

# Codex

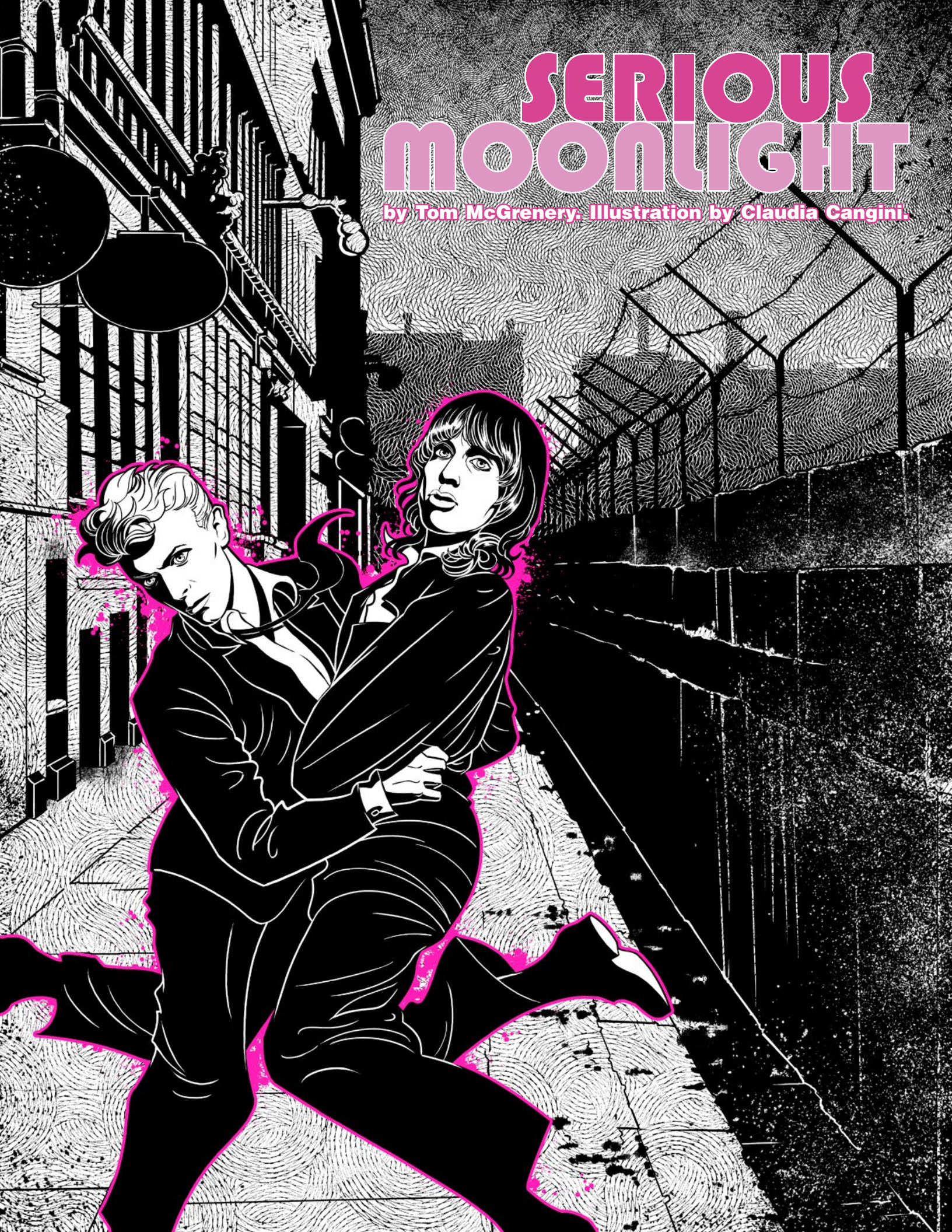
The Gauntlet's monthly RPG zine

GLAMOUR



# SERIOUS MOONLIGHT

by Tom McGrenery. Illustration by Claudia Cangini.



## Thanks to Catherine Ramen for her helpful feedback

“Bowie was living in a fetid pool of rumors, echoes, junkie laments; he was holding court in a circle of vampires. ... Far from having escaped from delusions and bad magic in Los Angeles, Bowie had turned out to be an infected host, bringing his cocaine-fueled necromancy back to Europe.”

Chris O’Leary, *Pushing Ahead of the Dame*

**West Berlin. May, 1977. The Cold War is at its height and something very strange is going on with David Bowie.**

*Serious Moonlight* is a sandbox mystery in which the Player Characters (PCs) tackle a vampiric conspiracy centred around popular musician David Bowie, currently in West Berlin working on his album “*Heroes*”. Around him is a coterie of musicians, producers, acolytes and hangers-on. But which of them has been infected by Bowie’s curse? What form does that curse take, what is its origin, and how will it end if not cured? That is what the PCs must uncover.

Designed for GUMSHOE, but whatever.

## WHO ARE THE PCS?

- Intelligence operatives for Britain, the USSR, USA, or elsewhere investigating reports of suspicious behaviour amongst Bowie’s circle in their country (Bowie in particular visited the Soviet Union, Britain, the US, France, and Italy in 1976)
- Superfans visiting Berlin to catch a glimpse of Bowie, now aware that something is terribly wrong
- Musicians, poets, junkies, and other bohemian types of the West-Berlin arts and clubbing scene

## WHAT IS THE VAMPIRE?

- An actual vampire
- An alien virus
- Weird cocaine
- Magic gone wrong
- A vampiric alter ego that manifests only when the moon is right (the Thin White Duke) and which Bowie needs the PCs’ help to destroy
- Normal substance abuse, the vampire thing is just a metaphor. Sure, if you want to be an IDIOT playing a game that is BAD. Bowie creates a persona called the Thin White Duke and you want that to not be a vampire, what is wrong with you?

**Stats:** Aberrance (Conspyramid level x 10), Health (Conspyramid level x 4)

**Free Powers:** Drain, Night Vision, Regeneration

**Possible Other Powers (1 point of Aberrance to activate):** Addictive Bite, Clairvoyance, Infection, Mesmerism, Necromancy, Shapeshift, Summon Animals, Unnatural Speed

## WHAT CREATED THESE VAMPIRES?

- Classic damned vampire stuff
- Soviet bio-war serum to destabilize the West
- American psychotropic conditioning to destabilize the East
- A toxic cocktail of coke and hermetic magic, overdosed on in an LA hotel
- Occult possession—parts of a ghost spirit, lashing out at the world. The ghost fragments and enters a new host when a new vampire is created

## WHAT DO THE VAMPIRES FEED ON?

- Blood
- Body heat
- Intense emotion
- Dreams
- Need
- GM’s choice or roll again

## HOW DO YOU FIX THIS? PREFERABLY WITHOUT MURDERING DAVID BOWIE?

You could kill all the vampires. This, however, seems a little harsh, particularly if the vampires were unwillingly infected.

Other options, based on different vampire origins:

- Classic vampire—stake through heart, chop off head etc. of the head vampire, thus freeing all its victims. To avoid the trauma of doing this to David Bowie, perhaps the head vampire is Paganini found lurking at the location of your choice (such as his tomb in Parma).
- Soviet superscience—travel to East Berlin to get the antidote for the vampire serum.
- Ghostly possession—destroy or exorcise the creature that turned Bowie into a vampire. Where did this happen? Chopin/Sand at the Château d’Hérouville is a good option.

## BANES AND WARDS

Choose one or two Banes (things that can kill a vampire for good) and two or three Wards (things that force a vampire to back off, paralyse it, or prevent the use of vampiric powers). Examples of Banes and Wards include, but are not limited to:

- Garlic
- Stake through the heart
- Sunlight
- Wild roses
- Hawthorn
- Mirrors
- Crucifixes
- Burial at a crossroads
- Burial with a sickle
- Holy water
- Funk music
- Independent women

## THE EVENT

What is the conspiracy's end goal? It comes to pass when The Event occurs. Make a 6 segment countdown clock. Every new pyramid node or location the PCs visit advances the clock unless someone makes an investigative ability spend (e.g. Bureaucracy smooths the way at Checkpoint Charlie) or succeeds on a general ability test (e.g. Driving like crazy to get across town). If the PCs split up to cover more ground, this also helps to slow the clock: each PC gets one scene per clock segment, whether it's shared with another PC or not.

Possible events:

- Via kidnapping or infecting Esther Friedman, infect her father and/or key figures in the West German government to make them agents for the US or Eastern Bloc
- A ritual of cocaine-fuelled necromancy to resurrect Dracula
- The cold, changeless nature of the vampire completely takes over: Bowie will never make music again. Bear in mind he hasn't finished "Heroes" yet so even if you hate Tin Machine, that's bad.

The Event may very well be the denouement of the adventure. If it occurs earlier, depending on the tenor of your game, this means the climactic moment will either be taking on significantly stronger opposition, seeking to undo The Event, or simply the awful discovery that it has happened already and All Hope Is Lost.

**"In 'Breaking Glass', Bowie is at pains that the subject of the song not see the 'something awful' that he has drawn onto the carpet, which we can safely ascertain to be some form or other of Kabbalistic symbol."**

*Thomas Jerome Seabrook, Bowie in Berlin, 2008*

## THE CONSPYRAMID

The non-player characters connected to the vampiric infection are depicted in the form of a "conspyramid." Some are active, knowing members of the vampire conspiracy, others are just people in the vampires' orbit. Decide which as you go along.

Sketch out one or two people on each level and show this to the players. Or just show them the whole thing, particularly if they're playing government operatives who would have dossiers on this kind of thing.

### LEVEL 1

#### **Bing Crosby**

Storyed American crooner, collaborated with Bowie on a Christmas TV special, performing "The Little Drummer Boy" as a duet.

#### **Mick Jagger**

Snake-hipped British lead singer of popular beat combo The Rolling Stones. Married to Bianca.

#### **Bianca Jagger**

Nicaraguan jet-setter and socialite, associated with Studio 54 and the New York club scene, friends with Andy Warhol. Married to Mick.

#### **Roy Ayers**

Legendary pioneer of jazz-funk from the USA. Plays the vibraphone.

#### **Nicolas Roeg**

Film director. Worked with Bowie on *The Man Who Fell to Earth*.

#### **Sydne Rome**

US-born actress based in Italy. Blonde, vivacious, all that. In talks with Bowie about working on *Wally*, a film about expressionist artist Egon Schiele that Bowie hopes to make.

### LEVEL 2

#### **Mary Hopkin**

UK pop singer, recently back in the charts after several years out of the limelight to have a family. Married to Tony Visconti.

#### **Kuelan Nguyen**

French-Vietnamese woman present at Chateau d'Herouville during the recording of *The Idiot* and *Low*. Had an intimate relationship with Iggy Pop during that time despite them not sharing a language.

#### **Marc Bolan**

Flamboyant, pixie-ish English frontman of T-Rex, friend of Bowie.

#### **Robert Fripp**

Nerdy English guitarist and composer, known for experimental production techniques such as tuned feedback and "Frippertronics" tape looping. A student of the works of Armenian mystic Gurdjieff.

#### **Angela Bowie**

David's ex-wife. Really, really dislikes him, maybe dislikes Coco Schwab more: she's convinced they're sleeping together.

### LEVEL 3

#### **Dennis Davis**

American session musician, drummer on albums with Roy Ayers and David Bowie. Claims to have seen a UFO back when he was in the US Air Force. Enjoys clowning around for the amusement of bandmates.

#### **Tony Visconti**

American record producer and musician. Has worked with Bowie since his second, self-titled, album in 1967. Married to Mary Hopkin, but having a fling with jazz singer Antonia Maass while in Berlin.

#### **Tony Mascia**

American, long-time bodyguard and confidant to David Bowie. Big bearded guy with a fondness for chunky knit sweaters.

**Romy Haag**

Celebrated drag queen and nightclub owner. Muse and (alleged) lover to Bowie.

**LEVEL 4**

**Carlos Alomar**

Puerto Rican guitarist, first worked with Bowie in 1974. Dependable, serious, great at making inventive riffs.

**Brian Eno**

Avant-garde British music weirdo, inventor of the "Oblique Strategies" card deck designed to stimulate artists suffering from creative blocks. Plays synthesizers and serves as musical director on "Heroes".

**Esther Friedman**

Daughter of a German diplomat, in a relationship with Iggy, whom she sees as "the love of [her] life." (*Open Up and Bleed*, 2007)

**LEVEL 5**

**Jim Osterberg, aka Iggy Pop**

Former frontman of The Stooges, in Berlin to strike out on his own musical career, aided by Bowie. Improvisational, driven. Recently moved out of his shared flat with David and Coco to another in the same building as a way to escape David's shadow.

**THE HUNTER & THE SEER**

Before you start, decide who is:

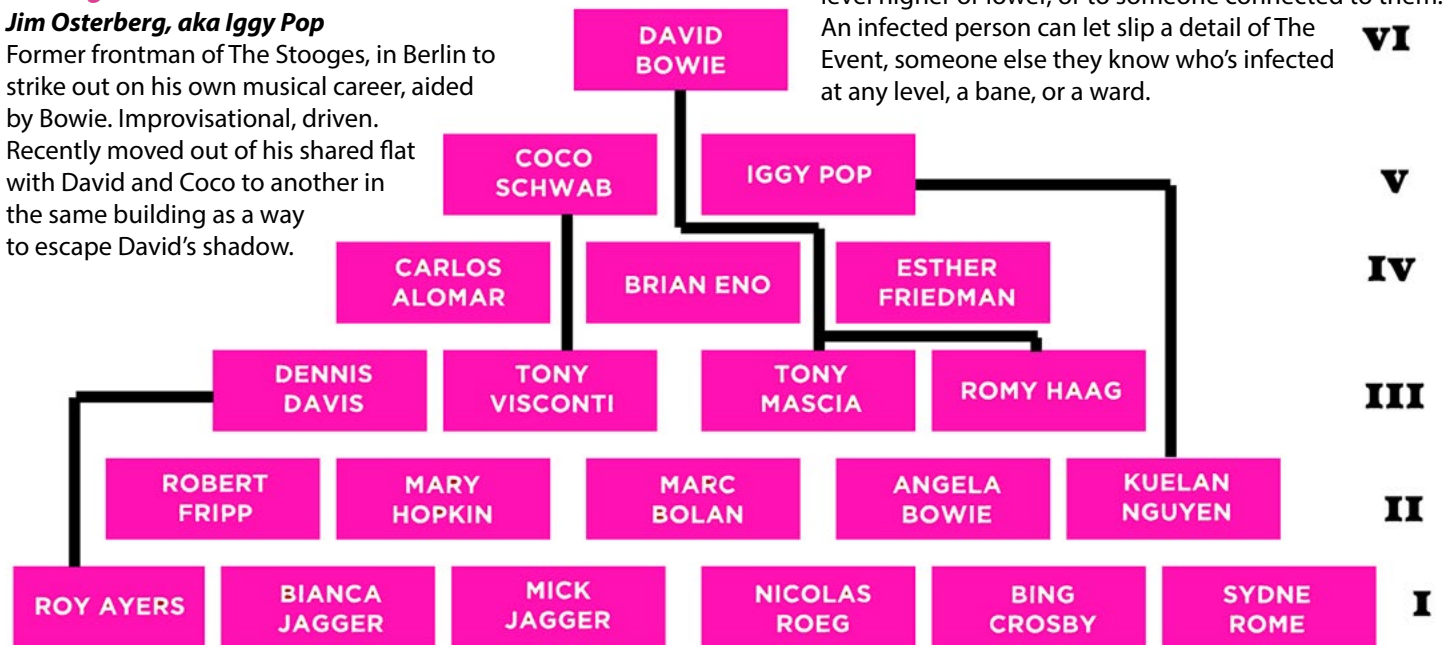
**The Vampire Hunter:** one person low on the Conspyramid, spotted at a location staking out the place. They have partially figured out what's going on. They share three weapons against vampires: one bane and two wards, but they don't know which is which. If consulted again, they have no memory of the first meeting or of vampires in Berlin: the conspiracy's got them.

**The Seer:** choose one person on the Conspyramid; when visited, they deliver a vision that seems unreliable—it's a dream, psychic vision, or drug-tinged memory—but correctly identifies a location or vampire.

**HOW DO YOU EXPLORE THE CONSPYRAMID?**

- **Persuasion, Violence, Observation**

Each person on the pyramid can point you to someone one level higher or lower, or to someone connected to them. An infected person can let slip a detail of The Event, someone else they know who's infected at any level, a bane, or a ward. **VI**



**Corinne "Coco" Schwab**

Bowie's right-hand woman, long-time assistant, and fixer. Smart, diplomatic, persistent. When David broke from his old record label, Coco was the only person he kept with him.

**V**

**IV**

**III**

**II**

**I**

That might happen because you've beaten them up until you recovered physical evidence from them, because you've convinced or tricked them into telling you, or because you've put them under surveillance and followed them until you see the connection take place before your very eyes.

**LEVEL 6**

**David Bowie**

The man himself. Iconic pop musician. In Berlin to reinvent his career and life, fleeing a pit of addiction he fell into across the Atlantic. Not always succeeding. Drinks "all the time." His five-year-old son Joey is enrolled at an English-speaking school in Berlin.

Standard Obstacle Difficulty = (Conspyramid Level + 3)  
NPC General Abilities: as appropriate, rated at (Conspyramid Level + 5)

**SO LIKE, WHY NOT JUST GO DIRECTLY FOR DAVID BOWIE?**

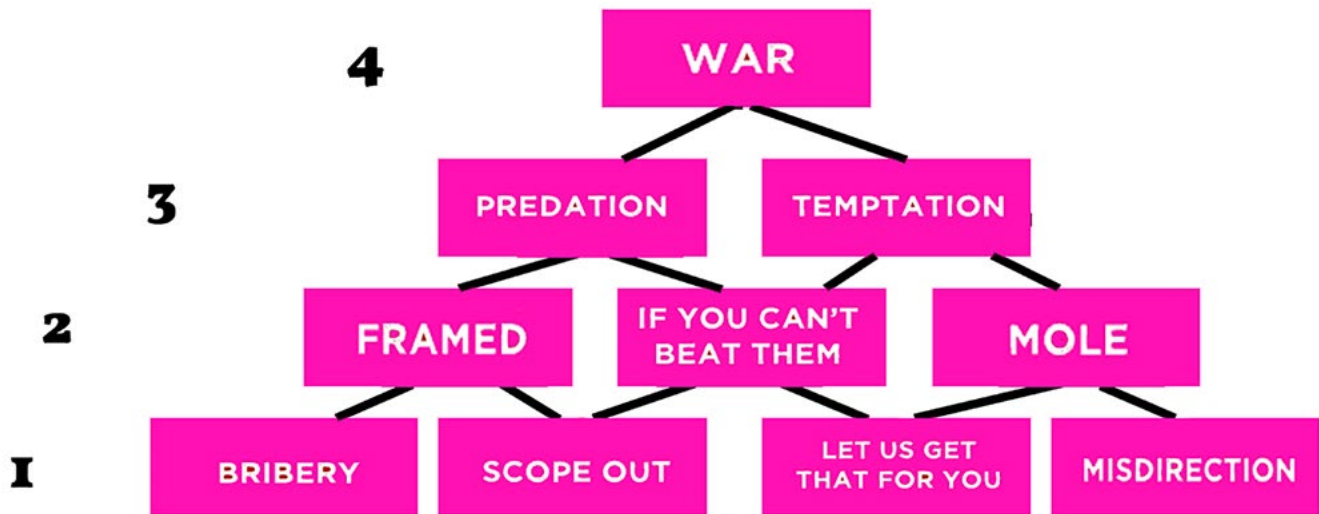
Because tasks get harder the higher up the pyramid you go. The standard difficulty for general ability rolls is 3+pyramid level. So it's easier to go find someone lower down and get the info out of them about what kills or wards off a vampire, or where and when The Event is happening.

**ARE THEY INFECTED?**

Bowie definitely is. For the rest, you choose. If you can't choose, roll a d6 and add their pyramid level—on a 7+, they're infected.

## THE GLAMPYRAMID

The vampire conspiracy isn't static. After every tick forward of the clock, choose something from the tree diagram below (the Glampyramid). Start at level one and work your way up the connecting nodes, picking whichever option feels right at the time.



### LEVEL 1

#### **Bribery**

"Look, you're a cool kid but David's very busy. I could get you an autograph maybe. How does that sound? Go back home from Berlin with an autograph and a cool story to tell."

#### **Scope Out**

A low-level infected NPC shadows the PCs around, seeing who they talk to and what they're like. Ask for a Sense Trouble roll in an idle moment to spot the observer. Otherwise, have the watcher see whatever happens in the next scene, too.

#### **Let Us Get That for You**

The conspiracy identifies a PC's enemy, or simply someone they dislike, and murders them. This will occasion some interest in the PC and their pals from the local cops.

#### **Misdirection**

The conspiracy plants evidence pointing the PCs towards the wrong location for The Event, or makes them think someone is infected who really isn't. This evidence doesn't take long to disprove: just long enough for another tick of the countdown clock.

### LEVEL 2

#### **Framed**

The conspiracy leaves evidence of a serious crime (a dead body in a hotel room is a classic) that implicates a PC and points the authorities towards them.

#### **Mole**

A mind-controlled double agent is planted in the PC's group, appearing to be a friendly face in a hostile situation. The Seer or Hunter may be turned in this way after they've performed their initial function.

#### **If You Can't Beat Them**

A member of the conspiracy offers to infect a PC by laying out the benefits: immortality, superpowers, being totally cool, etc.

### LEVEL 3

#### **Temptation**

The conspiracy lures the PCs in by revealing the location of The Event. A vampire is waiting, with backup, and they try to capture, drain, and infect one or more of the PCs.

#### **Predation**

The conspiracy actively starts hunting the PCs down. Vampires and minions follow them around and if they split up, attack any isolated PC with intent to kill.

### LEVEL 4

#### **War**

The conspiracy commits all its assets to destroying the PCs with little or no subtlety.

## LOCATIONS IN BERLIN

### **155 HAUPTSTRASSE, SCHÖNEBERG**

Apartment building in a rundown area home to many immigrants, particularly from Turkey, above a shop selling spare car parts. Iggy, David, and Coco shared a seven-room apartment here in 1976. Iggy now has his own flat in the same building.

"155 Hauptstrasse, second floor. Knock hard because the bell sometimes doesn't work. Ig eventually moved in with a bird next door." (Bowie, UNCUT interview, 2001)

### HANSA TONSTUDIO

Recording venue for *Low*, *The Idiot*, “*Heroes*” and *Lust for Life*. Famously close to the Wall. The exterior is pockmarked with bullet holes and shelling damage. Inside, shiny parquet floors and heavy mahogany doors. The main “By the Wall” room is a large recording space. Upstairs is the smaller studio where “The Passenger” was recorded. Mingled scents of stale beer and cigarettes, the hum of reel-to-reel tape recorders, soft textures of soundproofing.

### **MUSEUM ISLAND**

Located on the River Spree in East Berlin. Museums located here include the Bode Museum (ancient and Byzantine art), the Alte Nationalgalerie (Neoclassical, Romantic, Impressionist art.), Altes Museum (antiquities).

### **CAFE EXIL, KREUZBERG**

“At night we’d hang with the intellectuals and beats at the Exile restaurant in Kreuzberg. In the back they had this smoky room with a billiard table and it was sort of like another living room except the company was always changing.” (Bowie, *UNCUT* interview, 2001)

### **UFA MOVIE STUDIO**

On the outskirts of Berlin, in Babelsberg. Site of rehearsals for Iggy’s *The Idiot* tour (in an old screening room) and filming of *Nosferatu*.

**“They had all these wonderful German Expressionist films just sitting in cans rotting. You could smell the film slowly going bad.”** (Iggy Pop, *I Need More*, 1997)

### **BRÜCKE MUSEUM**

Houses the works of Die Brücke, an expressionist movement of the early 20th century. The collection includes “Otto Mueller’s painting *Lovers Between Garden Walls*, which Bowie had found himself drawn to ... [a] depiction of a strained and perhaps final pre-war embrace”. (Thomas Jerome Seabrook, *Bowie in Berlin*, 2008) Erich Heckel’s 1917 painting *Roquairol* inspired the cover images of both *The Idiot* and “*Heroes*”.

### **KURFÜRSTENDAMM**

Berlin’s major thoroughfare, a broad avenue often where NATO tanks often roll by in a show of force. In 1976, this was where David Bowie repeatedly rammed his Mercedes convertible into the car of a drug dealer he believed had cheated him, for upwards of 5 minutes, before driving away into the night.

### **CHEZ ROMY HAAG**

“It was a discotheque for young people, not a cabaret, like the papers always say. The interior was inspired by Biba, the old shopping centre in London. It was really fashionable: Art Deco, black lacquer counters, mirrors... I wanted my club to look like that, so I painted the floors, the ceiling, the bar all black, and the walls were lined with mirrors. Then at the back, there was a very small stage with a red curtain. ... very underground, trashy, kitschy. ... Like an Andy Warhol aesthetic.” (Romy Haag, *Exberliner* interview, 2014)

## **LOCATIONS OUTSIDE BERLIN**

### **CHÂTEAU D’HÉROUVILLE**

Built in 1740 in the village of Hérouville, Val-d’Oise. The ghosts of Frederic Chopin and George Sand are said to haunt the master bedroom, where Chopin died of consumption. Bowie refused to sleep there due to an unnatural cold spot in one corner. Eno used the room instead and recalls often being woken by a hand on his shoulder, only to find the room empty.

### **THE IDIOT ALBUM TOUR, IGGY POP -- UK (WITH BOWIE ON KEYBOARDS)**

Aylesbury, Newcastle, Manchester, Birmingham, London “While in London, Bowie is taken for lunch to Toscanini’s in the Kings Road by Marc Bolan. After the meal, Bowie and Bolan, both slightly drunk, wandered down the Kings Road singing. In view of a packed bus full of school children, the two jumped up and down to attract the children’s attention shouting alternately, ‘I’m Bowie’, and ‘I’m Marc Bolan.’” ([bowiegoldenyears.com](http://bowiegoldenyears.com))

### **THE IDIOT ALBUM TOUR, IGGY POP -- NORTH AMERICA (WITH BOWIE ON KEYBOARDS)**

Montreal, Toronto, Boston, New York (attended by Mick Jagger and Keith Richard), Philadelphia, Cleveland, Chicago, Pittsburgh, Columbus, Milwaukee, Portland, Seattle, Vancouver, San Francisco, Los Angeles

## **EXAMPLE OF AN INVESTIGATION STRAND IN PLAY**

Carlos Alomar says there was something weird about how both covers for *The Idiot* and “*Heroes*” are modelled on the same image. He can’t quite remember, but the way Jim and David talked about it was odd. Why are both the same source? Ask Coco. Reassure her. She says it was something to do with a dream both Iggy and David had. Eno knows more. He had the dream first. In the cold room at the Chateau d’Herouville. Instructions from Chopin: get young, healthy bodies—one male and one female—for he and George Sand to return to the land of the living.

### **INVESTIGATIVE ABILITY SPEND CHEAT SHEET**

#### **0-point spend**

What is the information?

This person is lying.

Ask the GM a fact.

#### **1-point spend**

What does it mean?

Why? About what?

Tell the GM a fact.

**“[The Idiot is] damn unhealthy, perverse, harrowing ... strangely addictive.”** (Nick Kent, *NME*, 1977)

# *the* *glamour*

A Monsterhearts 2 Skin by David Rothfeder

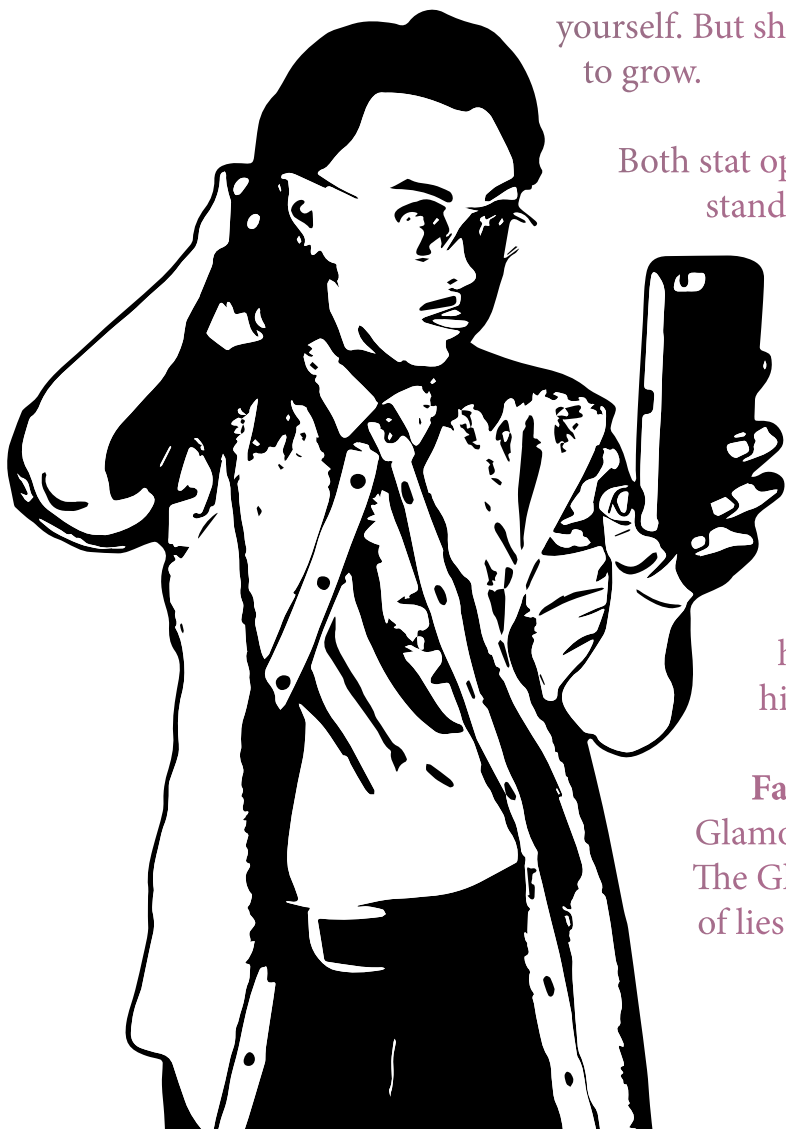
Illustration by Jackson Tegu

Model: Che Oso Ortega

Thanks to Shane Liebling and Yoshi Creelman for their helpful feedback.

You know how they see you—a winning smile, cool clothes, the life of the party. You do the right things, say the right words, date the right people. You fit in perfectly with your role. But that's all a lie. Scratch away at your perfectly crafted persona, and there's nothing human beneath. The person the world knows is an illusion. When people believe the illusion is real, you have a place. But if the glamour is shattered, there will be nothing left of you. Just remember to fake it till you make it.

Gregarious, predictable, and relatable. The Glamour needs to fit others' expectations but knows they are empty inside. Just beware, because the truth hurts... literally. If you step beyond your illusion too often, you risk destroying your persona and even yourself. But sharing parts of you also affords opportunities to grow.



Both stat options show the Glamour's nature of not standing out, neither excelling nor lacking in any stats. Except for Cold, which they use to maintain themselves even when stressed. The first option is for a more popular, but fragile Glamour.

**Skin Deep** is a double edged sword. It punishes you for breaking persona but rewards you for being convincing. While it is easy to collect harm this way, it's equally easy to heal back up so don't be afraid to take some hits.

**Fake Confession** and **Stolen Past** encourage the Glamour to develop their backstory through lying. The Glamour must find a way to support their web of lies, or else their entire persona may collapse.



Already being an expert liar, **Nothing to See Here** makes the Glamour great at covering for other characters' secrets while **Alibi** gives the Glamour power for doing so. **The Truest Form of Flattery** lets the Glamour use earned Strings to help with rolls, but can risk harm from **Skin Deep**.

The Glamour's Sex move hurts so good. It isn't actually about the sexuality, it's about being genuine. This hurts the Glamour's illusion, but also helps them develop their own identity. If you find enough genuine connections without destroying yourself, you may find a way to another skin.

Don't be afraid of your Darkest Self: it isn't just about the destruction of your persona. It's a chance to reinvent yourself. It ends in either in a brand new you, or a greater appreciation of your true self.

## Identity

**Name:** John, Amy, Emily, Heather, Heath, Caleb, Jackson, Tyler, Lee, Alison, Jose, Tasha

**Look:** Cool, Preppy, Dork, Jock, Unassuming, Weirdo

**Eyes:** Empty, Shimmering, Dull, Fractal, Reflective

**Origin:** A living spell, Born from the collective unconsciousness, Alien being in disguise, An imposter, An empty soul

## Your Backstory

You're predictable and everyone has your number. Give every other character a String.

Everyone thinks you're related to another character. Take two Strings on them. Ask their player if they know you aren't actually related to them. If they say they do, they take two Strings on you.

## Stats

Either:

Hot: 1 Cold: 1 Volatile: -1 Dark: 0

Hot: 0 Cold: 1 Volatile: 0 Dark: 0

## Darkest Self

The way people see you is disgusting. They have believed the mountain of lies you've fed them for too long and it's time they see you as something different. But first you must destroy everything you've built; isolate your clique, burn your trophies, destroy your reputation—all of it is phony anyway. When you destroy your old persona to the point where people see you as something else, craft a new persona (changing your look accordingly) and escape your Darkest Self. You can also escape your Darkest Self when somebody shows they care for something genuine about you (you must have taken harm from Skin Deep at some point).

## Advancement

- Add +1 to one of your stats
- Take another Glamour move
- Take another Glamour move
- Take a move from any skin
- Take a move from any skin
- You're part of a Grand Illusion

Persona: \_\_\_\_\_

## Sex Move

When you share a moment of true intimacy (sex is not always intimacy and is not always needed for it), take 1 harm as if you triggered Skin Deep and mark experience.

## Glamour Moves

You get Skin Deep and choose two more:

**Skin Deep:** Your very being is tied to your persona. Write a word or three for your persona that matches your look. This persona describes how the world sees you. **When your persona changes**, your look may change to fit it, too. When anybody (anywhere) discovers a truth about you that doesn't fit your persona, or they suspect your true nature, take 1 harm. When you get a crowd to treat you in accordance to your persona, heal 1 harm.

**Fake Confession:** **When you tell someone a secret about yourself that is damaging but untrue**, roll +Cold. \*On a hit, mark experience. \*On a 7-9, they choose one:  
-they gain 2 Strings on you  
-you draw suspicion about your sincerity and take 1 harm  
-they don't keep it secret

**The Truest Form of Flattery:** You may spend a String on a PC to use their stat instead of your own for one roll. **When you do**, you take on their mannerisms for the scene.

**Nothing to See Here:** You can extend the illusion of normalcy to those around you. **When you do so**, roll +Cold. \*On a hit, an outsider will perceive everything to be normal, even if the scene is extreme. \*On a 7-9, the illusion of yourself slips, revealing a truth. Reveal what is learned and then trigger Skin Deep.

**Alibi:** **Whenever you help another character keep their secrets**, gain a String on them.

**Stolen Past:** **When you convince others that something that happened to another character happened to you instead**, trade a String with the owner of that past you just stole.

**Coax:** **When you make eye contact with another character for more than a moment**, they must use a String on you at some point before leaving your presence. If they cannot, gain a String on them.



# Midnight at the Oasis

A Storygame of a Queer Culture  
by Catherine Ramen

Illustrations by Jesse Ross

Playtesters: Jason Cordova,  
Miguel Angel Espinoza, Patrick  
Knowles, David LaFreniere,  
Tyler Lominack

“The irony of the crossdresser is that he is both unknown  
and invisible in society, and can't become known until he  
is visible.”

- Helen Boyd, My Husband Betty



New York City in the 1990s was home to a club and party scene that only gathered strength despite the attempts of the Giuliani administration to crack down on them. But while the avant garde collected at the electronica venues of Tunnel, Limelight, and Mother, there were other, quieter party nights catering to all kinds of subcultures.

One of these is Grace's Oasis, a party night for crossdressing men (and their "admirers") held in a bar/restaurant on Saturday nights. Unlike some other venues that cater to trans people (such as the infamous and often closed Edelweiss, which was visited mostly by sex workers and their pickups), the Oasis bills itself as a more social gathering, a corner bar for trans people, a low-risk way to step out in the world for a while. And in a world that is barely on the internet, a place like the Oasis is a valuable hub.

Most of the people who come to the Oasis every week are regulars, although there is always a contingent of out-of-town visitors and people venturing out of their homes for the first time. Almost all of them are NOT in the process of transitioning; they present male for the majority of the time, and do not plan to transition or live full-time as women. Mixed among them are a small group of men who are attracted to crossdressers, usually called "admirers". Reaction to them varies, with some of the girls interested in hook-ups, some resolutely attracted only to women, and some willing to explore the experience of being courted by a man. (And many simply deride the admirers as being creepy and intrusive.)

This game takes place on a particular Saturday, when several of the regulars are visited by their mutual friend Dallas, who moved out of the United States a year ago, intending to transition. But when she arrives, she is presenting male, having detransitioned in the meantime – throwing everyone's carefully arranged self-image into disarray.

## A Note on Gender, Transness, Pronouns, and Race

All of the characters in this game were assigned male at birth. When crossdressed, they use female pronouns, have feminine names, and use words such as "lady" or "girl" to refer to themselves or others. While many of the characters can be presumed to have contemplated transition at several points in their life, at this point they are not transitioning. All of the characters in the game are or have been attracted to women. This does not preclude other attractions. The vast majority of crossdressers who came to places like the Oasis identified as heterosexual as at least a starting point; those who identified more strongly as gay tended to find their support in the gay community. No race is indicated for any character; the crossdressing community was diverse and people of any race or ethnicity could be encountered at the Oasis.

## The Characters

There are six characters in this game. Two characters (Grace and Dallas) are played by the same player. The other characters are: Michelle, Ruth, Lola, Marianne, and Grant. All except Grant and Dallas arrive at the Oasis crossdressed. Dallas must be chosen as a character; but any combination of the remaining characters should yield an entertaining game.

Each player should choose a character. Dallas's player also plays Grace. Each character has a number of questions associated with them. The players should write their answers down and, except for Dallas's player, share their answers with the rest of the group. After these questions are chosen, Dallas's player asks the other players some questions, and the game begins.

## The Crossdressers

Michelle, Ruth, Lola, and Marianne all currently identify as crossdressers. Their players must each fill in the blanks on the following three items:

1. "I'm in the closet to everyone except \_\_\_\_\_, my \_\_\_\_\_."

You can write a few different answers for this. Some ideas are a brother, a sister, a good friend, current or former partner. If people know you only in your femme presentation you're still in the closet to them.

2. I'm (married to, dating, working up the nerve to ask out) \_\_\_\_\_, a woman I met \_\_\_\_\_.

If you would like, you can detail a past relationship as well.

3. \_\_\_\_\_ makes me feel glamorous, while \_\_\_\_\_ makes me feel like I can never pass.

Some answers: hair, wigs, eyes, chin, neck, jewelry, dresses, shoes

### MICHELLE

#### Cautiously Exploring

You're in your mid or late 20s. You are a graduate student and have a job in a related field. You've occasionally gone out to "normal" venues like restaurants or to see friends play music in bars. However, you've never ridden public transportation or gone out during the day while dressed. The Oasis feels like a bigger closet to you, but you still need its comfort.

### LOLA

#### Out On the Edge

You're in your early 20s and live in the suburbs. Back home you sometimes go out to neighborhood bars that feel safe where people know you there only as Lola. You were a goth when you were younger, and sometimes still go to those clubs. You like to sing, and Dallas sometimes took you to piano bars. The Oasis gives you a chance to come to the city; often you ride home on the early morning trains while still presenting female.

## These Are Your Truths: Live Them

A short guide to playing a crossdresser.

**You were born in the closet and you mostly stay there, except for those you trust.**

Most people, even in the 1990s, won't understand what you do and you risk ostracization from your friends and family and could even lose your job if you are outed (there are little to no protections for trans people in general; in 2002 the ACLU lost a wrongful termination lawsuit for an employee of Winn-Dixie who was fired for crossdressing while not at work).

**You're attracted to women**

You've been in, or wanted to be in, a relationship with a woman. This doesn't preclude other attractions, although facing those feelings is difficult for some people.

**You've thought about transitioning but are not transitioning now**

Ever since you knew it was possible, you've thought about living as a woman but have decided that you don't want to. But that book seems hard to close...

**What you are not**

A drag queen or excessively camp – quite the opposite, most people strive for a look that is somewhere in the bounds of ordinary (if usually dressy) outfits that most women would wear.

The central tension many crossdressers experienced was to be terribly liminal: how can you be authentic when the self others tell you is authentic feels like artifice, but it requires so much artifice to feel authentic?

## RUTH

### Making Up For Lost Time

You're in your late 30s, and are a veteran of the armed services. You only started to come out publicly a few years ago. You live in the suburbs, and drive into the city to visit the Oasis. Your presentation has improved a lot since your first attempts out the door.

## MARIANNE

### The Old-Timer

You're in your late 50s, and have been doing this for a long time; you can remember when the gay and trans subcultures shared venues back in the 1960s and 1970s. You're fairly well-to-do in everyday life and conservative politically and socially, which sets you apart from most of the other regulars.

## The Admirer

## GRANT

You're in your 40s, and are a regular at the Oasis. You're charming and witty, and are genuinely interested in the lives of the ladies here. You don't always go home with someone, but you do more often than any of the other admirers here.

Answer the following:

\_\_\_\_\_ and I have a simmering mutual attraction.

\_\_\_\_\_ and I have a mutual interest in \_\_\_\_\_.

\_\_\_\_\_ is the most attractive lady here; say why she is.

## Dallas & Grace

## GRACE

You're in your 50s, a veteran of decades of parties and theme nights at bars. You remember fondly the Studio 54 days and the sexually amorphous 1970s, which may

explain why there's so much disco on your playlists. You run the sound table and serve as a hostess and door greeter. Pick one of the girls and say why she is your favorite.

## DALLAS

You're in your late 30s, and are the classic late transitioner – or so you thought. A year ago you left the city for some far off location, planning to transition to being a woman. You were taking hormones and making surgery plans. But now you're back, apparently living only as a man, and have come by the Oasis to see your old friends.

When you were still a regular at the Oasis, you were known for your escapades – all night club crawls, singing sessions at piano bars, running your own theme parties at other locations. All the regulars present tonight accompanied you several times on one of your manic romps.

Here's the tension to playing Dallas: the detransition is temporary and transitory. You will eventually return to expressing your transness, either by resuming transition, crossdressing, or some other middle ground. But while you suspect this (and your friends will certainly do so), *you do not know for sure* this is your future. To what degree you *do* comprehend it, and how much you cling to the idea of your detransition, is up to the player. The experience of permanent detransition is quite complicated and not really captured in the experience of the character of Dallas, nor is it meant to.

### Questions

Where did you go?

What name are you using now?

When did you realize you weren't going to transition?

Why is it so important to you to come back to the Oasis presenting male?

*Why people stop the process of transition is extremely complicated. Some reasons are: bad reactions to hormones, realization that a full-time life in the target gender is not really desired, family pressure, pressure from a partner, religion, finances, or just cold feet.*

## The Questions

Each player now asks at least one of the questions below. Every character (except Grace) needs to have asked at least one question and answered at least one question.

1. Who has actually started the process of transitioning? Are you still doing it, and have you told anyone else about it?
2. Which one of the regulars have you met when one or both of you were presenting male?
3. Why is it so important that your family never find out about your trips to the Oasis?
4. What breaks your heart that you've never done while presenting female?
5. Who shared a night with Grant that they can't get out of their mind? What about it haunts you?
6. Describe something you don't like about another character's femme presentation; why do you never miss a chance to point that out to her?
7. Why have you never told \_\_\_\_\_ that you find them attractive?
8. Who's your best friend among the regulars? Are you theirs?
9. Who looked to Dallas as a role model, and what part of her life did you try to imitate?
10. What did Dallas do during one of your late-night excursions that deeply disturbed you?
11. Why does seeing Dallas like this fill you with dismay?
12. What favor did you do Dallas that she still owes you for?

## The Game

After the questions have been asked and answered, the game can start. There are two Acts in the game, plus an Epilogue. The game is comfortably playable in a single session of 2-4 hours.

Each player will need a token. At the start of the game, everyone except Dallas's player puts their token on a location on the map. Multiple tokens may be at the same location.

## ON YOUR TURN

The character who is Grace's favorite goes first; after her turn, play proceeds around the table to the left. On your turn you must play out a scene that includes your character, and you may move your token to any other location. You can move either before or after playing out your scene. You must include everyone who shares a location with you in your scene (except Grace, who can be included or excluded as desired). Either before or after you have moved, you may invite one character to join you; it's up to their player if they do. If they accept the invitation, they move their token to your current location.

*These rules simulate the experience of navigating a crowded social space. Sometimes you may want to go somewhere but not share the space with another character, or desperately want someone to join you for some one-on-one time.*

Grace is an exception to these rules; she does not have her own token and never moves. Grace can always be found either at The Bar or on The Dance Floor, and a character can always include her in her scene if she is at either of those locations.

Once everyone else has had a turn, Dallas's player may decide to make her entrance at any time on someone's turn by placing her token on the map; this marks the end of Act I and the start of Act II. Dallas immediately plays out a scene exactly like the other characters. She takes her turns after the player during whose turn she made her entrance. Once Dallas has had a scene with each of the other characters, she may end the Act by declaring that Dallas is leaving the Oasis. The game then moves to the Epilogue.

## The Map

A map of Grace's Oasis (by day, a restaurant/bar) is on the next page. There are several locations with a scene prompt for each. When your token is on a location, you can make a scene using the prompts. You must include any character whose token is already at that location in your scene, and only those characters. If you like, you can do a flashback to another time and location. The Front Door only allows you to have a flashback scene, while Check Your Makeup only allows a monologue.

Some Locations have multiple prompts. Generally you can use either or both prompts when you set your scene.

If you don't have the map, you can write down the names and prompts on index cards and place them in order on the table.

The Locations (and their prompts) are):

### THE FRONT DOOR

#### Flashbacks only

What you bring with you  
What you leave behind

A scene set here must be a flashback.

### THE BASEMENT

What you cover up  
What you cannot conceal

The basement includes a changing area with a vanity for people who cannot dress up before leaving home.

### THE BAR

What you desire  
Who provides it

This is one of the two locations where Grace can always be found.

## CHECK YOUR MAKEUP

### Monologues only

A reflective monologue

The Oasis provides a Ladies' and a Men's bathroom, although practically they are unisex. A character may only have a monologue in this location.

## THE DANCE FLOOR

Share a joy  
Confront a fear

This is one of the locations where Grace can always be found. Many of the crossdressers were socialized as males growing up and thus don't believe they can dance or never learned and find it awkward. Some too find it uncomfortable to dance with a man, or fear what they might feel if they did. Some of the patrons, however, enjoy dancing to Grace's mix of disco and current pop.

## A CORNER TABLE

A shared confidence  
A difficult truth

The corner tables are a little quieter and more secluded than the area around the bar, and are often used for conversations between friends...or makeout sessions.

*There are no locations outside the Oasis; this is intentional, as the Oasis is a hermetic location, a larger closet (or more generously, a safe space). Flashbacks and monologues can take place outside the Oasis, of course.*

## Epilogue

Take turns briefly narrating a scene for your character after this night. Does anyone go home with another character? What happens after they met Dallas this night? Has anyone's point of view changed? When everyone has had a scene, take a moment to debrief with the other players and talk about your experiences.



**CORNER TABLES**  
Intimate conversation  
A shared confidence  
A difficult truth

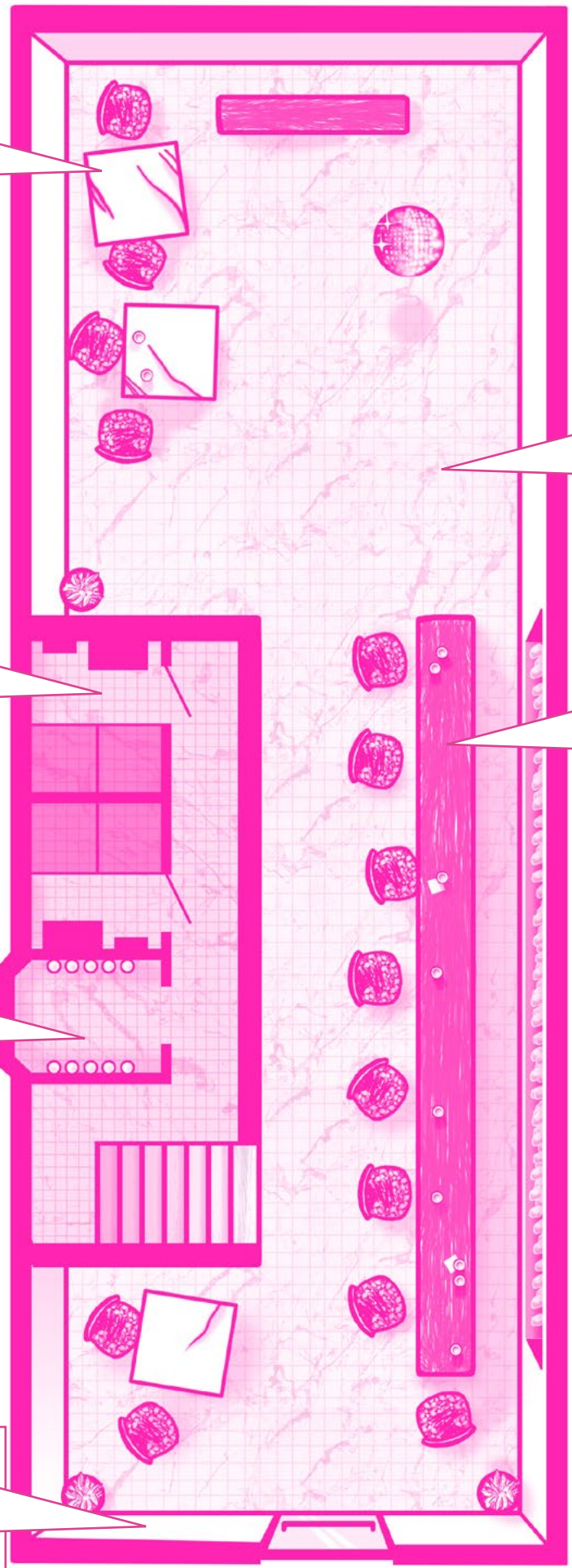
**CHECK YOUR MAKEUP**  
Monologues only  
A reflection

**THE BASEMENT**  
Where people can dress up  
What you cover up  
What you cannot conceal

**THE FRONT DOOR**  
Flashbacks only  
What you bring with you  
What you leave behind

**ON THE DANCE FLOOR**  
Grace is here  
Share a joy  
Confront a fear

**THE BAR**  
Grace is here  
What you desire  
Who provides it



## A Glossary-Phrasebook of Crossdressing

A(F/M)AB: Assigned female/male at birth, the gender a person was given when they were born. Not a contemporary term in the 1990s.

Admirer, chaser: a man attracted to crossdressers: “That chaser is really creepy.” But: “Grant is really sweet for an admirer.” Practically, though, either term could be pejorative, depending on the speaker.

Crossdresser (CD): “Dahlia’s never going to transition, she’s just a crossdresser. She can’t come out to her kids anyway.”

Detransition to stop or reverse the process of transition. Generally rare, and many trans people will expect some kind of extenuating circumstance. “Wait, Dallas destransitioned? Why?”

Drag Queen: “Listen, buddy, I’m not some gay man in a dress, all right!” The separation between drag queens and crossdressers could be rigidly enforced by both sides – crossdressers wanting to avoid being labeled as gay, drag queens wanting to separate from the everyday or inept appearance of crossdressers.

En femme or dressed: “I went to Phantom en femme, wearing an evening gown! Never thought I’d see a Broadway show while dressed!” Femme was also an adjective for anything related to crossdressing: femme appearance, femme name.

GG or Genetic Girl: “Lisa always brings her GG friends with her when she comes out.” Not generally considered complimentary by the women in question.

Girls, ladies, t-girls: “Dallas knows so many girls; all the ladies here know her. The t-girls, I mean.”

Michelle & Jennifer: ridiculously common femme names in this era.

Passing: “I went out to dinner last night dressed and the waiter called me Miss. I must really have been passing well – I don’t think he had any idea!”

Pink Fog or Gender Euphoria: “Ever since Julie came out to her wife, she’s been in the pink fog – buying dresses and shoes, going out to clubs, chatting with other CDs online – I guess we all go through it, but there’s gonna be a crash.”

Professional: synonym for working girl, i.e. a prostitute. Grace doesn’t want trans sex workers picking up johns in the Oasis.

Purge: A common experience for trans people in this era. “Yeah, I purged once or twice when I was a teenager, threw out my makeup and clothes and tried not to dress anymore, but it never lasts. Don’t ever purge, it doesn’t do anything except make you buy everything again.”

Real-life test (RLT): waiting period, usually a year, spent living as the desired gender as a requirement to getting a letter recommending genital surgery. “Michelle’s halfway through her RLT and she looks great.”

Tranny: “Boy, there are a lot of trannies here tonight”; this phrase is an insult from a cis person, or an in-group sarcasm from a trans person.

Transgendered (TG): in the 1990s, this was an umbrella term for any trans person, especially both crossdressers and transsexuals.

Trans hierarchy: “I guess Joan transitioned and can’t slum it with us crossdressers anymore.”

Transvestite: “That guy over there called me a transvestite, yuck.” “Oh, he’s English, that’s what they say over there.”

TV short for transvestite, old-fashioned but not pejorative: “Hey, there’s a new TV club downtown.”

Woman: rarely used self-referentially by crossdressers, although: “You were right about that lipstick color, Michelle; you’re a wise woman.”

# Three Dozen Cultural Fashion Items

**H**ouse Casterwain has many ancient enemies, and is always engaged in some sort of feud or power struggle. The men and women of the family have taken to wearing rows of ruby studs in their ears, each representing a foiled attempt on their life. Newborn Casterwains are given a ruby-studded pacifier if they survived such an attempt while in the womb.

**T**hin infrared electro-luminescent wire is woven into the clothes of the nouveau riche in Sha Tin New City. Augmented reality glasses let you see who is of the same class, even their net worth! Don't you dare let the glasses fall into working-class paws: we'd have an uprising on our hands!

**T**he lich-elves of the Void-Mark sense the world strictly through infravision. Thermopallia (singular: thermopallium) are body wraps tailored with intricate pocket designs into which small pieces of meat and maggots are inserted. The heat of the feeding larvae is used to produce designs that indicate caste standings.

**T**he Ratkin of Lower Shanghai are a band of orphaned street kids from whom no wallet or purse is safe. If you've lost something and are willing to pay their price, look for a child who wears a coiled rope around their waist and a "tail" thrown over their shoulder.

**N**obles in the city of Bruvston bind their legs together as a show of wealth, distinguishing themselves from common laborers and the servants that carry them about. Oddly, this tradition has been perverted from their more warlike ancestors who would shackle their own legs before battle to prevent any possibility of retreat.

**A**ll citizens of Aprenos have a charm bracelet. The charms are an indication of the person's interests, as well as an icebreaker for conversations. Charms can be made, purchased, or gifted. Some opt for expensive displays of wealth, others for an imperfect, handcrafted look, and some as an opportunity to make a statement. A bracelet on the right wrist is a signal for romantic entanglements, long or short term.

**A**fter the beheading of thirty-six nobles in Velchia for the crime of conspiracy, the people have taken to wearing "blinkers." Mad King Sweldon found any sort of blinking to be a clue that members of his court were plotting something. Now, with the brass contraptions controlling each eye so that it blinks exactly once every four minutes, King Sweldon must look for other clues...

**T**he Most Honorable Guild of Felonious Gentlefolk comprises lords and ladies taken to thrill-seeking via criminal activity. Each member wears a deep purple scarf patterned with golden stars during the commission of crimes. If caught by the constabulary, the bearer will be freed. However, the scarf is always confiscated and returned to the guild—a mark of shame for one so boorish as to be caught.

**I**n Axe Land it is considered gaudy to wear more than four skulls of your enemies around your neck.

**T**he warriors of the Coronal Plains can be identified by the bright orange streaks in their hair. Upon defeating an enemy, the warrior will remove a strip of hair or clothing from their victim as well as a vial of blood. When they return home, the warriors create a dye from a mixture of bright yellow pigment from local wildflowers and the blood of the fallen. The strips are soaked and sun-dried before being braided into the warriors' own locks of hair.

**A**hnomancers of Trallia eschew traditional clothing. In its place they wrap themselves with formations of smoke arranged and maintained by subservient air spirits. What was once a display of unity between them and the spirits has turned into a display of power and influence over both the spirit and mortal worlds.

**W**hat fool would visit Lobronych without their safety badge?! All the locals wear theirs with pride, knowing that it will turn a livid and fluorescent purple should the intensity of the emanations suddenly peak. Many a visitor is perplexed by the sudden, calm, spontaneous movement of the locals to a designated shelter, but their perplexity does not last long. Either they learn what this means, and purchase their own safety badge (for a reasonable price), or the emanations will change their outlook on everything, forever.

**O**n post-invasion worlds, fighter pilots of the defeated Alliance still proudly wear their old avian unit insignias with one wing torn away. After the war, the Dominion marked all Alliance pilots as too dangerous to fly. Being found at the stick of a flying vehicle is a death sentence for these people. Show the broken wing on these worlds, and you might get more trouble than you can handle. But it maybe all the help you need.

**T**he citizens of the City of Carcosa, ever-mindful of how the strange energies flowing through the Yellow Metropolis alter one's perceptions of other people, have taken to wearing large, fashionable veils that completely obscure the face, so as to minimize the fright or confusion associated with apparent, sudden transmogrification.

**T**he multi-toned, grey-striped scarves of the Sepulchral Lobby not only identify their allegiance to that order of spiritualists, sorcerers, and consorters with the dead and undead, but each is woven from one thread stolen from Fate's Loom itself as a rite of passage. It is said that this is the thread of the Sepulchralist's fate, and gives them knowledge of their own death.

**T**he Abduring Scribes rise early and bathe, don their jet black robes, and adorn each other's arms and faces with intricate designs. They make the ink from the soot of Poets' burned homes, cloves and jade, and the smoke of pine trees at the start of the summer.

**W**orship of Andona, the Weeping One, has made tears sacred. The people of Andona Kali wear a metal trough that rests over the bridge of their nose to capture tears which then flow into vials hung from their ears. The troughs, like jewelry, are made from various metals and jewels, but the fullness of your vials are the true test of your worth.

**M**ale disciples of the Everbleeding Goddess show their appreciation for Her sacrifice that created the world by sacrificing themselves. As a sign of faith and dedication, they hang earring-like jewelry off their cheekbones. The sharp hooks induce slow bleeding that makes them look like they are crying blood.

Three Doze

**T**he most recent fashion trend for young nobles in the city of Silvergate is carrying baby dragons in their handbags with their heads peeking out from the top. Only the wealthiest can afford the wizard spells needed to keep the dragons docile and small. The dragons also have practical purposes. For example, the small red dragons radiate heat and can keep you warm during cold weather.

**I**n the city of Astraport, the nobility covers the lower half of their face with a veil of the purest white. Often embroidered with their own sigil, the veil cannot be sullied. They wear it in public as a filter so as not to breathe the same air as the common man.

**T**he street punks of New Austin wear their hearts on their sleeves: each has their blood-type tattooed on their right arm with an elaborate, stylized heart surrounding it. It makes it easier for the doc to juice them back up after a thorough stabbing.

**I**n the High Courts of Levrete, it is considered unfashionable to bring less than seven of your rivals and three of your bitterest enemies to a ball. If you bring a coterie of adventurers who have sworn a blood oath to take your head before the next full moon, then you are considered a trendsetter for the season.

**T**he Yondurian Monks are known for their strict diets. The only meat they will consume is from animals found dead through no human action. They are often called vultures because of their bald heads, painted with oxblood, and heavy black cloaks.

**M**embers of Wasuki tribe incorporate feathers into their garb or hairstyles as a subtle reminder of their progenitor ancestor who tamed giant eagles.

**A** Hautecrucian Brain Warrior instills terror in all but the most dead rage bounder. The primary threat is not a blade or sawed-off gun, but a prepared mind fine-tuned over a lifetime of training, by which the warrior remains at least five steps ahead of their opponent. Upon reaching the blood-synapse threshold, a Hautecrucian permanently dons a skullcap of fox hide, hammered and tattooed with ritual markings and patterned on the inside with scavenged copper thread that is believed to speed the electrical waves below the bone of the the wearer's skull.

**T**he Devil Sharks street racing gang are said to have access to a "third eye," a well of psychic sensitivity that helps them safely negotiate the streets of Neo-Mumbai at blinding speeds. Whether this is true or not is unknown, but each member of the gang receives a stylized, personalized eyeball tattoo on their forehead in order to reinforce the brand.

**S**ince her glorious victory over the battle fleet of the Pearl Abyss, it has become fashionable at the Naval Academy to imitate the appearance of Admiral Kian by wearing a jacket with the right sleeve torn away from the elbow down. Despite the Admiral's official protests that her officers look ridiculous, in some circles it is seen as a sign of her favour and even, possibly, suggests an intimate relationship between the Admiral and those who wear the short sleeve.

**S**ince shortly after the outbreak, there has been a thriving black market for prosthetic boils and lesions. It's a shame to find out your friends and loved ones are immune, but we can't all be beautiful. The lack of smell often gives away the fakers and wannabes in the crowd.

**I**n the Lands Beyond the Black Gate, the dead cling tightly to whatever was buried with them – wilting flowers, tattered silks, and rusting armor, all representing the loss felt by the living who put them to rest. Un-buried, forgotten dead must shamble about in little more than rags and the knowledge that eventually everything will degrade away from their peers, making all dead equal.

**W**hen people try to describe Mellandrix's Coat of Arms, they always mistake it for an emblem or symbol rather than an actual overcoat of black lace trim on a darkened brown. Wearers of this crest have found the ability to sprout extra arms similar to their own from it, making it a sought after item of archivists and researchers.

**T**he residents of the small rural town of Bufordville, KY proudly wear garments made from the silk they gather in their famed spider houses. Dozens of barn-sized glass structures house the thousands-strong herd of Buford Blues, a highly prized breed of tiny cerulean spiders that spin a hardy blue silk. "Buford Silk: Better'n Denim!"

**T**he followers of the storm goddess Fulgora are best known for their booming sermons, monsoon baptisms, ceremonial shield rattlings, and unusual headgear. While it is not required, most Fulgorans wear helmets decorated with copper rods and wires. Since status within the priesthood is determined first and foremost by how many lightning strikes an initiate survives, the most devout and ambitious acolytes don increasingly tall, bulky, outlandish, and elaborate skyward protrusions. High-ranking members of the cult are rare.

**T**housands of years ago, when the Kalathani were still tribal hunter-gatherers, they licked hallucinogenic toads to "connect with the spirit world." Recently, the custom has been revived but, given their culture's current affluence, many have taken to carrying the toad in a small golden cage, worn around their neck on a chain. Before drinking wine, the toad is dipped into the goblet.

**T**ruly hardcore members of the Trail-Seeker RPG crowd have their (character's) initiative tattooed somewhere visible. They get to act before all "casuals" and anyone with a higher number. At conventions and meetings you can't take a seat, reach for a snack, or even swing a fist in anger without first checking the tattoos.

**O**n the great plains of Binbandu, it is believed that for a child to be born, the playful spirits of the wind must dance about a woman's ear. If it is her right ear, the child will be male; left, female; both means the youth will be twice-gendered or, perhaps, twins. In an effort to control their births, the women of the village entice the spirits to one or both of their ears by hanging baubles, stones, tiny baby effigies, bells, and other trinkets. For a young lady to have her earrings blown about by a passing zephyr is a propitious omen and a cause for celebration.

**T**he Society Of Seekers are a loosely-affiliated group of occult troubleshooters, formed in Soho, London in 1883. The modern-day Society Of Seekers (S.O.S) have currently suspended all paranormal fieldwork due to financial strains imposed by a class-action copyright lawsuit filed against a high-street fashion chain who produce a line of jeggings with S.O.S (Sexy On Street) embroidered on the rear.

Fashion Items

# CODEx

## KEEPERS

Aaron, Keeper of the Child Upon Whom We Dare Not Look  
Jesse Abelman, Keeper of the Moon's First Memory  
Rob Abrazado, Keeper of the Purple Falsehood  
Joaquin Aguirrezabalaga, Keeper of the Blood of Lursiss  
Vendevogel Alain, Keeper of the Omegatherion of Fasar  
Alan, Keeper of the Wanting Widows of Thon the Promiscuous  
John Alexander, Keeper of the Child Whose Face is a Mirror  
Zach Alexander, Keeper of the Weeping Cells  
Brendan Allison, Keeper of the Child Who Creeps and Crawls  
Bryen Alperin, Keeper of the Sibylline Grimoire  
Erik Amundsen, Keeper of Pages Touched but Unread  
Gary Anastasio, Keeper of the Bludgeons of Ecstasy  
Dustin Andrews, Keeper of the Egg of Existential Dreaming  
Vincent Arebalo, Keeper of the Dolm Sarcophagus  
John Atwood, Keeper of the Diary of Sanguine is the Eye  
Tom Axon, Keeper of the Sultana's Blue Dreaming  
Chad Bale, Keeper of the Chimes of Misery  
Noah Ban, Keeper of the Maze of Unending Pleasure  
BansheeGames, Keeper of the Lost Child's Breadcrumbs  
Michael Barford, Keeper of the Eternal Chime  
Jacob Bates, Keeper of the Fleeting Blooms  
Lyndon Baugh, Keeper of the Trial of the Second Birth  
Joe Beason, Keeper of the True Name of Ashmedai  
Scott Beattie, Keeper of the Worm Bone Frescoes  
David Beaudoin, Keeper of the Clock's Fourth Hand  
Rick Beck, Keeper of the Five Limbs of Acolla  
Dan Behlings, Keeper of the Iridescent Ungulates  
Mathias Belger, Keeper of the Spectral Hounds  
Matt Bevilacqua, Keeper of the Beetle's Teeth  
Al Billings, Keeper of the Dun Spirit of Disobedience  
Ron Bishop, Keeper of the Last Tears They Shed  
André Bogaz e Souza, Keeper of the Refined Rose Dust of Daar Angúl  
Boni, Keeper of the Thirteen Principles of Volmun  
David Bowers, Keeper of the Rootless Forest  
Sophia Brandt, Keeper of the Dying Heart  
Patrick Brannick, Keeper of the True Name of Abbadon  
Brett, Keeper of the Seven False Smiles  
Darren Brockes, Keeper of the Agony Songs  
Stephanie Bryant, Keeper of the Vessel that Once Held the Silver Dragon's Eyes  
Mike Burnett, Keeper of the Fire of Nal-K'aa  
John Campbell, Keeper of the Dark Shard of Nemrath  
Freya Campbell, Keeper of the Litch Child's Last Rites  
Mike Carlson, Keeper of the Obsidian Forests of Yend  
Andi Carrison, Keeper of the Unknowable Words  
Bill Carter, Keeper of Rengollis's Gaseous Blood  
Matthew Caulder, Keeper of the Blue Masquerade  
Mark Causey, Keeper of the Lotus-Dweller's Fortunes  
Alexander Chambers, Keeper of the Woman Whose Face is Naught But Tentacles  
Bay Chang, Keeper of the Heart of Lursiss  
Jeremy Christian, Keeper of the Spiral Nemesis

Ewen Cluny, Keeper of the Temple of the Golden Sky  
Jeffery Collyer, Keeper of the Oneirophrenic Chords  
Garrett Colon, Keeper of the Orphan's Kiss  
Edouard Contesse, Keeper of the Gifted One's Jade Carvings  
Robert Corr, Keeper of the Ram That Whispers Lies  
Malcolm Coull, Keeper of the Golden Nimbus  
Yoshi Creelman, Keeper of the Triton's Blessing  
Jim Crocker, Keeper of the Eight Heavenly Questions of Gong-Gong the Dragon  
Ian Crockett, Keeper of the God-King's Viscera  
Cubano, Keeper of the Iron Troll's Menagerie  
Jason D'Angelo, Keeper of the Merry Abbatoir  
Love Dahlgren, Keeper of the Last True Pages  
Kirt Dankmyer, Keeper of the Voidbeaver Idol  
Tom Davies, Keeper of the Glossary of Blades  
Will Davies, Keeper of the Holy Seals Carved from Valoña's Bones  
Alex Davis, Keeper of the Joyous Pit  
Kristen Davis-Owen, Keeper of the Whispering Menace  
Joshua DeGagne, Keeper of the Sword of Aloester Graymantle  
Philippe Delmott, Keeper of the Last Light of St. Lannen the Pure  
Tim Denee, Keeper of the Crawling Portrait  
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