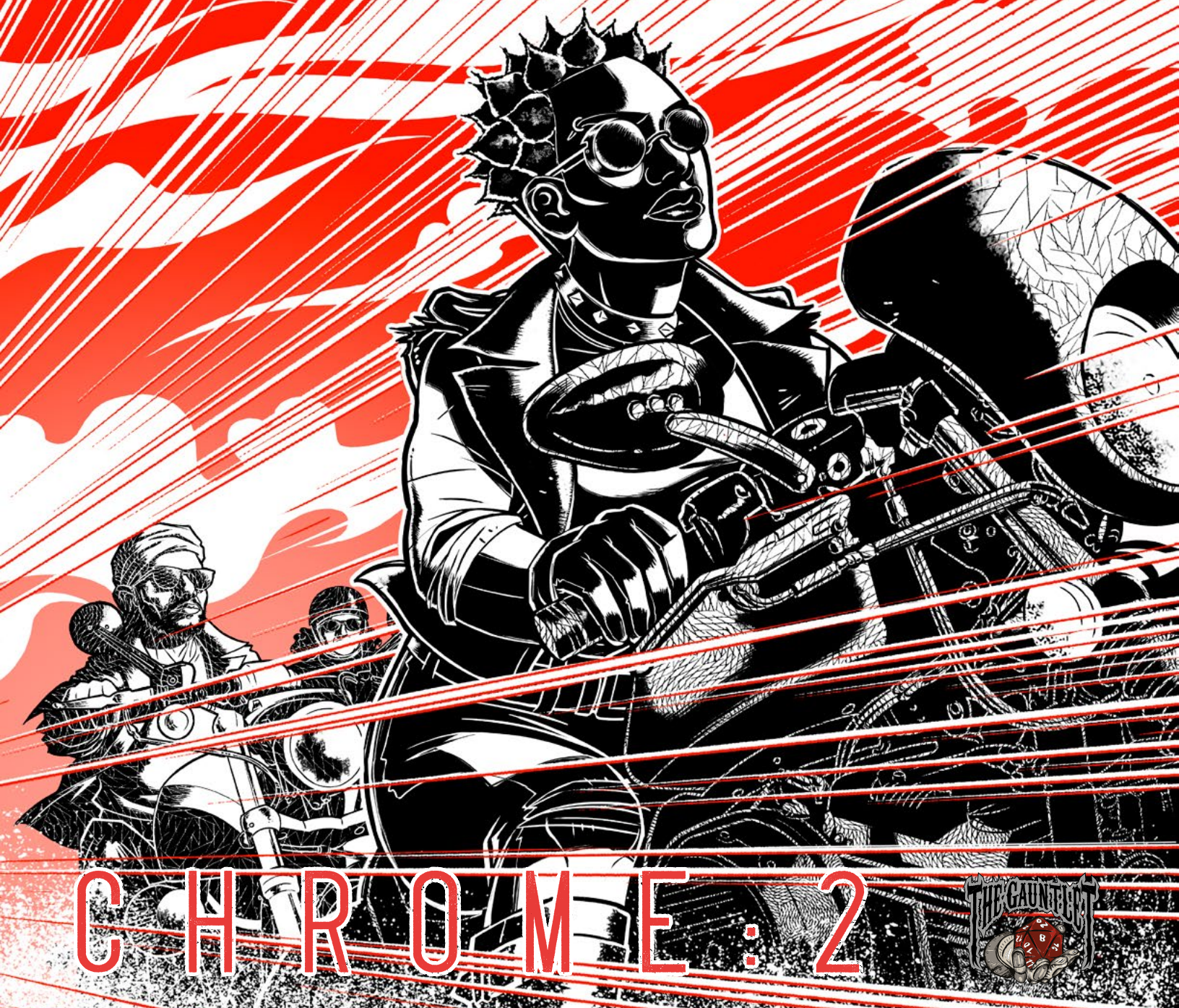


# Codex

The Gauntlet's monthly RPGzine



# CHROME: 2



“Technology isn’t rational; with luck, it’s a runaway horse, foaming at the mouth, ready to throw itself off a cliff in desperation. Our problem is that culture’s tied to that horse.”

*Martín Felipe Castagnet, Los cuerpos del verano*

# Veil 2020

by Fraser Simons

Illustrated by  
Jonny Gray



# Going Retro

**RETROFUTURISM IS, FUNDAMENTALLY, REMEMBERING THE ANTICIPATION OF WHAT WILL COME WITH SCIENCE AND TECHNOLOGIES FROM AN EARLIER ERA.** In Veil 2020's case, it's the late 80s and early 90s. Cell phones are new. VR has evolved into cyberspace, and then The Veil: a futuristic, 3D Internet space with avatars and realistic effects like in video games of present day. The world of Veil 2020 is an alternate reality to our own; extrapolated to radical extremes focusing on capitalism and consumerism with the retro aesthetic of that time period.

Everyone feels the effects of reigning, unchecked corporations. Acid rain and other climate change effects reflect a now gritty, urban environment. Overpopulation, to the point where only mega cities and giant sprawls encompassing areas as large as countries can contain humanity. Over policing, and laws favoring the megacorporations that now control governments lead to the harshest of punishments for those who rebel against capitalism, the authority, and the corps. Namely: you.

New spaces within these massive cities have been carved out. New fashion that defaces corporations is ubiquitous in these spaces.

“the briefest flash of pale, pale ice over a thin-boned shoulder. Neon caught the red lotus splayed on her elbow and lit it on fire.” – K.C. Alexander, Nanoshock

Cyberpunks live in a world where corporations are megacorporations; where advertising and extreme consumerism dominate most of the population, carving larger stratifications of class. Most people are wage slaves; working jobs they don't want so they can buy things they don't need. There is a resonant, constant belief in the eternal myth that your purchases will make you happy. To consume is to be and do “good.” To live, essentially, is to give your body over to the system, and oftentimes be complicit in its machinations.

Some people resist in a multitude of ways. They go to protests. They lobby and vote, and express their malcontent in peaceful, loud, and lawful ways. People have resisted the system their whole lives to varying degrees of success. The kind of change brought about by speaking truth to power is happening.

But megacorporations are bleeding the country dry—fast. The law is unable and unwilling to take them to task. There is too much corruption; too much disease in the bloated corpse of society to allow for such slow progress.

In these post-capitalistic times—it's just *not* working.

And you? You are too vibrant. Too militant. Too angry. Too battered, beaten, and hurt not to shift gears, to try a different tactic. One good thing about globalization and consumerism is that technology is always making progress. Leaps and bounds, as they say.

Society unwittingly gave birth to a new wave of punks. Punks who are anti-establishment, but decidedly different, tattooing themselves with the subversive elements of the advertisements and logos they hate. Punks that use new, advanced technology to bite into

their own flesh; repurposing their tendons, neurons, and muscle toward a singular purpose: ripping down the megacorporations.

And when the corporations see this new kind of punk—these cyberpunks—the last thing the executives will see coming is their own brands whipping out at them, destroying them like they annihilate everybody else.

Because the corporations can hurt you. Badly. But when the pain fades, what is broken will be remade into something new. If they take an eye, a leg, or a hand, a street doc will put in a chrome one. Every new piece of cyberware will be a story and a sacrifice about clawing at the throats of those in power. Use the technology they sell against them.

When they come for you for being different—for going against the grain, for fighting, for punching them in the teeth with their own brands and symbols—they'll always take a piece of you, body or mind. So when they hurt you... you just go under the knife and hurt them back tenfold.

Pick up your smart-gun, find them, and hurt them until the world makes sense again. It's them or you, like it's always been. The difference is now you've got a message with a bullet behind it.

# Character Creation

## STATES

**EVERY PLAYER CHARACTER HAS SIX LINKED STATES: MAD AND PEACEFUL, SAD AND JOYFUL, SCARED AND POWERFUL.** States are broad (neurotypical) emotional categories that reflect how the player character is feeling when dice are rolled; they are also entirely subjective to the player. Below each single State there are 5 boxes representing the amount of Emotion Spikes a character can take, showing how acutely the character is feeling an emotion at any given time.

When the rules state to roll with Disadvantage, roll an additional d6 to calculate the sum, using the lowest two dice results. When the rules state to roll with Advantage, roll an additional d6, but use the highest two results instead.

When a roll is made, the player chooses a State modifier to apply every time, and immediately places the appropriate Emotional Spike in the State just used in the roll. If there are Emotion Spikes in the linked State, erase one (if Mad is rolled, a Spike is removed from Peaceful, for instance). Should any State's respective Emotion Spikes max out at 5, the very next roll is made with Disadvantage.

Every player starts with the same six State values, but can distribute any of the numbers into any State that they like. These values are: -1, 0, 0, +1, +1, and +2. When assigning the numbers, remember that a -1 in a State means that things tend to go wrong the most when the protagonist experiences that emotion, while a +2 means things most often go their way. You can apply State modifiers as a way of building the character's personality; what they most often feel and can deal with well, compared to what they cannot. Whatever internal logic and decision you make, be sure this is kept consistent throughout portraying the character.

## CLASSES

**ACES HAVE DEVELOPED, AND RELY UPON, SPECIFIC SKILL SETS.** They might be Solos, Techies or Med Techs; Rocker Girls and Boys, Fixers, Nomads, Assassins, or Riggers. This skill set and name is called your Jam.

Aces can take 5 Harm and begin with one class slot defined by the player, which synchronizes the character with an item. The item is intrinsically important to the character, and grants greater fictional positioning and effect in the game when in use. Difficult tasks pertinent to synchronized items or skill sets do not require a roll; tasks that would be impossible or near-impossible for others can be accomplished with a die roll. A Rocker Girl might sway stadiums of people to their cause with their musical instrument. Nomads might evade capture from police with their cyberbike. Solos synced to a sniper-rifle might pull off world-class shots. When your synced item and your Jam give you the benefit of fictional positioning, and a roll is called for, you roll normally; when they don't, you roll with Disadvantage.

Aces gain additional class slots after level 1 at specific level milestones. These may be consumed once per session per slot to double the amount of Harm you deal to a target after rolling.

**BOOSTERS USE CYBERNETICS TO ENHANCE THEIR BODIES AND LEVERAGE THEIR INCREASED STRENGTH TO ENGAGE PEOPLE IN MELEE COMBAT.** Bounty Hunters, Street Samurai, Splatter Specialists, Heavys, etc.

Boosters have greater effect against large numbers and can take on two equally skilled and armed opponents per level without taking Disadvantage on rolls. They can also attempt to accomplish more with a roll in combat circumstances with this fictional positioning, scaling the consequences of their actions during a die roll appropriately. A Booster could try to take on more individuals with greater effect on their roll, such as killing two individuals instead of knocking them unconscious, thus scaling the stakes for their own character. Should they accomplish the task, they will have killed everyone in the fight. But if they roll a 6-, the Referee should reflect the change in stakes and scale appropriately as a consequence—perhaps death for their own character, or more Harm than what was on the table previously.

Boosters can take 6 Harm and begin with one class slot. As they increase in level, they gain additional slots at specific level milestones. Characters may consume a slot once per session to:

1. Roll with Advantage during melee combat.
2. Deal +1 Harm.
3. Perform both a melee attack and a ranged attack in the same roll.
4. Bolster someone, giving them Advantage on their next roll without receiving potential consequences themselves.
5. Interpose themselves with another, taking the damage instead of them.
6. Deal Harm as normal. If the Harm they would deal meets or exceeds the Harm threshold of their opponent, they may instead choose to simply knock them out or otherwise subdue them.
7. Escape a dangerous situation immediately; bringing others with them only with a successful roll.
8. Take on a group larger and/or better armed than them without incurring Disadvantage on the roll.

**PUSHERS HAVE TRAINED BOTH THEIR MINDS AND BODIES TO INTERFACE WITH THE VEIL, THE PREDOMINANT CYBERSPACE (LIKE THE INTERNET BUT IN A TACTILE, VISUAL REALM) USED BY CYBERPUNKS, MEGACORPORATIONS, AND THE DENIZENS OF THE WORLD.** Deckers, Netrunners, Deck Jockeys, and Tigers are all Pushers in this chromed age. Using Neural Interface Plugs, they use their minds to navigate, breaching anything digitally hardwired and connected to The Veil. Making someone with cybereyes view something that isn't there, erasing data on corporate servers, stimulating the pain centers of someone's mind connected to The Veil. Anything connected to The Veil, anything that sends packets of data out or receives them, is susceptible to Pushers.

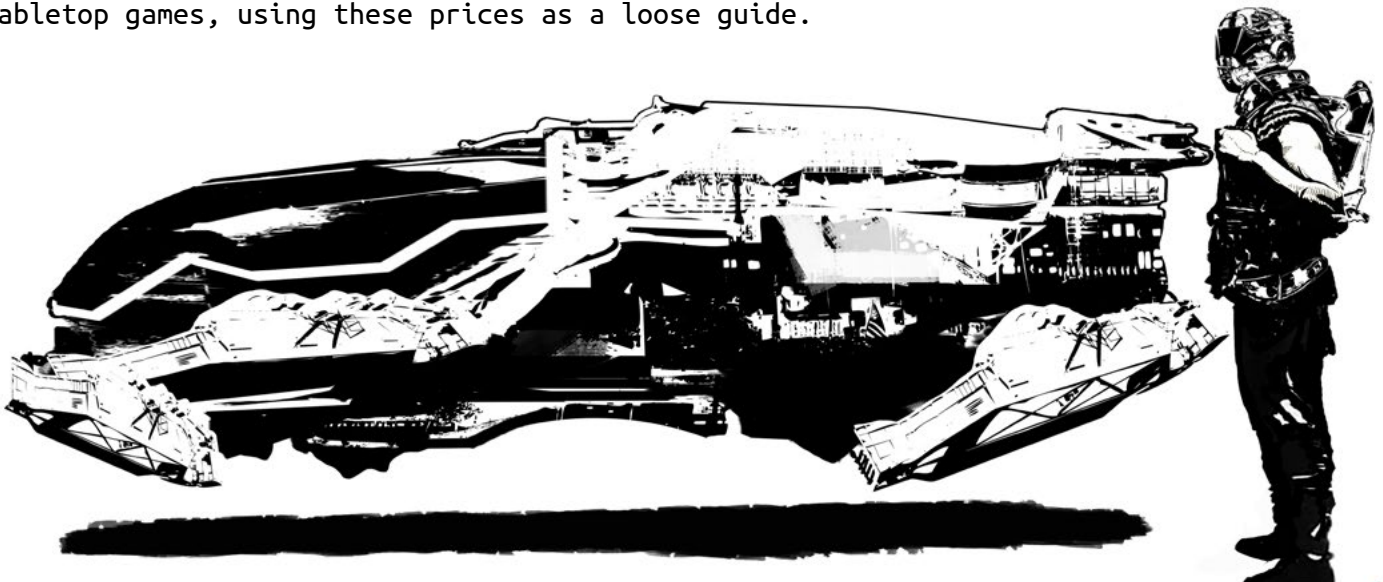
Pushers can take 4 Harm, have a cyberdeck (You Detail), Interface Plugs on their body, and one class slot reserved for a "specialty", defined by the Referee and player together. A neuromancer might hack people's cybereyes, writing "illusions" as a specialty. A decker who specializes in breaching security might label "infiltration" as theirs. Erasing social media and visual-media of their presence might be "scrubbing" as a specialization.

Pushers can exert their will over systems plugged into The Veil. However, the more difficult the task, the more they'll need to wager Harm as well—especially when doing something not within the fictional positioning of their specialty. The harder the task, the more Harm they could take; this is a negotiation between Referee and player. If they get better gear, do research, take longer, get help, etc., the lower cost of the ordeal to their health, potentially.

## Subculture & Eurodollars

**CYBERPUNKS ARE ANTI-ESTABLISHMENT, ANTI-AUTHORITARIAN, NONCONFORMITY, ANTI-CORPORATISM, AND PRO DIRECT ACTION.** Beyond that, they also have a look. Leather. Mirrorshades. Nihilism and anarchism packaged in a malleable, yet distinct image. Transient, neon tattoos across their skin. Body piercings to go with the chromed aesthetics of cyberware. Hip, high tech enhancements grafted to their bodies purely for the look. Cyberware found and purchased most anywhere, for those a part of the scene. There is always a place to modify yourself, from back alley street-docs, to slightly more reputable places in shopping malls.

So what's your look? As far as clothes that suit your fashion and regular ink, you start with whatever you want. For everything else... there's Eurodollars (ED). You start with \$500 ED. Get with the Referee if you want to buy cyberware and gear from other tabletop games, using these prices as a loose guide.



# Cyberware

## FASHIONWARE

Skinwatch	subdermal timepiece	\$25
Transient Tattoo	a small range of motion like a GIF imprinted on skin	\$1-50
Shift-tacts	color changing contact lenses	\$1-20
ChemSkins	color/pattern changing skin tints	\$75
SynthSkins	color/pattern changing artificial skin	\$50
Techhair	color-light emitting artificial hair	\$25-100
Nasal Filters	stops toxic gases, fumes	\$100
Gills	water breathing system, good for 4 hours	\$400
Independent Air Supply	good for 30 minutes	\$300
Subdermal Pocket	2 inch by 4 inch space with synthetic skin zipper	\$500
Subdermal Armor	negates 1 Harm, roll 1d6 when used. If the result is a 1, it needs to be repaired	\$500
Motion Detector	close proximity detection	\$1000
Digital Recorder	storage from any digital source	\$200
Voice Synthesizer	mimic any recorded sound and human voice	\$200

## BIOWARE

Crafted Muscle	\$2000 per extra Harm box	\$2000+
Wired Reflexes	when you're aware of a situation, if there is ever a question of who goes first, it's you. Roll 1d6 to see who goes first if multiple people have wired reflexes (re-roll ties)	\$2500
Nanites	heal 2 Harm per day (instead of the normal 1 Harm per day)	\$1800
Enhanced Antibodies	immune to most toxins and poisons	\$1500

## OPTICS

\$500 per eye with 3 tags (\$200 per extra tag) \$500+

*Image enhancement, micro-optics, low light, thermographic, infrared, ultraviolet, recording, secure*

## AUDIO

\$500 per ear with 3 tags (\$200 per extra tag) \$500+

*Amplified, radio link, cellular, scrambler, secure, lie detector, recording, compensating*

## ARM, LEGS, HANDS, FEET

\$3000 with 1 tag only (\$200 per extra tag) \$3000+

Hydraulic rams – increased strength, Reinforced – durable and hard to break, Chromed – metallic covering

# Weapons, Armor, & Miscellaneous

Unarmed	(Inflicts worst of 3d4)	
Light Weapon	(Inflicts worst of 2d4) – may be wielded as a secondary weapon, allowing you to reroll damage once per attack. Daggers, small vibro-blades, switchblades, and light auto pistols	\$300
Primary Weapon	(Inflicts best of 2d4) – the Main weapon used to attack with, held in the primary hand. Medium autopistols, swords, and monoblades	\$500
Heavy Weapon	(Inflicts best of 2d6) – uses two hands. Two-handed swords, heavy autopistols, shotguns, assault rifles, and machine guns	\$800
Extreme Weapon	(Inflicts best of 2d8) – grenade launcher, micro-missile launcher, and flamethrowers	\$2000
Light Armor	negates 1 Harm	\$300
Full Armor	negates 2 Harm	\$1000
Kit	any small item you might conceivably have in your backpack or go bag. Rope, smart-paper, a light source, \$20 per item as you need it	
Tools	lockpicks, cutting torch, burglary tools, protective goggles, glowstick, flash tape, flash paint, breathing mask, \$50 per item as you need it	
Fancy Items	mirror, elaborate clothes, charms, electric guitar or keyboard, drums or amplifier, cell phone, halo-paint, artist supplies, binoglasses, veil goggles	\$100
Motorcycle		\$1500
Car		\$2000
Sports Car		\$8000

Repairs and modification costs vary from a quarter of the item's price when new to three quarters, depending on the damage it sustained. Modifying weapons for additional damage or fictional positioning can be negotiated with the Referee.

“Best of” means you roll both dice and keep the highest die for the result. “Worst of” means you do the same, but keep the lowest die.



# Rolling The Dice

*When you wish to accomplish something despite a risk, the Referee will tell you what you stand to lose* (Harm, your life, a limb, a piece of gear or cybernetics, escalating a situation, etc.) Sum 2d6 and add the State modifier reflecting how your character feels in that moment, then add an Emotion Spike to that State.

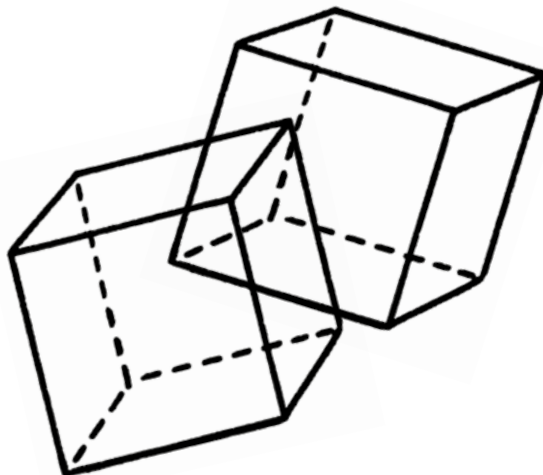
- A total of 6 or less means things go badly; what you staked is collected or lost, either permanently or temporarily at the Referee's discretion.
- A total between 7-9 is a partial success. You succeed—but there is a catch, a compromise, a complication, or retribution to follow; what was at stake is not lost but it may still be in jeopardy.
- A total of 10 or more is a complete success. You do what you set out to do and what was at stake cannot be lost.
- A total of 12 or more is a critical success; you gain an additional benefit, effect, or Advantage in the doing—now, or later.

When you receive help from someone else, the Referee may tell you to roll with Advantage, implicating both characters in the stakes and possible consequences.

Should you find your fiction would be better served with additional dice rolls triggered in alternate circumstances than this one, you should add them, tailoring the game to your players' needs.

## THE DIE OF FATE

When something in the fiction, no matter how small or large, needs to be adjudicated the Referee may roll 1d6. Lower numbers skew towards ill-luck, misfortune, and bad karma. Higher numbers favor the players and their goals and ambitions. This die might be rolled to establish the disposition of an NPC encountered, whether something that could go wrong will, or where an action involves chance—perhaps something outside of the player characters' agency entirely, such as when they run out of Harm boxes; the difference between losing their life or a limb, instead.



# Experience

You get XP for subverting or speaking truth to power. 100 XP for something easy, like graffititing over a corporate logo, 200 XP for something that could come back on you (punching in the teeth of an executive at a megacorp, or tagging over a gang marking, etc). 1000 XP for a tough job—not a milk run.

You also get 1 XP for every Eurodollar earned subverting or hurting any institution directly engaged in or perpetuating capitalism and oppression.

Level 2	+1 Harm box or Inflict +1 Harm	2,500 XP
Level 3	+1 class slot or +1 Harm box	5,000 XP
Level 4	+1 class slot from any class	10,000 XP
Level 5	+1 class slot or +1 State modifier (max+3)	16,000 XP
Level 6	+1 customized class slot*	24,000 XP
Level 7	+1 Harm box or +1 State modifier (max+3)	34,000 XP
Level 8	+1 Harm box or Inflict +1 Harm	48,000 XP
Level 9	+2 class slots from any class	
60,000 XP		
Level 10	+1 customized class* slot & +1 State modifier (max+3)	75,000
XP		

When you gain a level, tell the table what other cyberpunks may have heard about you; your rep may proceed you when dealing with others, especially as it grows.

\*grants the PC additional fictional positioning defined and agreed to between the Referee and player: not being able to be spotted in darkness, wielding multiple weapons with Advantage, or negating a specific kind of Harm, such as extreme heat, might be customized class slots.

“Tears of pain are as regular as blood and piss.” – K.C. Alexander, Nanoshock

## CREDITS

This game is influenced and inspired by: World of Dungeons by John Harper, Whitehack by Christian Mehrstram, and Cyberpunk 2020 by Mike Pondsmith of R. Talsorian Games.

### ***Thanks to the playtesters:***

Michael Mendoza, Aaron DeRosa, Victor Wyatt, Ray Visser, Lauren McManamon, Kira Magrann, Darren Brockes, Alex McConnaughey, Sidney Icarus, and Edward Hickcox.

For some great cyberpunk visual references for your game, check out the author’s Pinterest board: <https://www.pinterest.ca/frasersimons/veil2020/>

# Full Throttle

1%ER WIDE FUCKING OPEN

A 1%er supplement by Robert Nolan  
Illustration by Jesse Ross

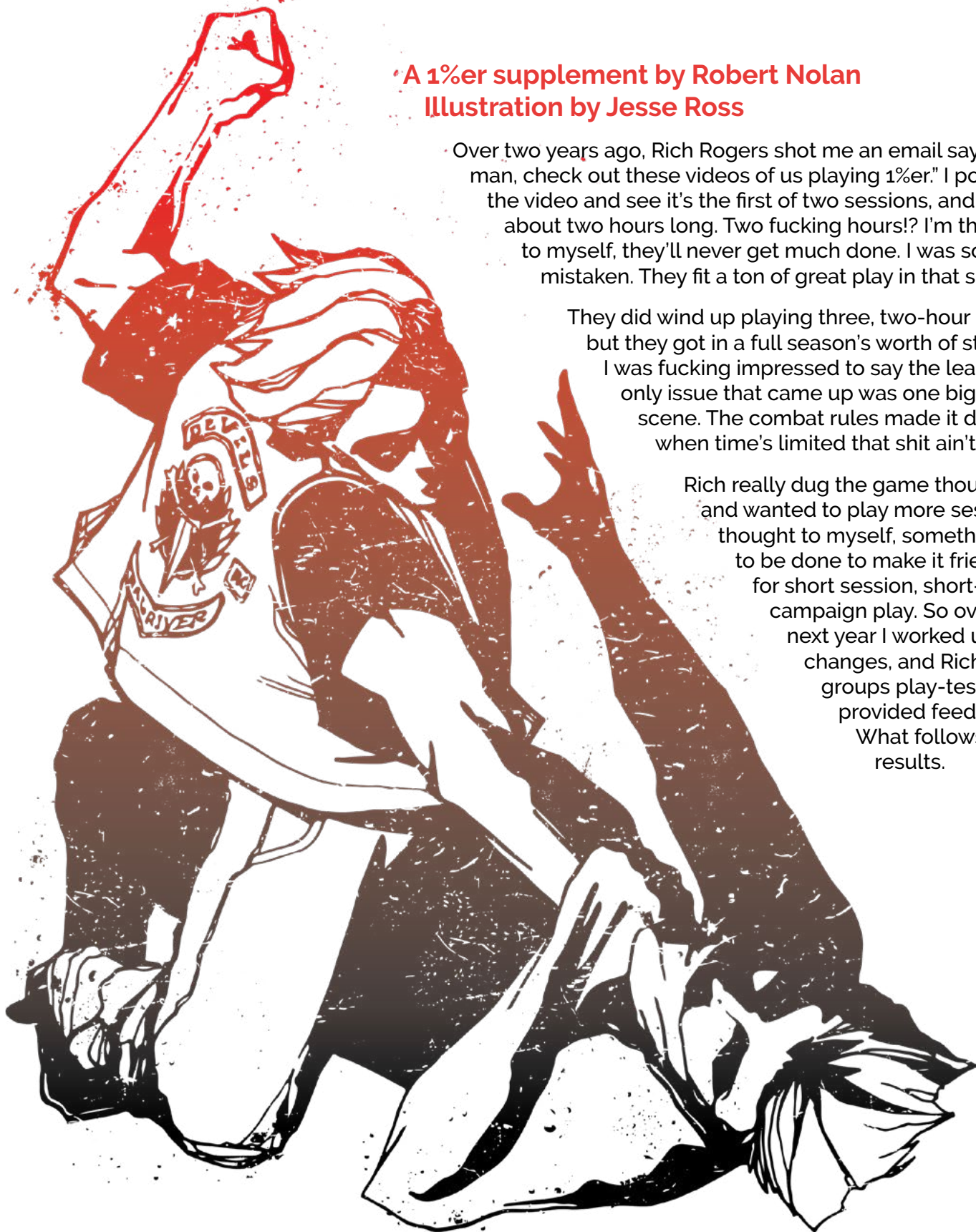
Over two years ago, Rich Rogers shot me an email saying, "Hey man, check out these videos of us playing 1%er." I pop up the video and see it's the first of two sessions, and it's only about two hours long. Two fucking hours!? I'm thinking to myself, they'll never get much done. I was sorely mistaken. They fit a ton of great play in that short span.

They did wind up playing three, two-hour sessions, but they got in a full season's worth of storyline.

I was fucking impressed to say the least. The only issue that came up was one big fight scene. The combat rules made it drag, and when time's limited that shit ain't cool.

Rich really dug the game though, and wanted to play more sessions. I thought to myself, something needs to be done to make it friendlier for short session, short-term campaign play. So over the next year I worked up rule changes, and Rich and his groups play-tested and provided feedback.

What follows are the results.



Many thanks to the following people: Richard Rogers, Jason Cox, River Williamson, David LaFreniere, John Alexander, Dylan Ross, Fraser Simons, Yoshi Creelman, Josh Gary, Max Vanderheyden, Michael G. Barford, James Sweetland, Steven Watkins, Christian Svalander, and Patrick Knowles.

## Doing Dangerous Shit in 1%er

The fastest way to get more bang for your buck in short sessions of 1%er is to take all the original combat and chuck that shit. Seriously, just throw 'em the fuck out. You need something that handles fights more cinematically. You never see fights in movies and TV taking a fucking hour of time to be resolved.

The secret is changing the way you look at Pucker Factor. Originally, Pucker Factor only occurred when you fucked up your roll and it was going to cost you. Now, Pucker Factor kicks in when some particular shit you want to do could cause blowback. Basically, if there's a risk of physical, mental, or emotional harm in a roll, Pucker Factor is in effect.

Every roll is just Doing Shit, and it's handled in the same manner as the original system's rules with one tweak. The change is: When you hear what they want to accomplish with the roll, you need to determine if potential harm is involved. If it is, let the player know that Pucker Factor is in effect when telling them the Difficulty of the roll. They work up the dice pool and roll, just like usual. The Resolution is handled differently if Pucker Factor is involved: For every Asshole (1) they roll, they lose 1 Fuck. They can succeed or fail, but at a potential cost.

As always, make the loss of Fucks hurt. It doesn't have to just be Physical damage—sometimes it's much more powerful when it's not. Fuck up their bike, fuck up their position in the club, or fuck up their life outside the club. Make it sting.

The other change is with Enemies. You'll need to throw the rules out for them, too. Enemies just amount to a Difficulty now. Base the Difficulty on numbers, relative skill level, and how armed the enemies are. A small group of Posers might be Easy or Normal, while a SWAT team raiding your Biker's house would be an Ain't No Fucking Way. A 1-on-1 fight with a Rival is pretty Normal, while a gunfight might be considered Hard. Unless it's just some Prospect, then it might even be Easy.

## Example

Ratchet is finishing up dinner with her husband and daughter. She has successfully made amends so she can move back home with them. As they head up to pay the bill, Ratchet notices a Rival snooping around the family van.

**GM:** What do you do?

**RATCHET:** I'm gonna head out there and mess 'em the fuck up.

**GM:** Sounds good. Doesn't sound like you're being overly cautious, but you'll get the drop on him since he's preoccupied. I'd say the Difficulty is Easy and Pucker Factor is in effect.

**RATCHET** grabs a dice pool based on her Bad Ass + Hands and she has an Expertise in Assault. The roll soundly succeeds, but she gets 3 Assholes.

**GM:** Okay, great! You get the drop on him and kick the shit out of him. What's that look like?

**RATCHET:** I walk right up behind the guy and throw a solid punch into the side of his neck. He fucking crumples to the ground. Then I kick him in the ribs, grab his collar, and start punching him in the face. Every hit bounces his head off the asphalt making a Hell of a mess.

**BUT** what about the Assholes? Does he have a hidden weapon? Do I get jumped?

**GM:** Oh no, nothing that nice. When you're done throttling the snot out of this punk, you turn to notice that your daughter followed you outside. She has a look of sheer horror on her face having witnessed what you did.

**RATCHET:** You are such an asshole!

**GM:** She turns from you and runs straight to your husband's arms. He looks pissed! No need to get your shit from the clubhouse.

## More Fucks to Give

The new rules for Pucker Factor will get the Fucks flowing, but in the wrong direction. We need to balance that. So in addition to bonding with the community through Charity and Street Justice, Outlaw Bikers can now regain Fucks by bonding with each other and the MC. These are called Bonding Scenes.

If two or more Outlaw Bikers share a scene together, during which the bonds of the group are strengthened, award them between 3 and 6 Fucks. These should be emotionally charged scenes that show the growing trust and love of their MC family, whether between the members or the club as a whole. These scenes can also be flashbacks to a previous time where characters shared a pep-talk. It's all about the Bikers remembering that they would die for one another. They'll always have each others' backs when it counts.

So there you go. One rule change to speed things up, and an additional rule to help flesh your bikers out. This will really put some fucking oomph into those shorter sessions.

**You can pick up a copy of 1%er on DriveThruRPG!**

<http://www.drivethrurpg.com/browse/pub/5810/Creepy-Doll-Studios/subcategory/20382/1er>

# The Pagan Soldiers

A 1%ER STARTER SCENARIO FROM GAUNTLET CITY

by Richard Rogers

**Motorcycle Club:** Pagan Soldiers

**Logo:** Goat skull with horns poking through an old biker helmet

**Motto:** "Be nice till it ain't time to be nice"

**Rival:** Grease Finks (Fink logo is a slimy face with a long green tongue licking its own eyeball)

**Rival leader:** Frankie "Two-Step" Weal

**Special thanks to the amazing players of the Pagan Soldiers:** David LaFreniere, Dylan Ross, Fraser Simons, Jason Cox, John Alexander, Lowell Francis, Pam Alexander, and River Williamson

The Pagan Soldiers are a Motorcycle Club in Gauntlet City, a medium-sized city located somewhere in the Midwest United States (more St. Louis or Detroit than Chicago or Minneapolis). For decades, manufacturing jobs have bled offshore and the city has struggled under the weight of trying to remain relevant while richer suburbs on her outskirts incorporate and leech away tax revenues and political clout from the ever-diminishing downtown. Corrupt politicians have foisted their cronies into municipal institutions, including the GCPD. The police, once a source of pride in Gauntlet City, are now another black eye for the city, with rampant reports of police brutality and kickbacks for favors or "looking the other way." The Law now has a price tag in Gauntlet City.

Deep in the oldest sectors of Gauntlet City is the neighborhood of Prospect Park, known among the locals as Gallows Park. This crooked crisscross of streets sits east of the railways in a decaying industrial park and has been a monument to Gauntlet City's faded glory for a generation. The most notable landmark in Gallows Park is the Hope Complex (originally the Hope Sanatorium). The many acres that once kept the criminally insane safely away from the common folk of Gauntlet City sat untended for years, until the Francis Blackstone Trust bought up the property and started working on reclaiming Hope Complex from decay, converting the buildings into mixed-use properties and creating the city's newest housing project. The massive Hanging Tree still stands in the middle of Prospect Park, just outside the front doors of the imposing Hope Complex.

Gallows Park is where the Pagan Soldiers own and operate Goat's Bikes, a garage once featured on a national cable network for custom chopper work (talk of a television series never came to anything). The Pagan Soldiers' real money comes from criminal activities ranging from smuggling drugs and guns in and through Gauntlet City, to surveillance and hacking that leads to a lucrative side business in blackmail. The Pagan Soldiers have no friends in the GCPD and several politicians they've fleeced have long memories.

That isn't to say the Soldiers are all bad. People who need street justice seek them out, and they take care of those problems the Law won't. They have families, and the club is a family itself, though by choice, not blood. Nobody crosses them and walks away unscathed.

## *Pagan Soldiers Motorcycle Club*

### **PRESIDENT BILLY "GOAT" TAYLOR**

48 yrs. old, spent half his life in the pen for the club (member for ~30 yrs.); established a drug connection while in prison; mechanic for the club; used to eat anything for a buck.

### **VICE PRESIDENT DWIGHT "SQUID" SARGENT**

Lifer (24 yrs. old, officially joined at 18). Tattoo artist covered in ink. Preferred the name "Van Gozer," but the club nixed it. Clever, impulsive, and prone to let his mouth get him in trouble.

### **SGT. OF ARMS ANDREA "STONEY" PETERS**

45 yrs. old, the second Stoney (the old Stoney disappeared under mysterious circumstances 15 yrs. ago). Andrea took the name and position 9 yrs. ago.

### **LOUIS "PSYCHO" DUCHAMP**

33 yrs. old, 11 yr. member; was in juvie (robbed a pet store, convicted for killing all the animals).

### **ESTEBAN "DRAGO" BACA**

37 yrs. old, Drago bounces from gang to gang; the last gang torched him (5-6 yrs. ago); full-on criminal; family involved in Mexican Cartels.

### **BETH ANGELINA "ANGEL" SARGENT**

22 yrs. old, blonde, Japanese bike; younger sister of Squid; surprisingly good at scaring people into spilling their guts. Used to be a "good girl"... less so now.

### **JR "BONES" THOMPSON**

Indeterminate age, always wears a mask or bandana to hide the burn scars over most of his body; ex-Marine sniper.

### **WILLEM "BRINKS" BRINKE**

22 yrs. old, Willem escaped warrants for his arrest in every province in Canada to flee south to America. Learned to ride on a dirt bike crossing the border illegally then took up with the Pagans.

## *Places to Do Shit*

St. Ma\_y's - (the "r" is missing), a broken down church where the Pagan Soldiers can run if things get too hot.

Shark Bytes - cheapie computer store near St. Ma\_y's where Angel and Stoney get second-hand computer parts.

Kwanas Park - small city park in Gallows with a baseball field, picnic tables, and a rickety merry-go-round; good place to munch on a late night Ninja Burger.

The Hanging Tree - for display of people who bother the Pagan Soldiers, of course!

## *"Time to earn a living"*

- A PC obtains some dirt on the Grease Finks: their VP Skank has unreported income and tons of charges for sex work. Basically, they're running a sex ring outside of the Finks.
- A local dealer was arrested; they were hiding a brick of heroin in an old power transformer station, but the Finks might know about it, too (or it could be a setup).
- The fixer Johnny 8-Ball offers the club 10 grand to take out Lawrence, a member of an out-of-town gang turning state's evidence.

## *A Little Bird Told Me*

- "Everyone knows that Goat used all the drug money he made in the 90s to build up his holding company, Francis Blackstone Trust. Now he's using it to improve Gallows Park and launder all the Club's money at the same time, like old Escobar!"
- "Francis is Frankie's real name. He's half of Francis Blackstone Trust. He's supposed to share with Patrice Blackstone. If she bites it, he's going to take over Gallows!"
- "There isn't really two Stoneys. The original, Anders, went in for a sex-change operation, dropped out of sight, and showed back up as Andrea. The Pagan Soldiers don't talk about it, but they're cool with it."
- "Psycho was framed for that pet store thing, man. He may secretly be a pet lover, but don't say anything to him about it or he'll kick your ass!"

# BODY // HACK



by Kira Magrann  
Illustration by Toma Feizo Gas

**BODY//HACK** is a solo journaling game about hacking your body in a near future cyberpunk world. In this game, you'll be imagining the possibility of changing your body by replacing a body part with a futuristic machine part, thereby becoming a cyborg. The game explores your feelings about this transformation and your body.

Every day for a month in real time, you'll keep a journal that answers questions about your feelings on this new body part.

Use safety tools provided (or any others you feel comfortable with) while playing this game. The game involves some potentially intense thoughts about our bodies and how we relate to them.

## GAME STATS

**PLAYERS:** one

**TIME:** 10-15 mins a day

**RATING:** 18+

**MATERIALS:** game text, journal

**KEYWORDS:** body part replacement, potential dysphoria, body love and discomfort, cyborg parts, cyberpunk, trans identity, body part fantasy

## SETTING

Imagine you are in a near future setting with visual cyberpunk aesthetics. Some cyberpunk elements are ever-present, like neon, rain, city sounds, multi-cultural fusion, and personal technology. While this cyberpunk setting doesn't focus on violence, imagine that it's still as prevalent as it is in the real world. There are no street samurai, but there are police, random acts of gun violence, and hate crimes. Background

violence might not affect your story at all, but its looming presence may have relevance to your body autonomy. Corrupt corporations control the media and government, and while many people have a lot more rights than we currently do, there's still plenty of civil rights and class issues. Many of your daily interactions with people might be through tech devices like smartphones, digital video projections, or a personal assistant bot.

Considering your class in this setting is important, since class and accessibility to technology are essential cyberpunk themes. When answering the "what you had to give up to get this part question," consider how much money your character might have, or how they make that money. Imagine a more corrupt health insurance in the near future than we currently have, and what level of access or protection your character might have as a result. Insurance isn't an obstacle for getting the part replacement, but may influence how your character feels toward the part—a potential guilt in having the privilege to acquire it, or fear of repaying someone for getting it for them.

Some of the near future setting will likely bleed into your journal entries. A neat way of injecting the cyberpunk setting into your journal entries is to describe some of the objects that are around you, no matter how mundane. Consider how your character interacts with technology aside from their part replacement, how tech connects them with the rest of the world, and the aesthetic the tech might take. Thinking about how old technology and new technology might meld together in the same environment is a powerful symbol in cyberpunk (and also a metaphor in this game, since the body is a type of organic technology combining with new technology).



# PLAYING A SOLO GAME

**BODY//HACK** is a solo game, meaning you'll play this game by yourself and mostly in your own head. There's not roleplay interaction with any other humans while journaling, although if you do post your entries online people could potentially comment on them. Keep in mind those comments exist outside of the game, however. This game is just for you if you want it to be—to explore your own thoughts and emotions through the lens of cyberpunk body modification themes in the safer space of your own journal.

This game is structured so that you don't have to do a whole lot of the heavy lifting when it comes to creating a backstory, history, or previous identity for your character, because it will be revealed during play. You won't know who your character is before the game, and getting to know your character is part of the fun while you write. You'll reveal new things about your character with each journal entry, perhaps through mini flashbacks or memories, decisions they might make in that journal entry, and how they feel about all the changes they're experiencing. Allow yourself to approach each entry without expectation or even pressure of continuity, but rather with a goal to explore the internal landscape of who your character is and who they might become. Surprise yourself with your answers and thoughts, and go as deep as you like—that will get you the most value out of the narrative.

# SAFETY

This game involves themes of body part discomfort, body love, surgery, and transformation. There might be a question that's too unsettling to answer. You might want to end the game. That's ok. If you prefer, you can read through the questions ahead of time to know what's coming up. When you read a question, check in with yourself to see if you feel ok answering it. You can always skip a question, or skip to the end of the game if you feel like you're done exploring these questions. Check in with yourself to see how you're feeling after each question.

You might also experience some bleed. Bleed is defined as experiencing an emotion that your character might be experiencing simultaneously—your character's emotions bleed into you, or your emotions bleed into your character. This is a feature, not a bug, of this game. Allow yourself to feel some deep feelings while you're playing, and process them afterwards. They could be all kinds of emotions, positive, neutral, or negative, but treat them all with tenderness and forgiveness after you feel them.

Go over what you're feeling and debrief with yourself after you've done a journal entry that has you experiencing a lot of bleed. Check in with yourself, and analyze what you're feeling. Potential feelings could be confusion, sadness, insecurity, or physical discomfort. If you feel any of those or other emotions that you find uncomfortable or difficult to deal with, do some aftercare for yourself. Aftercare is a way of healing your emotional landscape after a difficult feeling has arisen. It includes identifying what you're feeling and then being gentle and caring with yourself, or indulging in relaxing or soothing activities that you know you enjoy.

Aftercare could include indulging in a face mask, taking a scented bath, going for a run, listening to relaxing music, or watching an episode of a favorite TV show.

## BEFORE ANSWERING THE DAILY QUESTIONS...

Scan your body. Check diagnostics for signs of weakness, degeneration, discomfort, or pain. What did you find?

Is the body part you'd like to replace something that's malfunctioning or something you just want a different version of?

What visible flesh body part would you like to replace with a newly constructed, high tech version of that part?

Your flesh part feels (choose one):  
Smooth, hairy, hard, warm, weak, broken, long, incorrect, lacking, something else

I wish it was (choose one):  
Strong, gorgeous, something else, functional, gone, bigger, smaller

The replacement part that you get is constructed of (choose one):  
Chrome, Nu-Plastic, Titanium Flex Weave, Silicone, Glasstek

## THE QUESTIONS

Answer these questions in the order presented. The story you tell by answering them is non-linear, so the events you relate can happen in the present, future, or past. Try spending about 10-15 minutes every day thinking about and answering the question. Be honest and really go deep with how you

feel about the new body part. Go back and read what questions you've already answered for inspiration.

You can write your answers to these daily questions in a journal, notebook, your smartphone notes, a Word document, a blog, or on social media with the hashtag #bodyhackrpg. If you do answer them in public, take care with what they might reveal about you, and check in with yourself about that. Also consider your own safety on social media regarding what you share and who you share it with.

When answering the questions, try to add as many details as possible—especially about other people, objects, or the weather that day. Descriptions of your fashion choices, your general body state, or feelings are great things to highlight. If you're stuck, focus on a real life emotion you're having that day and add it to the fiction. Think of the cyberpunk setting elements here too, and try to add in some feelings that might be residual from the near future world you live in.

**DAY 1:** What can you do with your body part that you couldn't do before you got it?

**DAY 2:** How did your body first feel with the new part? How does it feel now?

**DAY 3:** Something with the new body part is malfunctioning. Are you still using it, and have you changed how you use it?

**DAY 4:** When you touch the new body part, does it feel like a part of you? Does it feel like something else?

**DAY 5:** You're recovering from surgery and your new body part still hurts. What are you feeling?

**DAY 6:** You look at your new body part for the first time in the mirror. How does it make you feel?

**DAY 7:** What do you love about your new body part? What do you hate?

**DAY 8:** How has your functionality changed since you got the new part?

**DAY 9:** Do you tell anyone about your new body part, or do you keep it a secret?

**DAY 10:** You're out in the world for the first time with your new body part. How does it feel?

**DAY 11:** Some of the nanotech from the part has begun weaving deeper into your flesh. The doctors say it's safe, but how is it changing you?

**DAY 12:** How do you feel with the body part now that you've had it for a while? Do you ever forget that it's there?

**DAY 13:** You had to end a relationship with someone who disapproves of your body modification. Who was it, and why do you miss them?

**DAY 14:** You've noticed the modification automatically adjusting to your body's needs instead of you manually inputting the changes. How does this make you feel about it?

**DAY 15:** What fantasy have you had recently about adding more body modifications?

**DAY 16:** What need does this new body part fulfill for you that the old one couldn't?

**DAY 17:** A friend is oddly obsessed with your new body part and wants to know everything about it. What do you tell them?

**DAY 18:** Someone has become sexually attracted to you because of your new part. Do you accept their advances?

**DAY 19:** You're woken from sleep by your body part. What sensation is it making you feel?

**DAY 20:** One of the nutrients your body needs is low because it's going to replenishing the body part. How has this affected you?

**DAY 21:** When you think about your body, do you still think of it as being natural?

**DAY 22:** Do you trust your new body part?

**DAY 23:** Who in your family is your biggest supporter of getting the modification? What have they said that validates your feelings?

**DAY 24:** Maintenance of the body part is sometimes painful. What feelings does the pain evoke?

**DAY 25:** What was the biggest push toward making the decision to get the new body part?

**DAY 26:** What do you miss about your old flesh?

**DAY 27:** You've made friends with someone else who has a modification. In what ways do you feel similarly about your new body parts, and what ways do you feel different?

**DAY 28:** Are you an advocate for body part replacement rights? Do you speak publicly about this cause?

**DAY 29:** How do you wear clothes differently over the new body part?

**DAY 30:** What advice would you give to someone else thinking about getting a body part replacement?

## INSPIRATIONS

The Beast game by Aleksandra Sontowska and Kamil Wegrzynowicz  
30 day challenges on social media  
Ghost in the Shell  
My personal trans thoughts

Thanks to the following playtesters: Yoshi Creelman, Kyle Thompson, Sabine V

# THREE CYBERWARREN GLITCHES AND MALFUNCTIONS

The LUCAS Military Grade Cardio-Pumps replace the lub-dub of a human heart with the constant flow of low-pressure blood. With no systole and diastole, the soldier never experiences an acute increase in heart rate, which means no stress response, no hypoxic neurological deterioration, and no loss of peripheral motor skills. However, some soldiers find the lack of palpable pulse unnerving, and during combat a lot of unconscious soldiers have been unnecessarily defibrillated.

The Kreo T4 “Go-Johnny” memory prosthetic, a synthetic aide for neurodegenerative disease sufferers, can be jailbroken to remotely access/download the contents of similar nearby units. Unsuccessful jailbreaking has resulted in the user personality being completely overridden by something that identifies itself as “0” shortly before it makes the host body destroy itself.

The A-K-Br8-K Neural App for meeting singles has been corrupted, and all of the user preferences are being randomized. Oddly, many users have reported successful outcomes.

The Canadian government has recently released the patents for their CZ-80 subcutaneous thermoregulators. Originally designed for military use, after installation and subsequent healing, a naked adult can survive temperatures ranging from -40 to +50 degrees Celsius with no ill effects. Because of its high energy draw directly from the bloodstream, wearers must be well fed and are encouraged to keep a modest fat storage to avoid dying from starvation in their sleep.

NH Pharmaceuticals proudly announces Chimerizol, a new anti-rejection drug for patients who are unable to use cloned organs. The nanotech drug allows unprecedented levels of merging between the donated organ and the patient. Those taking Chimerizol should avoid crowded venues, sexual contact, airline travel, sweet potatoes, domestic or farm animals, cut flowers...

The Bisney-Danvel Vocal Modulation Implant lets your little princess talk to her animal friends, and comes in 6 different tones from “Tweeting Bird” to “Big Puppy!” Your child will be the belle of the ball! Disclaimer: Bisney-Danvel is not responsible for any appetite or eating habit changes. Use only as directed by a Bisney-Danvel licensed omni-medical technician.

With this stolen prototype SakaTech skillchip, you find yourself having intrusive worries about your ailing mother. Only, you don't have an ailing mother.

To install your Symphonia by Hearth® voicecard, use only Hearth®-certified neurotechnicians. A properly installed Symphonia by Hearth® voicecard syncs perfectly with your lateral brain function, allowing seamless thought-to-speech vocalizations without the need for vocal chords or a face. If you are experiencing unwanted or uncontrollable vocalization of internal thoughts, please contact your Hearth®-certified neurotechnician or visit the Symphonia® hub for our listings of registered Symphonia by Hearth® cardspeech therapists.

Manufacturer warning! The SafeSkys-A1K personal parachute should be disabled as described in the operating manual at all times unless you are boarding an airplane or otherwise occupying an altitude greater than 1000 ft. The manufacturer accepts no liability for injuries or property damages if used in locations this device was not intended for, such as in traffic, subway stations, or the exterior of high speed trains.

The Deadlock mod for your cyber eyes is a great aim-assist aug. Unfortunately, sometimes the diagnostic function activates, and if you look at anyone for more than a second it happily announces “target acquired” to anyone within earshot. People seem to take offense when they know ballistic aiming software is targeting them. It’s also awkward when you’re scoping out “dat ass” in the food court.

No, seriously, SkateB01 in-line roller-implants have a “design flaw”: exposure to a targeted micro-EMP for .666 seconds shorts the internal gyros and inertial locks, but not the magnogrips or friction-cutters. That ‘prank’ viral last week of that punk racing the inverted bullet train? No prank.

The Series 3 Vomtech prosthetic limbs use a low grade AI about as smart as a small dog to process nerve impulses for more natural movements. However, these limbs tend to have a mind of their own and sometimes ignore users’ intentions to follow their own. That said, the limbs can be “trained” and tend to respond well to positive reinforcement, especially from petting.

With medical insurance being what it is, there is a thriving black market for cochlear implants that have been “liberated” from deceased users. Theoretically, this should not be a problem once the unit has been sterilized; practically, some recipients have, allegedly, been haunted by whispered snatches of conversation from the previous user’s last moments. If that happens to include incriminating evidence about who caused their death, then the new recipient better be careful about who they tell.

Adachi-Nakamura implantable communicators are comparatively cheap and easy to install, but they are susceptible to a glitch in their wireless connections that leaves users hearing wifi signals. In some cities, this can be deafening.

Controlling the active camouflage provided by the chromatophores, iridophores, and leucophores in the CI-35 skin replacement therapy (more commonly referred to as “squidskin” on the street) requires extensive neural interface, making it rare and costly. For this reason, nearly five years went by before the easter egg implanted in the cells by its original designer surfaced: in the presence of a particular pheromone, the colors displayed by the skin no longer respond to the user’s will, and instead shift to a full body expression of the colors and logo of Manchester United.

Among the fourth generation of Focusyn Medical’s “Nanocyst Repair Glands” is a nanocyst nicknamed “The Mute.” Shelved by FocMed after a failed one-month consumer test run prior to product launch, FocMed cited user complaints of “facial piercings being devoured by flesh” and “mouths and ears being fused shut” as contributing to the decision.

Since last fall, Leo-9 industries have experienced a host of problems with their living assistant cyberware. Their latest, the “Cat’s Paw 3000,” is coming under fire for its unscripted high danger automated responses. It is believed that the stress index monitor (SIM) is problematically misreading internal and external stressors on the patient and increasing the level of automated protection necessary to deescalate the situation. An investigation is underway regarding a convenience store owner who broke the wrists of a customer attempting to pay with an outmoded form of currency.

If you’ve surrendered the meat on all four limbs, the Fazio 29zx Street Sovereign chassis will give you the freedom of the road. With collapsible Smartrubber tires, you become a living motorcycle with hard-to-beat performance. Stories of Fazio users being ridden against their will by owners of an expensive “Ride-Me” app are unverified.

Boa-Tone cybernetic limbs are top of the line in speed and power but suffer from excessive heat generation. Using their full potential for a prolonged time can result in tissue burns and even set clothing on fire. While it is common to see tough guys going shirtless to show off their new arms, athletes and true enthusiasts are forced to wear little more than tight shorts. “If you can afford it, flaunt it.” - Boa-Tone company motto

Eideloid neural implants are marketed as allowing superhuman visual and auditory processing and recall, but that’s not why they’re famous. A simple hack turns them into an all-encompassing synesthetic trip on demand, with only a small chance of lasting damage.

The Okosuno cybernetic eye allows the user to access data displayed at superhuman light frequencies. However, rare instances have been reported where random wavelengths of the naturally visible light spectrum are converted to hot pink for the viewer. This has a wide range of effects, from ruining aesthetics, to making certain displays unreadable.

The Keystone Haptic Flexible Wrench doesn't look like your standard tool. It's more like a robotic snake with a hand for a head. Jack into it, and you can reach impossible places with the grip of steel. That is, until you hit a live circuit or spark and the wrench freezes solid. It usually takes another cyber snake to reach the damn reset button.

Your TruVITech cyber eyes detected you watching video footage that violates the intellectual property laws of your or another country. For this first infringement, your TruVITech eyes will be disconnected for fifteen (15) days. On the third infringement, they will be disabled permanently and your DNA-print added to the IP infringement list forever. Thank you for using TruVITech technology.

Atlas-EA's Persona Identity Guardian Omni-Protection system uploads to their cloud storage system, ensuring you always have the most recent backup copy of your personality, with an easy restore system available for new daemon usage. Reports of copies gaining their own sentience, and individuals being murdered by their doubles can be found online though, as well as a growing movement for "Shadow Identity and Naturalization."

Gugonov Ltd's Raptor X eyes are popular and well-supported. The company claims it's a glitch and not by design that any unofficial repairs have a chance of causing nightvision mode to activate randomly, but also stresses that such servicing voids the warranty and should not be attempted.

Cortez Codex Synth-Skills chips are the hot new item on the market, letting you get a lifetime of learning for cheap! Be fluent in a language, be a skilled car mechanic, or just give your current career a little perfectly legal boost! The rumors that these skills also come with the memories attached to their past owners and personality rewrites are total lies spread by our competitors, as we include McDaffee IDENT-U protection with every chip by default!

Many hormone regulator implants exist on the market, and are programmed to handle problems like sleep disruption, unwanted sex hormones, and hyper-vigilance. Users have long suspected that the implants are extensible, and possibly user modifiable. One anonymous sports doctor claimed to add after-market modules to enhance performance beyond therapeutic levels, and yet dodge diagnostic probes performed by sports leagues.

The Kwon Lu Industries Model 7 cybernetic knee replacement is cheap and dependable. But about one in ten of them develops an annoying click, usually long after the warranty has expired. Rumors that the Cyber Ninja Union has a contract out on Chairman Kwon have not been substantiated.

The VES-418 cybernetic retina can be configured to see EM waves. Early reviews indicate that users should purchase the LPI-9 EM blocking weave for their eye sockets and eyelids if they wish to enable higher spectrum vision.

DeeSay voxboxes are the hot new trend that can smooth a raspy voice into a mellifluous lilt, pitch shift a voice by an octave either way, or translate on the fly. When the wetware hardfails, each sample slice gets dragged out further until the last bytes of information are projected ad infinitum, or until the ferrowires are disconnected from their moving blood source. (This has occurred—including the squelch—at least once on crowded transit tubes.)

Pulselock brands itself as the most secure personal ID & credit system in the world: the chip in your palm not only links to your bank balance, but is locked in sync with your own heartbeat, so removing the chip (or your hand) renders it useless. Then some smart alec invented a nano-AI for it that could handle your investments in real time. That last crash on the stock market? Yeah, that was caused by some overweight executive having a heart attack at the gym... no, really, it's true! I read it on a forum!

If you watch the cyborg racing channel, Streets of Steel, you are no stranger to hot oil and hydraulic gore being splashed across tracks and occasional unlucky pedestrians. But when professional heel and underdog Bulbous Bob showed up with a leaky prosthetic and a hidden 300 gallon tank of "reserve" lubricant, the sport was changed forever. Once-feared athletes and combatants were reduced to hilarious buffoons unable to stand or fight while Bob slid his way to victory.

McDaffee's IDENT-U Core Protection Suite keeps Dopples from cloning your identity and running off on a shopping spree, but make sure to spring for the ONCALL package. Johnny 5ACE ended up on total body lockdown for two weeks before his buddies got through to Customer Service.

My Rigotech Sub-Dermal Oxygen Exchanges sit beneath my skin and filter gases into and out of my bloodstream constantly and quietly. They're remarkably efficient, and with pollution filtering as stock, I can work in parts of the city no one else could stand. Some days I miss little things: breathing a sigh of relief, gasping in surprise, all those old habits I've dropped over the years. I couldn't tell you how my boyfriend's hair smells any more. I never realise when he's put on cologne. I've forgotten how to match our rise and fall when I lay my head against his chest.

The Pearl-E in-mouth dental cleaning implant is activated by leaning over the sensor in your bathroom sink and opening your mouth wide. Some college students have accidentally triggered the cleaning cycle while vomiting in their sinks, resulting in their teeth being brushed as they are in the act of regurgitating.

Your cyberware takes snapshots of those nearby—fashion, height, comments, etc.—to upload metadata to the Info Corps, resulting in random freezes while it uploads or updates.



# 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  
Quentin Acord, Keeper of the Word that Binds and Blinds  
Joaquin Aguirrezabalaga, Keeper of the Blood of Lursiss  
Vendevogel Alain, Keeper of the Omegatherion of Fasar  
Alan, Keeper of the Wanting Widows of Thon the Promiscuous  
John Alexander, Keeper of the Child Whose Face is a Mirror  
Zach Alexander, Keeper of the Weeping Cells  
Brendan Allison, Keeper of the Child Who Creeps and Crawls  
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  
Greg Barnsdale, Keeper of Fathenroke's Deck of Laments  
Jacob Bates, Keeper of the Fleeting Blooms  
Joe Beason, Keeper of the True Name of Ashmedai  
Scott Beattie, Keeper of the Worm Bone Frescoes  
David Beaudoin, Keeper of the Clock's Fourth Hand  
Dan Behlings, Keeper of the Iridescent Ungulates  
Mathias Belger, Keeper of the Spectral Hounds  
Nathaniel Benton, Keeper of the Unspoken Oath  
Aaron Berger, Keeper of the Blight Goat and its Five Ever-Hungry, Ever-Gnashing Mouths  
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  
Quinn Bleiler, Keeper of the Astral Blades  
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  
Agatha C, Keeper of the Ebony Cat and All We Deem Above Her  
Zach Cameron, Keeper of the Teeth Tithings  
John Campbell, Keeper of the Dark Shard of Nemrath  
Freya Campbell, Keeper of the Litch Child's Last Rites  
Mike Carlson, Keeper of the Obsidian Forests of Yend  
Andi Carrison, Keeper of the Unknowable Words  
Bill Carter, Keeper of Rengollis's Gaseous Blood  
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  
Brendan Clougherty, Keeper of the Five Limbs of Acolla  
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 Abbatior  
d6, Keeper of the Endless Grudge  
Love Dahlgren, Keeper of the Last True Pages  
Stentor Danielson, Keeper of the Last King's Fear  
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  
Jim Davis, Keeper of the Marmot That Suffers Not in Darkness  
Kristen Davis-Owen, Keeper of the Whispering Menace  
Joshua DeGagne, Keeper of the Sword of Aloester Graymantle  
Philippe Delmott, Keeper of the Last Light of St. Lannen the Pure  
Tim Denee, Keeper of the Crawling Portrait  
Jacob Densford, Keeper of the Rusted Metropolis  
Rob Deobald, Keeper of the Child Who Turns the Key  
Aaron DeRosa, Keeper of the Nightmare Diadems  
Steven desJardins, Keeper of the Black Between the Stars  
Mark DesLauriers, Keeper of the Goblet of the Maudlin Priest  
Simone Di Rubbo, Keeper of the Goddess in the Letters  
Mark Diaz Truman, Keeper of the Clockwork Corvid  
Jeffrey Dieterle, Keeper of the Red Drums of Bellona  
Stuart Dollar, Keeper of the Willow Crown of Old King Celadon  
Ian Donald, Keeper of the Dying Grottoes  
David Dorward, Keeper of the Fetid King's Ashes  
Matt Doughty, Keeper of the Well of Immaculate Blood  
Tim Dreier, Keeper of the Bone Crown of Old King Smule  
Stefan Droste, Keeper of the Razor Grasslands  
Bryant Durrell, Keeper of the Golden Shroud  
Mark Durrheim, Keeper of the Little Gravestone Doors  
Herman Duyker, Keeper of the Beast Masks  
Eli Eaton, Keeper of the Stone Sparrow's Heart  
Vincent Eaton-Valencia, Keeper of the Orc King's Quivering Regret  
Harald Eckmüller, Keeper of the Invisible Mouth of Molek  
edchuk, Keeper of the Sorrow of Morning Mist Castle  
Paul Edson, Keeper of the Secret of the Thousand Cuts  
Matthew Egger, Keeper of the White Bats of Good Queen Jedra  
Kurt Ellison, Keeper of the Shining Sadness  
Norm Elvin, Keeper of the Refined Rose Dust of Daar Angúl  
Tor Erickson, Keeper of Brother Elijah's Last Breath  
Jennifer Erixon, Keeper of the Spider Tombs  
Charlie Etheridge-Nunn, Keeper of the Unsolvable Riddle

Richard Evans, Keeper of the Milk Caves  
Andy Evans, Keeper of the Woman Who Scrawls the Symbols  
Mitchell Evans, Keeper of the Blackbird's Brides  
Colin Fahrion, Keeper of the Slaughtered Hearts  
Joshua Faller, Keeper of the Shrine of Melchior  
Luis Farebrother, Keeper of the Songs of Satyrn's Sounding  
Declan Feeney, Keeper of the Violet Crown  
Mark Fenlon, Keeper of the Undulating Brood of Clarissa  
Dunlop  
Scott Field, Keeper of Malvett's Living Dream  
Andrew Fish, Keeper of the Path of Cenduwain Rose-Whisperer  
Asbjørn Flø, Keeper of the Ten Hidden Keys  
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