro's bro. He was a big dude in high-school and for most of his afterlife, but a vamp-doc version of gastric bypass has made him fit AF, and he's totally been lifting to get that six-pack. He knows Pitbull's entire catalog by heart, but usually gets the "Mexican" parts wrong. He's rarely seen without a tall-boy of Coors Light, but no one's ever seen him drink from it. He can extend the miasma from his Axkxeks scented body wash and body spray (Cocky Desperation scent, to be exact) to gag any crowd and

mesmerize potential bros to join his cause with a single mis-quoted lyric.

Alex Jones is an odd creature; he feeds on disbelief of the truth. It used to be that a well-timed ghost story would spin off a conversation that would satiate him for a month. But when conversations on werewolves and pixies died out, Alex turned to politics. Now he runs a conspiracy internet show and has grown corpulent over chem-trails, vaccines, and Obama.

Grung big. Grung strong. Grung tear truck for fun. Grung suck stuffing out of teddy bears. Grung hungry, bring Grung bear.

Lucarda is a vampire's vampire. Most vampires want to be him; others long to be bitten by him. He is the most interesting vampire in the world. He doesn't always drink blood, but when he does, he prefers AB Negative.

Help! I've been targeted by an idestophage: they look like us but they feed on the meaning of our worms. Slowly, they crane the moaning from our forts, taking aweigh their stupefy dance until nothing is sinister but random fashionable scar garden round connectivity bubble.

In public, Franz Trekmen appears like most everyone else. (He's even mildly famous in many vampire circles for creating Red Bites, one of the earliest blood-sucking techniques.) But, in the shadows, he hunts women who won't bend to his will and threatens to destroy their lives and reputations with his masculinity and notoriety. He is a dominance vampire, without remorse.

Michael G. Barford

Jason Cordova

Paul Edson

Jennifer "Moonpoison" Erixon

Daniel Fowler

Logan Howard

Oli Jeffery

Jason Li

Maazar

Rudy Mangual

Lauren McManamon

James Mullen

Ferrell Riley

David Rothfeder

Dylan Ross

Jesse Ross

Mendel Schmiedekamp

Christopher Sniezak

J Stein

Slade Stolar

Matt Stuart

Todd Zircher

CODEX KEEPERS

Aaron, Keeper of the Child Upon Whom We Dare Not Look
Rob Abrazado, Keeper of the Purple Falsehood
Acritarche, Keeper of the Diary of Sanguine is the Eye
Joaquin Aguirrezabalaga, Keeper of the Blood of Lursiss
Vendevogel Alain, Keeper of the Omegatherion of Fasar
Zach Alexander, Keeper of the Weeping Cells
Gary Anastasio, Keeper of the Bludgeons of Ecstasy
Dustin Andrews, Keeper of the Egg of Existential Dreaming
Vincent Arebalo, Keeper of the Dolm Sarcophagus
Daniel Backus, Keeper of the Thousand Year Cocoon
Chad Bale, Keeper of the Chimes of Misery
Noah Ban, Keeper of the Maze of Unending Pleasure
Joe Banner, Keeper of the Pedigree of Two-Faced Demons
Michael Barford, Keeper of the Eternal Chime
Lyndon Baugh, Keeper of the Trial of the Second Birth
Robert Baxter, Keeper of the Living Wick of Gautama's Candle
Joe Beason, Keeper of the True Name of Ashmedai
Rick Beck, Keeper of the Five Limbs of Acolla
Dan Behlings, Keeper of the Iridescent Ungulates
Mathias Belger, Keeper of the Spectral Hounds
Patrick Bethke, Keeper of Tarnat's Song for Battle
Al Billings, Keeper of the Dun Spirit of Disobedience
Jaïe Blunt, Keeper of the Flask of Sorrows
André Bogaz e Souza, Keeper of the Refined Rose Dust of Daar Angúl
Robert Bohl, Keeper of the Mutinous Younglings
David Bowers, Keeper of the Rootless Forest
Sophia Brandt, Keeper of the Dying Heart
Patrick Brannick, Keeper of the True Name of Abbadon
Brett, Keeper of the Seven False Smiles
Simon Burdett, Keeper of the Agony Songs
Mike Burnett, Keeper of the Fire of Nal-K'aa
Neko Cam, Keeper of the Child Who Sings the Final Song
John Campbell, Keeper of the Dark Shard of Nemrath
Mike Carlson, Keeper of the Obsidian Forests of Yend
Brendan Carrion, Keeper of the Bridge of Canaries
Bill Carter, Keeper of Rengollis's Gaseous Blood
Matthew Caulder, Keeper of the Blue Masquerade
Bay Chang, Keeper of the Heart of Lursiss
Jeremy Christian, Keeper of the Spiral Nemesis
Nic Clark, Keeper of the Torment Gardens
Ewen Cluny, Keeper of the Temple of the Golden Sky
Jeffery Collyer, Keeper of the Oneirophrenic Chords
Jonathan Cook, Keeper of the Quay of Memory and Sadness
Orion Cooper, Keeper of the Bones of the Grey Rangers
Robert Corr, Keeper of the Ram That Whispers Lies
Luke Cox, Keeper of the Screaming Statuary
Jason Cox, Keeper of the Fabulous Fish Parade
Yoshi Creelman, Keeper of the Triton's Blessing
Ian Crockett, Keeper of the God-King's Viscera
Tyler Crumrine, Keeper of the Archlich's Last Breath
Jason D'Angelo, Keeper of the Merry Abbatoir
Love Dahlgren, Keeper of the Last True Pages
Kirt Dankmyer, Keeper of the Voidbeaver Idol
Tom Davies, Keeper of the Glossary of Blades
Alex Davis, Keeper of the Joyous Pit

Kristen Davis-Owen, Keeper of the Whispering Menace
Joshua DeGagne, Keeper of the Sword of Aloester Graymantle
Jacob Densford, Keeper of the Rusted Metropolis
Rob Deobald, Keeper of the Child Who Turns the Key
Derek, Keeper of the Golden Scar
Aaron DeRosa, Keeper of the Nightmare Diadems
Steven desJardins, Keeper of the Black Between the Stars
Mark DesLauriers, Keeper of the Goblet of the Maudlin Priest
Mark Diaz Truman, Keeper of the Clockwork Corvid
Ian Donald, Keeper of the Dying Grottoes
David Dorward, Keeper of the Fetid King's Ashes
Matt Doughty, Keeper of the Well of Immaculate Blood
Tim Dreier, Keeper of the Bone Crown of Old King Smule
Ben Dutter, Keeper of the Cavernous Bile Ducts
Herman Duyker, Keeper of the Beast Masks
Isaac Eccles, Keeper of the Golden Nimbus
edchuk, Keeper of the Sorrow of Morning Mist Castle
Paul Edson, Keeper of the Secret of the Thousand Cuts
Matthew Egger, Keeper of the White Bats of Good Queen Jedra
Kurt Ellison, Keeper of the Shining Sadness
Will Elting, Keeper of the Golden Library of Anduul-Ran
Jennifer Erixon, Keeper of the Spider Tombs
Charlie Etheridge-Nunn, Keeper of the Unsolvable Riddle
Andy Evans, Keeper of the Woman Who Scrawls the Symbols
Joshua Faller, Keeper of the Shrine of Melchior
Declan Feeney, Keeper of the Violet Crown
Mark Fenlon, Keeper of the Undulating Brood of Clarissa Dunlop
John Fiala, Keeper of the Rainbow Shores
Scott Field, Keeper of Malvett's Living Dream
Klint Finley, Keeper of the Teeth Tithings
Asbjørn Flø, Keeper of the Ten Hidden Keys
Kevin Flynn, Keeper of the Vermin Chaplet
Adam Flynn, Keeper of the Six-Tailed Dog-beasts
Daniel Fowler, Keeper of the Unidentified Artifacts
Josh Fox, Keeper of the Pitch-Black Sails
Lowell Francis, Keeper of the Black Quill
Brian Frank, Keeper of the Reflecting Pool of Galaurang
Michael Friese, Keeper of the Smoke Sylphs
Mirko Froehlich, Keeper of the Man Who Dies Every Third Day
furst77, Keeper of the Invisible Candle
Tomer G, Keeper of the Squamous Beast Below
Yochai Gal, Keeper of the Crying Mirrors
Angel Garcia Jimenez, Keeper of the Orphan's Kiss
Nicolás Garcia Lanza, Keeper of the Mossy Robes of the Green Monk
Josh Gary, Keeper of the Windswept Plane of Dust
Charles Gatz, Keeper of the Last Words of the Drowned Men
Gordon Gauchat, Keeper of the Revenant Chord
Gregory Gelder, Keeper of the Knight of Mums
Tavi Gerstle, Keeper of the Star Beyond the Veil
Edgar Gonzalez, Keeper of the Iridescent Forest
Steve Gooch, Keeper of the Little Box with a Tongue and Mirror Inside
Luke Green, Keeper of the Covert Tools of the Eight Immortals
Christopher Grey, Keeper of the Lies of the Child Kingdom
Greyhoof, Keeper of the Jale Putrescence
Derek Grimm, Keeper of the Spirit Discs
Matthew Gushta, Keeper of the First Oak
Erik Harder, Keeper of the Lists of Shame
A.D. Hardman, Keeper of Volcar the Red's Obsidian Hammer

Eddie Hardy, Keeper of the Great Betrayal
Michael Harrel, Keeper of the Woodwitch's Wine Well
Patrick Harris, Keeper of the Endless Spire
Rob Hebert, Keeper of the Leonine Sun
Michael Heiligenstein, Keeper of the Child Who Repeats the Numbers
Edward Hickcox, Keeper of the Bridge of Wanderers
Flo Hoheneder, Keeper of the Key to Zee'Tha
Brian Holland, Keeper of the Book of Infinite Zeroes
Nicholas Hopkins, Keeper of the Passage to Dim Carcosa
Logan Howard, Keeper of the Broken Blade
Andrew Huffaker, Keeper of the Worm Bone Frescoes
Sid Icarus, Keeper of the Box Into Which We Dare Not Reach
James Iles, Keeper of the Ruined Legacy
Spencer Isdahl, Keeper of the Steel Blessing of Ares
Zachary Isom, Keeper of the Nameless Queen's Sobriquet
Johan Jaurin, Keeper of the Laughing Chaos
David Jay, Keeper of the Red and Endless Tankard
Scott Jenks, Keeper of the Gelid Offspring
Tim Jensen, Keeper of the Pilgrim's Forge
Jeremy, Keeper of the Maddening Rhymes
Justin, Keeper of the Nightmare Crèche
Derek Kamal, Keeper of the Sacred Bees and the Honey of Salvation
Stephen Karnes, Keeper of the Hare Skull and the Blue Candle
Jay Kemberling, Keeper of the Hollow Squire
Erin Kenny, Keeper of the Child Who is Cloaked in Mist
Joshua Kershaw, Keeper of the Conch Shell Horn of Nammu
Colin Kierans, Keeper of the Blood Binding Chamber
Andy Kitkowski, Keeper of the Scrolls of Heaven and Earth
Kurt Klassen, Keeper of the Everlasting Wound
Matthew Klein, Keeper of the Crystal Grotto
Charles Klempay, Keeper of the Irresistible Mule, Luscious with Treasure and Fat
Patrick Knowles, Keeper of the Violation Hymns
Ilmari Korpi, Keeper of the Path of Cenduwain Rose-Whisperer
Ben Kramer, Keeper of the Book of False Rituals
Taylor LaBresh, Keeper of the Prismatic River
Maxime Lacoste, Keeper of the Silver Rods
David LaFreniere, Keeper of the Six Questions
Jesse Larimer, Keeper of the Wisdom of the Eight-Legged She
Ridley Larsen, Keeper of the Songs of Satyrn's Sounding
Rolan Le, Keeper of the Starlit Tomes of Astromancy
Dirk Leichty, Keeper of the First Lines
Arthur Lender, Keeper of the Dire Pigs of Moloch
Daniel Lewis, Keeper of the Unspeakable Fixation
David Lewis, Keeper of the Titan's Skull
Jason Li, Keeper of the Descendants of the Rain Wyrn
Shane Liebling, Keeper of the Unlearnable Alphabet
Arnulph de Lisieux, Keeper of the Winter Reverie
Daniel Lofton, Keeper of the Ebony Cat and All We Deem Above Her
David Lombardo, Keeper of the World Teeth
Tyler Lominack, Keeper of the Burning Pages
Kevin Lovecraft, Keeper of the Flesh-Bound Book
Ryan Macklin, Keeper of the God Sarcophagi
Jeremy Mahr, Keeper of the Almanac of Leng
Steve Mains, the Keeper Who is Beyond Our Reach
Eric Maloof, Keeper of the Child Who is a Nest for Spiders
Josh Mannon, Keeper of the Twisted Teeth of Garthuul

Volker Mantel, Keeper of the Children of Malgoliat
Manu Marron, Keeper of the Automata Philosophica
Eugene Marshall, Keeper of the Autumnal Princedoms
Mike Martens, Keeper of the Thousand Verses of Voe'huul
Keith Martin, Keeper of the Woman Who Screams the Prophecies
Jason Martinez, Keeper of the Woman Whose Face is Naught But Tentacles
Colin Matter, Keeper of the Labyrinth Beneath the Sands
Mikel Matthews, Keeper of the Scarification Blades
Bardakus Maximus, Keeper of the Cliff of the Crying Saints
Andrew Mayer, Keeper of the Sandstone Mysteries
Donogh McCarthy, Keeper of the Nine Dread Names
Lee McDaniel, Keeper of the Crown of King Ahanu the Laughing
Tom McGrenery, Keeper of the Two Tongues
Casey McKenzie, Keeper of the Pain Repast
Lauren McManamon, Keeper of the Secrets of Quachil Uttaus
Christo Meid, Keeper of the Tainted Feast
Nery Mejicano, Keeper of the Magister's Chain
Michael Mendoza, Keeper of the Sleeping Pygmy
Darius Meskauskas, Keeper of the Unseen Moons
Mike, Keeper of the Wanting Widows of Thon the Promiscuous
Kristopher Miller, Keeper of the Chain That Bound Desmond the Soul-Shattered
Christopher Moore, Keeper of the Five Poisons
Steve Moore, Keeper of the Final Syllable, Which Must Not Be Uttered
Harry Morris, Keeper of the Sebayt of Silver Dreaming
Jim Morris, Keeper of the Darkstar Instruments
Jim Morrison, Keeper of the First Starlight
Douglas Mota, Keeper of the Word that Binds and Blinds
Elias Mulhall, Keeper of the Child Who Dies Each Night
Ken Napper, Keeper of the Chambers of Gentle Understanding
Wesley Naval, Keeper of the One-Way Door
Phillip Neitzel, Keeper of the Oculus Tenebris
Adam Ness, Keeper of the Axe of Jeffery Bleakwood
John Nolan, Keeper of the Crown of Good King Edwall
Robert Nolan, Keeper of the Furtive Manikin
nonzer0value, Keeper of the Iron Seals
Adam Nordin, Keeper of the Vault of Atrocities
Nuitloupe, Keeper of Where the Lone Wolf Sleeps
Patrick O'Leary, Keeper of the Reel of Dreams
Tyler Oden, Keeper of the Blessed Venom Sacs
Christopher Onstad, Keeper of the Ancient Ungulate
Oporst, Keeper of the Bright Eyes of St. Hanneffin the Flame
Johannes Oppermann, Keeper of the Temporal Rift
Oriflamme, Keeper of Moonpoison's Magnificent Hurdy-Gurdy
Justin Ortega, Keeper of the Midnight Palace
Ray Otus, Keeper of the Endless Page
James Page, Keeper of the Seed-Sacks of Jonjon Applecore
Will Patterson, Keeper of the Child's Dream
Chris Paul, Keeper of the Pungi of the Serpent Queen
Wayne Peacock, Keeper of the Amber Horn of Heléthe
Pedro Pereira, Keeper of the Maggot Godling
Patrick Perkins, Keeper of the Vernal Extraction
Ross Peterman, Keeper of the Resonant Heartstones
Philippe, Keeper of the Sentry Pines
Adrian Polegre, Keeper of the Temple of the Viridescent Wyrn
Lu Quade, Keeper of the Cloak of Logan Stormbreaker
Vincent Quigley, Keeper of the Sword of Aloester Graymantle
Mike Quintanilla, Keeper of the Spagyric Manifolds

Robert Quintero, Keeper of the Library of Eidoloss
Johannes Rasmussen, Keeper of the Nine-Fold Edge
Tommy Rayburn, Keeper of the One Who Grinds Your Skin
Frank Reding, Keeper of the Land that is Naught but Salt and Mysteries
Gerrit Reininghaus, Keeper of the Voice of the Silent Emperor
David Rezak, Keeper of the Three-Headed Coin
Sam Richardson, Keeper of the Inscrutable Circle
Josh Riggins, Keeper of the Star Bears of Kazarak
Ferrell Riley, Keeper of the Rodent's Wisdom
Maria Rivera, Keeper of the Crystal Shards
John Roberts, Keeper of the Sword of St. Murienne
Richard Rogers, Keeper of the Fathomless Well
Dylan Ross, the First Keeper
Jesse Ross, Keeper of the Broken Forge
David Rothfeder, Keeper of the Hull of the Void Hatred
Richard Ruane, Keeper of the Sacred Malignance
Robert Ruthven, Keeper of the Hidden Moors
Blake Ryan, Keeper of the Words of Dissolution and Wonder
Ryan, Keeper of the Locks without Key
Blake Ryan, Keeper of Those Who Feel the Harrowing Eternity
James Ryan, Keeper of the White Kettle Estuary
Ramanan, Keeper of the Book of Old Supplications and Rites
Jorge Salazar, Keeper of the Red King's Heart
Marius Salsbury, Keeper of the Milk of the Serpent Queen
Greg Sanders, Keeper of the Fragrant Void
Samuel Sarjant, Keeper of the Devil's Decoction
savageslacker, Keeper of the Seven False Smiles
Ray Sawyer, Keeper of the Oblique Atlas
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Aniket Schneider, Keeper of Nine Rooks
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COVER ILLUSTRATION: CLAUDIA CANGINI

LAYOUT: OLI JEFFERY. O.JEFFERY@GMAIL.COM

EDITING AND PROOFING: DAVID LAFRENIERE

EDITOR IN CHIEF: JASON CORDOVA