

Codex

The Gauntlet's monthly RPG zine



HEARTH FIRE



Codex Contributors

COVER ILLUSTRATOR: Amanda Lee Franck

PUBLISHER: Jason Cordova

LINE EDITOR: Linda H. Codega

LAYOUT ARTISTS: Lu Quade, & Jesse Ross.

MISCELLANY CONTRIBUTORS:

Ben Bisogno, Jason Cordova, Jim Crocker,
Philipp Doebler, Collin Downing, Madeleine Ember,
Mike Ferdinando, Gus L., Judd Karlman,
David LaFreniere, Kristen LaFreniere,
Malex, Scott Puckett, Ferrell Riley, Blake Ryan,
Alexi Sargeant, James Smith, Kyle Tam,
Vlad Temper, Michael Van Vleet.

PACKET

Navigating the Troubled Waters Between Hope and Home



PACKET - Navigating the Troubled Waters Between Hope and Home
by J.L. Householder

Playtesters: *Bethany Harvey, Sam Zimmerman, Clay Flaherty,
Alex Mann, Jason Wright.*

“The road from Liverpool to New York, as they who have traveled it well know, is very long, crooked, rough, and eminently disagreeable.”

—Ralph Waldo Emerson, aboard the packet ship New York, 1833

*Six weeks, they say – six full weeks
To cross a dark, tempestuous sea.
The captain, sure as she is, believes we’ll be quicker,*

*But a packet ship is a small thing nonetheless.
No matter the length and beam of it
A slight and tight and tense old thing.*

*And we, its passengers, are stowed and scrambled
Stacked and packed like the galley’s tinned rations
Unlikely foes or lovers or others.*

*A marriage of convenience, arranged and agreed.
For six full weeks, ‘til that horizon beams:
Home.*

THE PREMISE

Packet is a scene-by-scene storytelling game of navigation – literal and relational – amid the stormy seas between hope and home. It utilizes the cramped and disagreeable travel conditions of a 1800s-era transatlantic packet ship to bring out the best and worst in the characters as they undertake a grueling six-week voyage from Liverpool to New York City.

Each of you will create a Passenger with dreams, desires, hangups, and history, leveraging your characters' particular points of view to shape the story of your collective maritime misadventure. In the end, you'll spin a tale of hopes dashed, or rewarded, depending on how your Passengers and their Vessel fare from departure to arrival.

THE PROCESS

The game is played out through individual scenes, beginning with a Departure Scene for each Passenger. From there, you will take turns directing scenes, centering each scene around a given theme, and attempting to tie in something important to one or more of the Passengers, or the conditions of your chosen Vessel. Finally, you'll process the action, considering how each scene affects your Passengers, and – by association – the broader nature of the vessel and the voyage.

When the Calendar reaches zero, your voyage has ended. You'll determine the nature of your Arrival, and play out final Arrival Scenes. When all players have concluded their Arrival Scenes, the game is over.

FLOW OF PLAY

1. Choose a Vessel
2. Create Passengers
3. Stage Departure Scenes
4. Stage Voyage Scenes
5. Dead Reckoning
6. Stage Arrival Scenes

SUPPLIES FOR THE VOYAGE

- 3-5 Players (including you)
- Three or more six-sided dice
- Writing utensils
- Paper or note cards
- Printouts of the Passenger Sheet, Calendar, and Course Tracker play aids from the final pages

NAUTICAL BY NATURE

Since your stories will be set on the glorious and unforgiving high seas, the game uses some nautical jargon to impose a maritime feel. You don't have to know the first thing about sailing or 1800s packet ships to play, but a quick rundown of game terms and their role in play is warranted. *Here's what you need to know:*

- **Course** – **The direction of your travel with regards to your intended destination.**
Course may be True, Near, Adrift, or Lost, and will change frequently. Your Vessel's Course at Dead Reckoning helps determine the theme of your final Arrival scene. Use the Course Tracker and ship included here to mark your changing Course.
- **Calendar** – **The number of scenes left before Dead Reckoning.**
Each scene during the voyage reduces the Calendar by one. Depending on how the scene resolves, further changes to the Calendar may also occur. Use the Calendar included here to keep track of your remaining scenes.
- **Set & Drift (S&D)** – **The external forces pushing your Vessel off-course.**
S&D is used as a metaphor for how far "off-course" a Passenger is from the purpose of their voyage, and is used to determine the theme of your Arrival at Dead Reckoning.
- **Dead Reckoning** – **An end-of-voyage tally** of the Passengers' S&D and the Vessel's final Course in order to determine the theme of each Passenger's Arrival scene.



THE VESSEL

Together, decide on a Vessel from the four listed examples for your voyage. Aside from narrative flavor, each Vessel determines the starting setup of the components of the game, and provides distinct prompts and triggers for various moments along your voyage.

Ship's Guide:

NAME OF THE VESSEL – Captain of the Vessel

Description of the Vessel – Flavor text and further description

- **DEPARTURE:** A prompt to answer during your Departure scene, or out of character before the voyage begins.
- **VOYAGE:** A prompt to spark ideas for scenes during the voyage.
- **TRIGGER:** A narrative event that, when satisfied, will require you to add a Hope, Home, or Hangup, or adjust a certain Set & Drift.
 - Each Passenger's starting Set & Drift
 - Starting Course
 - Starting Calendar
 - How the Scene Theme is chosen

Once you've chosen your vessel, record your Passenger's initial Set & Drift, as well as the collective starting Course and Calendar. Write or display the Departure and Voyage prompts where all players can see them, as well as the Trigger.

NO MERE BOAT

The Vessel you choose should inform the fiction of your Passengers and their goals. Are they the sort of folks who require a comfortable voyage? Do they demand speed above all else? Is this simply the only passage they could hire? Why might that be?

Consider what your chosen Vessel tells you about the sort of folk who might hire it, and use this as you create your Passengers.

THE VESSELS TO CHOOSE FROM

- **THE ORBIT – Captain Josephine Tinkham**

Built for Luxury – Fine wine, cheese and salted goods, warm beds and private lodgings; It almost makes the journey half-pleasant. After all, one deserves to have a few small comforts amid such an unsavory endeavor.

- **DEPARTURE:** What did you sacrifice to afford such a fine berth?
- **VOYAGE:** How do these comforts improve or disrupt your voyage?
- **TRIGGER:** When these comforts or the entanglements they bring come to the fore, add a related HANGUP, or decrease your HANGUP Set & Drift by 1.
 - HOPE and HOME Set & Drift each start at 1
 - Starting Course: Near
 - Starting Calendar: 7
 - You may roll the Scene Die twice if desired, but if you roll a second time, you must take that outcome

- **THE NESTOR – Captain Wm. Lee Jr.**

Built for Speed – A slender design and added steam power means this vessel can keep its clip regardless of how the wind blows. However, these improvements come at a considerable cost to the onboard comforts and amenities.

- **DEPARTURE:** What is in short supply on your voyage? Amenities? Rations? Elbow-room? Something else? How does this scarcity annoy, encumber, or otherwise complicate things for your Passenger?
- **VOYAGE:** What friction does this shortage create among you, the crew, and/or another passenger?
- **TRIGGER:** When you prioritize the destination above all else, add a HOPE or HOME for which you must hasten the voyage, or decrease the related Set & Drift by 1.
 - HOME Set & Drift starts at 1
 - Starting Course: Near
 - Starting Calendar: 5
 - Roll the Scene Die only once, full steam ahead

- **THE NEW YORK – Captain Geo Maxwell**

Only The Finest Crew – *Some say they're hardened. Some say they're foul. But the fact remains that Cap'n Geo and their crew are the best damn wayfinders you can hire. You can more or less reckon on a steady journey... so long as you can put up with six weeks of short-fused seafarers.*

- **DEPARTURE:** *What first impression do you make on the crew and captain?*
- **VOYAGE:** *What happens to change this relational dynamic? To what extent?*
- **TRIGGER:** When you run afoul or a-friendly of the crew or captain, add a HOPE or HANGUP around that relationship, or decrease the related Set & Drift by 1.
 - HANGUP Set & Drift starts at 1
 - Starting Course: True
 - Starting Calendar: 6
 - Roll the Scene Die twice, taking the preferred result

- **THE JAMES CROPPER – Captain Chas. H. Marshall**

The Best You Can Afford – *We'll get there. Almost definitely. Eventually. Look, she's not the prettiest boat, but she's seen her fair share of back and forth, and you get what you pay for in this business.*

- **DEPARTURE:** *What doubts does this less-than-ship-shape vessel give you about the voyage, and why did you still choose it?*
- **VOYAGE:** *What unexpected boon does this weather-beaten old boat provide?*
- **TRIGGER:** When your doubts about the voyage are either challenged or validated, add a HANGUP or HOME around those doubts, or decrease the related Set & Drift by one.
 - HOPE Set & Drift starts at 1
 - Starting Course: Adrift
 - Starting Calendar: 6
 - You may choose Scenes instead of rolling the Scene Die

THE PASSENGERS

Each player will take up the role of a Passenger aboard the group's chosen Vessel. As a Passenger, you have decided to undertake this unenviable voyage across the dark and frigid Atlantic in cramped and inhospitable conditions. This is a mystery to most rational folk, likely including the friends and family you'll be leaving behind. Throughout the game, you'll seek to showcase just *why* your Passenger must make this voyage and what forces propel them, pull at them, and distract them from the mission at hand.

To create your Passenger, you'll establish:

1. The ***Hope*** for which you sail.
2. The ***Home*** for which you long.
3. The ***Hangup*** which you cannot ignore.

THE HOPE FOR WHICH YOU SAIL

What is it that drives your Passenger to take this damnable voyage? To repay a debt? To start anew? To earn enough to bring your mother over come spring? Most folks don't uproot their lives and sail halfway across the world for mere curiosity.

THE HOME FOR WHICH YOU LONG

When you think of Home, what do you miss most? What does your heart long for amidst the tempestuous journey? The scent of wet cobblestone streets, the softness of your lover's hands at your parting – no matter what adventure lies beyond the horizon, it is still a fair far way from home.

THE HANGUP WHICH YOU CANNOT IGNORE

What foible, pet peeve, or ulterior motive keeps getting between you and your goals? How do the conditions of the voyage push your Hangup to its breaking point? It's a long and cramped old voyage. Six weeks elbow-to-elbow with folks you've never met – all with different dreams and angles and needs and eccentricities. It's all a bit of a powderkeg, to be honest. God help us if someone lights the fuse.

CREATE YOUR PASSENGER

Roll three six-sided dice. Use the three resulting numbers to choose three different results from the tables below, one from each table.

HOPE

1. Education
2. Redemption
3. Escape
4. Love
5. Prosperity
6. Fame

HOME

1. Person/Group
2. Scent/Taste
3. Establishment
4. Routine
5. Sight/Sound
6. Treasured Item

HANGUP

1. Mystery
2. Pet Peeve
3. Ulterior Motive
4. Obsession
5. Restriction
6. Infatuation

For each result, write a sentence or phrase that elaborates on the rolled prompt. These will define your Passenger's voyage, serving both as a way to direct your roleplay during scenes, and providing a lens through which you process the action.

EXAMPLE

Jen rolls 3d6 for a result of 3,1, and 6. She considers a few options. (Note that there are a total of six options for each 3d6 rolled, and these are just three examples. You may consider whatever combination of Hope, Home, and Hangup you like.)

Option 1 (3, 1, 6)

Hope: Escape
Home: Person/Group
Hangup: Infatuation

Option 2 (6, 3, 1)

Hope: Fame
Home: Establishment
Hangup: Mystery

Option 3 (1, 6, 3)

Hope: Education
Home: Treasured Item
Hangup: Ulterior Motive

She feels the strongest initial spark for **Option 1**, so she elaborates:

- **Hope:** Escape the law – I'm wanted for crimes my father committed.
- **Home:** My boyfriend, Daniel, spent all he had to help secure my passage.
- **Hangup:** Alice (another Passenger) makes me wonder if Daniel is who I *really* want to be with.

Jen bounces her ideas off of the other players (especially the person playing Alice) and firms things up on her Passenger Sheet. As the game gets underway, she has a clear idea for her Departure Scene: *a heartfelt moment between her and Daniel saying goodbye, and a chance fall over Alice's trunk.*

THE SCENES

The story of your Passengers and their harrowing voyage will be told scene by scene in a number of vignettes determined by the Calendar. Each Passenger begins with a Departure Scene to introduce their character. Then, the voyage begins. Voyage Scenes are staged until the Calendar reaches zero, at which point you'll move on to Dead Reckoning and stage your final Arrival Scenes.



THE CALENDAR

The Calendar serves as a countdown to Arrival. When the Calendar reaches zero the journey has ended. Your chosen Vessel determines the starting Calendar, and each Voyage Scene moves the Calendar forwards by one or more, depending on the outcome (see *Process The Action in the Voyage Scene Actions* section ahead for details).

CALENDAR

0

1

2

3

4

5

6

7

8

DEPARTURE SCENES

Your Departure Scene serves as an introduction to your Passenger for the rest of the group – a chance to make a strong impression, and perhaps give a glimpse of what to expect from your character going forward. Take a moment to consider how you want to introduce your Passenger.

- What's the most important aspect, information, or relationship for the other players to see from your Passenger right away? How can you show them through this scene?
- What prompt or question does your Vessel ask you to answer through your Departure Scene?
- In that these are your last few moments before a long and unknown voyage, what element of your Home can you use to add depth and value to the scene?

Beginning with the player who is ready first, take it in turn to stage or narrate a Departure Scene for your Passenger. Involve other players as well – either as their Passenger or as another passenger, crew member, or side character relevant to the scene.

When each player has had their turn, Departure has ended, and the voyage begins. Discuss anything out-of-character needed to establish the fiction of what's going on. Then, the player who would like to stage the first Voyage Scene may do so when ready.

Note: Calendar, Course, and Set & Drift are not adjusted during the Departure Scenes – only once the voyage has begun, during Voyage Scenes.

VOYAGE SCENES

Players at the table will take turns directing Voyage Scenes. Direction should continue from player to player however you like (clockwise, counter-clockwise, by age, etc), as long as direction is distributed evenly among the players. Any and all Passengers or crew may feature in any scene; however, when directing a scene, your Passenger should feature prominently.

ORDER OF A VOYAGE SCENE

1. Advance the Calendar
 - a. The Calendar is reduced by one at the initiation of each Voyage Scene.
2. Set the Theme
 - a. Your Vessel determines how your Themes are set.

3. Establish and play out the scene

- a. Use the Theme, as well as any established narrative or character arcs, to set up what's going on in the fiction and who is present as the scene begins. Look to your Hope, Home, and Hangup prompts for inspiration as you play.

4. Process the Action

a. Adjust Course & Speed

What is the overall trajectory of the voyage/story in the wake of this scene? The player who directed the scene chooses one of the following results based on how their Passenger is feeling, or where they see the larger narrative headed:

1. Off Course

- a. Move the Course Tracker one space clockwise.
- b. Make no further change to the Calendar.

2. Listless

- a. Do not move the Course Tracker.
- b. Increase the Calendar by one.

3. Even Keel

- a. Move the Course Tracker one space counterclockwise.
- b. Make no further change to the Calendar.

4. Full Sail

- a. Move the Course Tracker one space counterclockwise.
- b. Reduce the Calendar by one (in addition to the reduction at the beginning of the scene).

b. Determine Set & Drift

At the end of a scene, all Passengers involved will adjust their Set & Drift according to how the action played out. Reflect on your Hope, Home, and Hangup, and choose the result below that most closely represents your takeaway from the scene. If truly none are a fair assessment, move the Course Tracker another space clockwise.

1. **You were buoyed or blinded by HOPE** → Increase your HOME and HANGUP S&Ds by one

2. **You were guilted or guided by notions of HOME** → Increase your HOPE and HANGUP S&Ds by one

3. **You were tripped up or tantalized by your HANGUP** → Increase any single S&D by one

SCENE THEMES

Each Voyage Scene revolves around one of the following themes. Your Vessel determines the manner in which a theme is chosen. Blend the theme and flavor text with the current narrative of the voyage and/or one of your Hope, Home, or Hangup prompts to help set the stage for the scene and push the story forward.

1. **PERIL** – *All hands on deck! The Passengers and crew are confronted with a situation that leaves their voyage hanging by a thread. What is it? How – and to what extent – do they manage to correct course?*
2. **DISCORD** – *What friction, instability, or power shift emerges among the Passengers and/or crew? What hurt, insecurity, scarcity, or beliefs are at its root? What changes in the wake of this discord?*
3. **KINDLE** – *We burn more than coal on this vessel. What fires are stoked among the Passengers and/or crew? Will you fan the embers of love and lust? Stir a restless and listless soul? Stand for something in which you firmly believe?*
4. **IDLE** – *The skies are clear and the water smooth. What reprieve do these favorable winds offer the Passengers and crew? How and with whom do they pass the day when all else is quiet?*
5. **MARVEL** – *The wonders of the open sea are manifold and plenty. What encounter or revelation captivates the Passengers and crew? Does it incite cheer among the ranks, or a conflict of course?*
6. **ESCALATION** – *A packet ship is a small thing after all – even smaller after a week or two. What action, interaction, plot, or emotion from a previous scene jumps up a notch? What are the contributing factors? If Escalation is rolled for the first Voyage Scene, reroll the Scene Die.*

THE FINAL VOYAGE SCENE

When the Calendar reaches zero, Dead Reckoning begins. However, if there are any major threads or unfinished business that you'd like to touch on before the journey's end, you may stage a final Voyage Scene. For this final scene before Arrival, you may choose any Theme from the list above or disregard the list entirely, focusing on tidying up the narrative however you choose.

When you Process the Action for this scene *do not* adjust Course or Calendar. You haven't time to right the ship. You will, however, still adjust Set & Drift for the Passengers involved in the scene.

SCENE TIPS

As you stage each scene, note that you are not attempting to catalog the journey of a ship and its passengers in its entirety. Instead, you're using the few scenes at your disposal to act as a sort of highlight reel of the voyage. *What relational development and fallout occurs? What are the primary victories and setbacks? What major hardships or challenges must be overcome?*

Do your best to *make each scene matter* to the story. Develop the Passengers' relational dynamics – with each other and with the crew. Foster any fledgling notion of plot. Bring something personal, stir up trouble, lean into your Hopes, reminisce about your Home, and trip all over your Hangups. In the end, the scene and story will mean more to you as players if it means something to your characters.

- **How Does a Scene Start?**

With your Vessel's Voyage prompt, the Scene Theme, and your own Passengers' prompts and desires, there should be plenty of material to spark your imagination. Once you have a few threads of an idea together, put yourself in the director's seat: *"Okay, I'm picturing a Discord scene where it's day twenty-three of the same stale rations. I've called a secret meeting in the galley to organize a mini-mutiny to get some of the Captain's good stuff. Who's there with me?"* Set the scene with some kind of opening remark, then let it hang until someone else chimes in. Let things flow from there.

- **How Does a Scene End?**

In simplest terms, anyone at the table can just say, *"I think that's a good place to end the scene. Does anyone have anything else they were hoping to add?"* You'll likely sense when the big moment of a scene has hit. After that, leave a little space for some resolution or falling action, but don't be afraid to cut things at any point, especially if a scene feels like it's dragging. Remember, you are seeing glimpses of the journey, not its entirety. If a vignette ends without resolution, that's okay. So long as everyone at the table feels that it's run its course, the scene has served its purpose, and you can move onto the next one.

THE ARRIVAL

How does it all end? After weeks of tumultuous voyaging and insufferable bedfellows, you'll likely be all too eager to feel the sweet earth beneath you again. Weighing your Set & Drift with your final Course will determine where and how the voyage ends. You'll use the theme from your resulting Dead Reckoning to stage or narrate a final Arrival Scene, concluding your Passengers' story in this voyage.

DEAD RECKONING

When the Calendar reaches zero, the voyage is over and Dead Reckoning begins. You may, however, choose to stage a final Voyage Scene if the table feels the need to tie up any particular threads or loose ends. See the previous section on Scene Themes for details.

When you are ready to begin Dead Reckoning, assess the following:

1. **Final Course** of the Vessel
2. **Highest Set & Drift** for all Passengers, collectively
3. **Lowest Set & Drift** for each Passenger, respectively

Then, conclude the story of your epic voyage by weaving together the themes and prompts from the tables that follow.

FINAL COURSE

The Course marked when the Calendar reaches zero is the Final Course. The Course cannot be altered further (even during a Final Voyage Scene). The Course descriptions below paint the broad strokes of the end of your journey.

| COURSE | DESCRIPTION |
|--------|--|
| True | Spot On – You've made it to port amid the coal-choked chattering of a busy New York Harbor. What's next? |
| Near | Painfully Close – What makes it close? What makes it painful? |
| Adrift | Well off the mark – You've made it...somewhere? Just where is unclear. Where did it all go wrong? |
| Lost | You are completely and totally lost – How does the voyage end, despite no real arrival? |

HIGHEST SET & DRIFT

Together, calculate the single highest Set & Drift for your voyage. In other words, add all Passengers' Hope S&D together, add all Passengers' Home S&D together, etc. Use the highest S&D value among the three prompts, combined with the Final Course of the Vessel to determine the theme of the voyage on the following table. In the event of a tie, choose the category (Hope, Home, or Hangup) that you feel was *least important* to the story overall.

| VOYAGE THEME | | | | |
|--------------|-----------------------|------------------|----------------------|---------------------|
| Highest S&D | VESSEL'S FINAL COURSE | | | |
| | TRUE | NEAR | ADRIFT | LOST HOPE |
| HOPE | Return Voyage | Volatile Voyage | Agonizing Voyage | Darkest Voyage |
| HOME | Final Voyage | Difficult Voyage | Frenzied Voyage | Catastrophic Voyage |
| HANGUP | Smooth Voyage | The Next Voyage | Disappointing Voyage | Tragic Voyage |

LOWEST SET & DRIFT

Individually, note your lowest Set & Drift value. This represents the element of your Passenger that came through strongest during the voyage, and will define their Arrival. Match your lowest S&D with the Vessel's Final Course on the table below to determine the theme of your Arrival Scene.

| ARRIVAL SCENE THEME | | | | |
|---------------------|-----------------------|-----------------------|----------------------|----------------------|
| Lowest S&D | VESSEL'S FINAL COURSE | | | |
| | TRUE | NEAR | ADRIFT | LOST HOPE |
| HOPE | Hopes Rewarded | Hopes Unexpected | Hopes Regretted | Hopes Crushed |
| HOME | Reminds me of Home | Feeling far from Home | Longing for Home | Weeping over my Home |
| HANGUP | Hangup Revelation | Hangup Suppression | Hangup Entanglements | Hangup Hysterics |

ARRIVAL SCENES

Each player now stages or narrates a final Arrival Scene to serve as an epilogue for their Passenger in the story. As best as you can, weave the three results from Dead Reckoning into your Arrival Scene to tell the rest of the table how it ends for your Passenger. When all players have concluded their Arrival Scenes, the story of the voyage is over.

ARRIVAL SCENE ELEMENTS

1. Final Course Description
2. Theme of the Voyage
3. Theme of Arrival Scene

EXAMPLE

Jen and her shipmates' Dead Reckoning yields the following results:

- Final Course – Adrift
- Highest S&D – Home
- Lowest S&D (Jen) – Hangup

The results from the three tables inform the nature of the Arrival Scenes

- Course Description – Well off the mark
- Voyage Theme – Frenzied Voyage
- Arrival Scene Theme – Hang-up Entanglements

After kicking around a few ideas, the table decides that “Adrift” means the Vessel is caught in a violent storm just off the coast of Nova Scotia – leaving it rudderless, disoriented, and sails-asunder in the icy Atlantic.

Jen sets her Arrival Scene to take place with Alice. The two of them are sitting on the teetering floor of her bunk, finishing off a bottle of vodka Jen nicked from Captain Josephine's quarters during the small-scale mutiny.

Jen: (toasting) To take the chill off.

Alice: To take the chill off.

Jen: Daniel always hated vodka. Said it was the last refuge of the damned.

Alice: ...

Jen: (laughing) I guess he was bound to be right about something!

The ship rocks hard as the storm surges all around. You hear something heavy (and probably important) splintering and cracking above-deck. The rocking throws Jen onto Alice and the two lock eyes intently. You hear the vodka bottle crash somewhere out of frame. Jen lays her head on Alice's chest. Alice runs her fingers through Jen's dark hair. All around them, things are sliding and crashing and crumbling, but they just hold each other like a port in the storm as the scene fades to black.

RESOURCES:



| CALENDAR | | |
|----------|---|---|
| 0 | 1 | 2 |
| 3 | 4 | 5 |
| 6 | 7 | 8 |

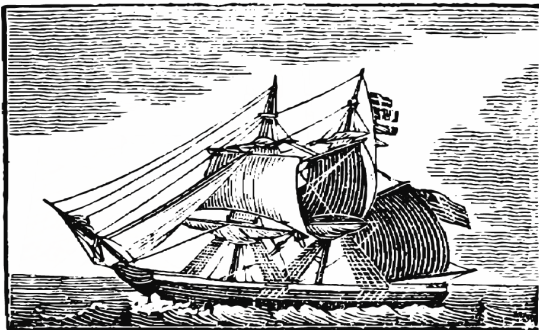
LONDON, LIVERPOOL, GLASGOW, HAVRE, HAMBURGH, BREMEN,

AND
Southampton Office,

146 LIBERTY ST.

NEW-YORK,

Where passages can at all times be engaged on reasonable terms, either to or from the above Ports, in sailing Packets or Steamships.



This Entitles the Bearer, _____

to passage, this present voyage, (the dangers of the seas accepted,) hence to New York
in the Packet Ship _____, claiming naught among their effects excepting:

HOPE { S&D }

HOME { S&D }

HANGUP { S&D }

1. _____

1. _____

1. _____

2. _____

2. _____

2. _____

NO PASSAGE MONEY RETURNED

NOT TRANSFERABLE



Shipwreck! (1872). William Trost Richards. (Public Domain).

REPTILES



*In daylight, we wage war.
Blades crash against armor and shield, cries ring out for mercy and justice,
and spells sparkle and spread their caster's will across the battlefield.
Countless souls are lost each day to the effort,
those who manage to survive are changed forever.*

*And after dusk, we wage another war in our minds and hearts.
Memories replay, losses are lamented, comforts are sought,
and bonds are forged around the hearth in nightly ceasefire.*

The only way we can hope to survive this seige is to believe in and empower one another.

*And so, with muscles mending and wills weathered by battle,
we raise our glasses in unison: a toast to seeing tomorrow.
Together.*

RESPIRE

Respite is a game of comfort and companionship through adversity explored via stories told around a communal fireplace between battles. These stories are told on three Nights—phases of gameplay with unique circumstances that represent the beginning, middle, and end of a lengthy conflict.

The State where you live is under siege by neighboring armies—a heated struggle that will last for many days punctuated with nightly suspensions of combat operations as agreed upon by the bureaucracy. It is on these nights you gather in the barracks remembering those you lost, commiserating over your failures, and celebrating your triumphs. You'll live through this siege, you must, but what will it cost you? And what of your state will be left when it's over?

To play Respite, you'll need:

- 3-5 players
- About an hour
- A unique playbook for each player from one of the five Orders
- A collection of beads that feel similar but can be distinguished into three types: red, yellow, and green.
 - The quantity needed will vary, but five per player with an even distribution of colors will work. For a more challenging experience, reduce this to four per player.
 - While this text will refer to these items as colored beads, use whatever you have available: coins, bottle caps, poker chips, dice, or even numbers/colors written on scraps of paper. The important aspects are that you can easily differentiate the three types on sight and that you can't tell the difference between types when feeling them in a bag.
- An opaque bag to contain the beads
- A notecard or paper scrap to track the condition of the State

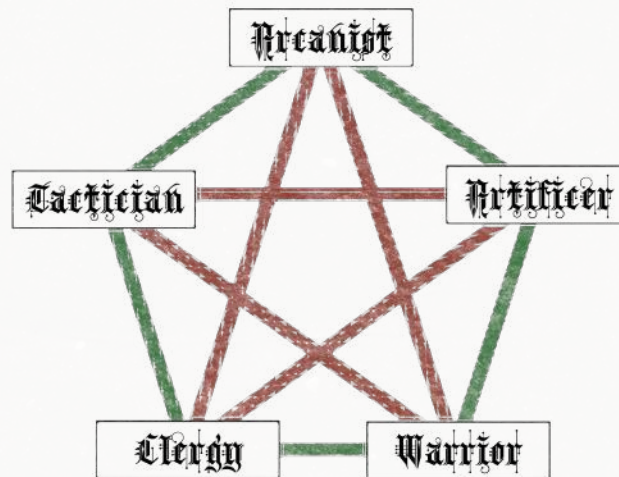
SEUR

Place all of the beads in the bag and shake it around. Then, without looking in the bag, remove 3 beads per player. Place these removed beads in the center of the table within reach of all players. This is the “pool” of available beads you’ll use to perform particular actions in conversation over the course of the game. Place the bag and State notecard on the table near the pool.

Next, each player will fill out the necessary information on their Order’s playbook, including their name, pronouns, and a few brief questions needing answers. When each player has finished, share that information with the rest of the group. You are now ready to begin the first Night.

ORDERS

Each player will take on the role of a unique type of character called an **Order**. Each Order is a specialty with particular skills, goals, proclivities, and concerns as well as a series of questions that will allow you to expand upon a) your character’s skills, b) a relationship between you and another player’s character, and c) introduce an NPC to the world of your stories. Over the course of the Three Nights, you’ll also have Order-specific stories to tell one another around the fire. These are detailed further in each respective playbook. No two players should be a part of the same Order.



The five Orders are:

- **Arcanist** (*wizard, summoner, warlock*) - A practitioner of the dark arts and mystic traditions. The Arcanist uses other-worldly intelligence to actively reshape the world around them. Those of this Order are rarely seen on the front lines of battle, but the effects of their will are felt by all. Arcanists tend to work closely with Tacticians and Artificers, requiring immense trust between them, while they are rarely in amicable relationships with Warriors or members of the Clergy.
- **Warrior** (*knight, barbarian, squire*) - The brave steel-bearers on the front line of battle. Warriors are face-to-face with the enemy—putting them in the position for both the highest risk and the highest glory. Warriors have fond relationships with Clergy members and Artificers and tend to have a less than high opinion of Arcanists and Tacticians.
- **Clergy** (*cleric, monk, priest*) - A person of devout faith and holy boons. Clergy are ever-faithful and channel their beliefs into healing and strength. While most Clergy are designated as medical staff, an especially pious few take up sword and steel on the battlefield in the name of their faith. Clergy are tightly knit with Warriors and Tacticians but at odds with Artificers and Arcanists on faith-based grounds.

- **Tactician** (*ranger, spy, assassin*) - The brains behind the brawn of battle. Tacticians operate on the outer limits of the battlefield—in war rooms, in shadows, in trees, and in disguises. Known Tacticians operate in influential and high class social circles among the keep, while those who operate under mask or cloak are revered in poem and song by the general population of the state. Tacticians have a high regard of Arcanists and Clergy but find difficulty commanding respect from Warriors and Artificers.
- **Artificer** (*alchemist, blacksmith, builder*) - A skilled worker who can craft a variety of items. Artificers are responsible for many of the weapons and tools used in battle; from the battle armor and trebuchets around the keep, to robust potions and harmful poisons for the magically inclined. While they only take up arms in dire situations, their specialized work has made them more than capable with heavy weapons and machinery. They have earned sincere gratitude from Warriors and Arcanists but tend to be looked down upon by Tacticians and Clergy.

THE FIRE

Your game takes place in stories told around the fire. Each Night, each player will offer a performance to the others as dictated by their Order's playbook. Stories can be anything: true events, confessions, tall tales, fables, jokes, monologues, etc. Every player must perform every Night, but there is no set turn or player order for performance.

The other players will interact with your story using available actions listed in each of the Nights. These interactions include interruptions, tangents, questions, related stories, and other methods of antagonizing, inquiring, or empathizing with the storyteller. These actions are color-coded and coincide with the colored beads in play.

A player can only use an action if there is a bead of the corresponding color in the available pool. When that action is performed, that player will take the matching colored bead and place it in the bag. While a player can repeat moves they've already taken over the course of a given Night, they will only place one bead each in the bag during a given Night. They may also not perform the listed actions that correspond to beads that they didn't use.

THE STATE

The attack on your city will last many days. Tensions will be high, people will perish, and things will change forever. However, we won't be acting out any scenes of war in *Respite*, only the aftermath. Inversely, the way that players interact with one another has a profound effect on the results of war.

At the beginning of each Night, you will pull a number of beads from the bag. Of course, the beads available in the bag are determined by the ways you treat others in times of strife, both those you love and those you hate. Beads of varied color have different corresponding values: Green - 0, Yellow - 1, Red - 2. You'll track these points on your State notecard over the course of the game with numbers accumulating across different Nights. The higher the total value, the more harm and violent change comes to the State. Once a bead has been pulled from the bag in this way, it is not available for the rest of the game. Tally the value on your State notecard and place the pulled beads in a location separate from the pool and bag.

Values from beads accumulate over the course of the three nights. While on the first night, your value range is 0-4, by the end of the third night there is a much wider range of 0-16. Your group should aspire to keep these values lower for the sake of the State, but oftentimes you will find your personal desires outweigh those of the group and will act accordingly. Always stay true to your characters and your world created by your group instead of concerning yourself with points and probabilities.

NIGHT ONE: KINDLING (0-4)

The first Night takes place on the eve of warfare. This is the final evening of peace in your keep and you huddle around the fire with your fellow combatants. The blades have been sharpened, the trenches dug, the plans of attack drawn out. The air is thick with anticipation of what is to come.

Before beginning the Kindling Night, remove two beads from the bag. Mark these values on the State notecard and consult the following table for the condition of the State. Then begin to tell your stories as dictated by your Order's playbooks.

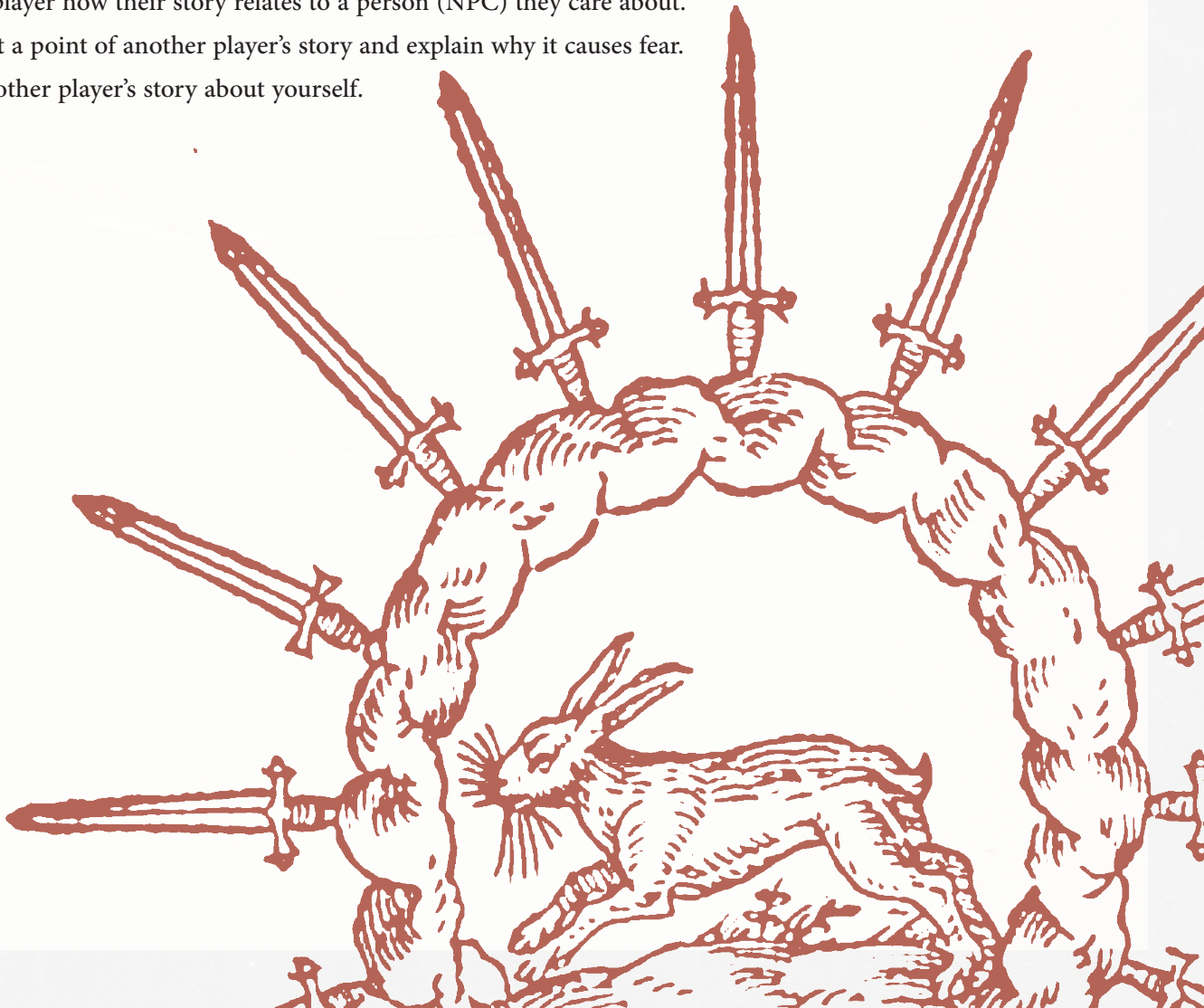
| 0 | 1-2 | 3-4 |
|--|--|--|
| The State sleeps quietly on the eve of war. Citizens are confident the battle will be brief and in our favor. In a few short days, you'll be hailed as heroes of the keep. | A sense of overwhelming anxiety permeates the State. Many will forgo sleep tonight to hope for the best yet prepare for the worst. All you can do now is prepare yourself for what morning brings. | The whole State is abuzz with fear of what is to come. The attacking forces are stronger and in higher numbers than we are equipped to handle. Your stomachs turn in terror of the coming bloodshed. |

While a player is telling a story, the others may perform the following actions:

Green: Ask the player how their story relates to a person (NPC) they care about.

Yellow: Highlight a point of another player's story and explain why it causes fear.

Red: Make another player's story about yourself.



NIGHTS ROARING (0-10)

Time has passed, war has raged, and lives have changed forever. This evening takes place a few days into the conflict. The keep is taking some damage and things aren't going as smoothly as expected. The war is at its peak now, it can't last much longer.

Before beginning the Roaring Night, remove three beads from the bag. Mark these values on the State notecard and consult the following table for the condition of the State. Then begin to tell your stories as dictated by your Order's playbooks.

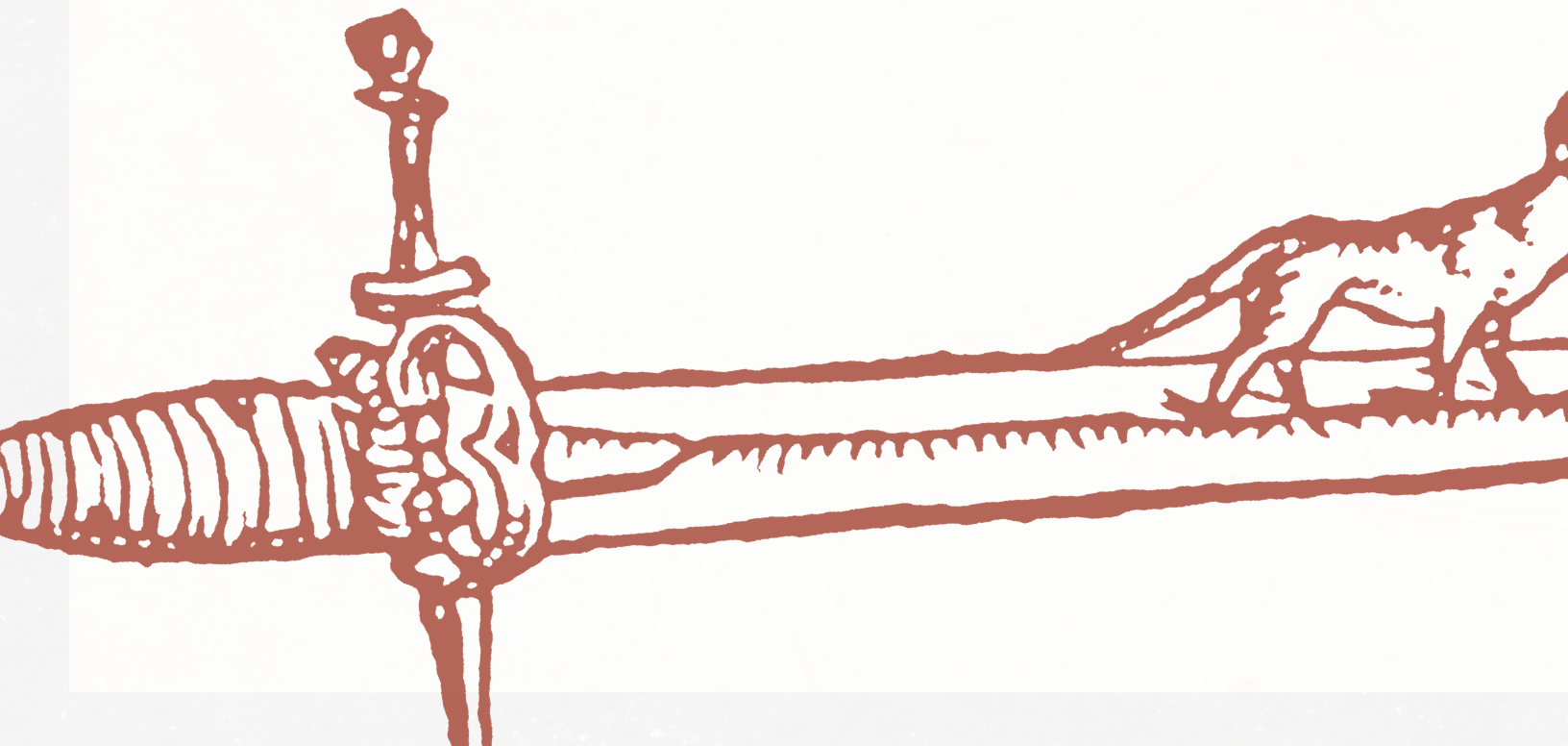
| 0-1 | 2-4 | 5-7 | 8-10 |
|--|---|--|---|
| The State is truly blessed with safety and divine victory. The loss of life has been minimal and there is next to no visible damage on the fortress. Citizens mostly continue their way of life. | The battle is grueling but we knew it would be and we'll persevere. The damage to the State seems to be only cosmetic in nature. Citizens only work and congregate in the nightly ceasefires. | The war rages on. Many have died on the battlefield as our attackers subvert our defenses. Some of the citizens flee in hopes of finding refuge elsewhere. | We underestimated our attackers greatly. It will be difficult for our forces to recuperate and regain advantage positioning. Even the interior of the State is not safe and many citizens have been killed. |

While a player is telling a story, the others may perform the following actions:

Green: Share a similar story about someone in your own life that might ease the player's pain.

Yellow: Interrupt the story to ask for further details on something suspicious.

Red: Confront another player on why their story is outright false or simply discouraging.



NIGHT THE RE MEMBERS (0-16)

The worst is over and the battle is near an ending. This is the final evening of the siege on your State. There are rumors of a ceasefire being negotiated as we speak, while others speak of an atrocious act that will simply eradicate the opposing forces. For better or worse, this will be the final night around the fire with your comrades.

Before beginning the Ember Night, remove three beads from the bag. Mark these values on the State notecard and consult the following table for the condition of the State. Then begin to tell your stories as dictated by your Order's playbooks.

| 0-3 | 4-7 | 8-11 | 12-16 |
|---|---|---|--|
| Peace is on the tip of everyone's tongue. It seems like the battle was just a flash, it may not become more than a footnote in the history books. Spirits are high in the closing days of conflict. | The efforts our soldiers make have not been in vain and the end seems to be near. Our citizens pray for a peaceful resolution but know a more violent end is more likely. | The battlefield is crowded with corpses of the fallen on both sides, each army's ranks have grown thin. The battle will surely end soon, then we will take stock of our great losses and hope they were worthwhile. | The tide has shifted away from our expected glory. With our numbers dwindling, a spectacular last ditch effort must be made for the State to survive. Hopes are high but expectations are low. |

While a player is telling a story, the others may perform the following actions:

Green: Share an anecdote or philosophy you believe in that might bring comfort to a rattled compatriot.

Yellow: Offer an item from your personal inventory that will help them forget the horrors they've seen.

Red: Detail something you witnessed that is somehow even worse than what is being shared.



EPICURE: EXTINGUISHED (0-20)

The battle has ended and the citizens of the State are left to take stock.

At the beginning of the Epilogue, pull two final beads from the bag and mark the values on the State card. Unlike other nights, you will not share stories or take actions during the epilogue. Instead, consider the result of the State in the table below, then go around the group dictating 1-3 sentences of what your characters will do and how they might heal in the fallout of war.

| 0-4 | 5-8 | 9-12 | 13-15 | 16-20 |
|---|---|---|---|---|
| A well-earned victory for the State. We will mourn our losses and celebrate our heroes in the coming days as we return to our normal ways of life, mostly unphased. | Things may change but we are still a State united by strength. Our troops will have some difficulty assimilating back into peacetime roles but the citizens will welcome them with honor. | We won the war but at a heavy cost. The walls of the State will need extensive repair. Our soldiers are changed forever by the things they saw and did in the conflict. Some may no longer be suited for civilian life. | The toll taken on the Keep is more severe than expected. The walls are heavily damaged, it will take a great effort by all the citizens to rebuild. A return to our normal way of life is years away. | The battle has ended and so has the State. The walls are beyond repair, leaving the citizens at risk for another attack. There is a mass exodus of citizens to find or create a new home; a broken few stay behind. |





ORDER PERSONAS

ARCANIST

Setup:

- What spell or magic effect are you most famous for using? How do you see it being useful during battle?
- You plan to use your magic on another player if the battle grows dire. Who is it? (Write their name down, but do not share with the group.)
- The person who began your mystic education is drafted from retirement in these dire times. Who are they and why do you fear for their safety?

N1: Kindling

You are well versed in the history of this region after years of study across dozens of ancient tomes in your search for arcane knowledge. Your current situation reminds you of a story you once read. Share a fantastical war story from the past.

N2: Roaring

The conflict has pushed you to your limits, both physically and mentally. You need to find a way to summon the strength for a grand act of magic or make time to recharge your abilities lest you succumb to exhaustion. Tell the others what you plan to do next to best aid the war effort.

N3: Embers

You feel your spirit barely clinging to your mortal body. The acts performed in the past few days have left you cold and at the limits of what a magician can take. Describe someone or something keeping you tied to this plane of existence when it would be so easy to simply drift off, into another.

WARRIOR

Setup:

- Your name brings fear among the citizens of the keep. What act of brutality are you infamous for (whether it was true or not)?
- Another player has always motivated you to be a better warrior (whether intentionally or not). Who is it and what do you hope to show them?
- A close companion has taken up arms for the opposing army. Who are they and what will you do should you face them in battle?

N1: Kindling

This is not your clash on a battlefield, nor will it be your last. Tell the group a tale of past conflict in which you were victorious. Your tale can be as true, exaggerated, or completely fabricated as you'd like.

N2: Roaring

You wash the enemy's blood from your blade and skin each night before returning to the hearth. War is not easy, even for someone as brutal and experienced as yourself. Tell the others of a life lost on the battlefield today that gave you pause.

N3: Embers

You've survived, but your body and mind have fresh wounds that will leave profound scars for the rest of your life. Tell the others of your closest brush with death on the battlefield and how it changed you.

CLERGY

Setup:

- You believe your state is just in the coming battle and the attackers on the other side are agents of evil. What does your god say to you about the preservation of your way of life even at the cost of the lives of others?
- You have great doubts about the belief system of another player and the potential they have to bring darkness to your land. Who is it? (Write their name down, but do not share what you fear with the group.)
- When you struggle with your own matters of faith, another citizen of the state has always been there to help you. Who are they and how do they help restore your faith?

N1: *Kindling*

On the eve of battle, you attempt to share the power of your belief with the others. Lead an act of faith with the group to raise their spirits or preserve them in the oncoming conflict.

N2: *Roaring*

Despite your position away from the front of battle, you've seen some terrible things. Tell the others of a consequence of war that caused you to momentarily question your faith.

N3: *Embers*

The horrors you've seen have taken their toll on your psyche. Describe how the pain you've witnessed has strengthened or weakened your belief and how you plan to cope with that change.

TACTICIAN

Setup:

- You have a deep understanding of the enemy and the grounds upon which this battle will be fought. What information do you hope to exploit for victory?
- You know a secret about one of the other players that could shift the tides of war. Who is the subject? (Write their name down, but do not share this secret.)
- Each morning as you leave for the war room, you kiss someone. Who is it and how do you hope to protect them from the coming war?

N1: *Kindling*

This is the eve of a day you've planned for ages. All your plots are in place and you are confident that you've orchestrated a situation that will bend to your will. Without giving away any important secrets, share encouraging words with the others as they prepare to enact your grand scheme.

N2: *Roaring*

Things have not gone according to plan thus far, but the war is not over. You have contingencies and now is the time to use them. Share with the group important information you've been withholding and how it might turn the tide in your favor.

N3: *Embers*

Many lives have been lost on the battlefield and whether or not it was truly your fault, you are the one who must tally the death, knowing your decisions lead here. Take accountability and apologize to the others on a mistake or miscalculation you made that dramatically increased the human cost of battle.

ARTIFICER

Setup:

- You've recently synthesized a powerful new potion which will see use for the first time in this war. What does it do and what are you afraid might happen?
- You have crafted a special item for one of the other players but know they will not want to use it even in a moment of crisis. What does the item do and for whom did you make it?
- A regular customer of yours has been purchasing a lot more from you in the days leading up to war. Who are they and why are you suspicious of their activity?

N1: *Kindling*

While the others wait for their work to begin, you've been grinding for weeks to prepare for the initial attack. Express to the others the confidence you have in your work and explain how your tools will help them in the coming conflict.

N2: *Roaring*

The bureaucracy has you working extended hours and while you feel fatigued, you continue to work hard for the State. You've been entrusted with a secret manufacturing project, but you aren't sure if it is the right thing to do. Share your secret project with the others and explain your doubts about its efficacy or ethics.

N3: *Embers*

Your secret project has been revealed and employed on the fields to devastating effect. While your work clearly had profound influence over the outcome of the battle, your name is not attached to it. Explain to the others why you're either glad you aren't known to the citizens of the State or you're upset at your lack of credit for the dangerous device.

WRITTEN BY: ADAM VASS

ILLUSTRATIONS BY: MICHAEL BEACHY

ADDITIONAL PUBLIC DOMAIN ILLUSTRATIONS: WOODCUTS FROM -
CLAUDE PARADIN, DEVISES HEROÏQUES, (1557).



BRINDLEWOOD BAY



The Long Dark Tea-Time of the Soulless

— BY DAVID MORRISON, ART BY CECILIA FERRI —

Presenting the Mystery

The Coles are a couple newly arrived in Brindlewood Bay who abandoned their vague but presumably lucrative careers in New York to move to the quaint seaside town. They have renovated an old farmhouse (Stockton Farm) on the edge of town, opening it as Snowdrop House, Brindlewood Bay's newest B&B. The Mavens are visiting Snowdrop House to sample what the Coles boast is the finest afternoon tea in all of Brindlewood Bay. Tea is served in The Parlour.

Paint the Scene: *A fire crackles cheerfully in the hearth, heating the room to a drowsy fug. The room has been furnished in fussy Victorian gentility. But what in the room jars with this image, or hints at the less genteel past of the house?*

Letitia Dawes, an old friend of one of the Mavens, is in town and has invited them here. A former investigative journalist, she now writes travel and entertainment pieces as a freelancer to fund her retirement.

Establishing Question: *In her younger years, Letitia was a hard-hitting, hard-living journalist. You were close friends back in the day, though life eventually drew you apart. What was the big story you helped her break, and how did you raise hell together that might surprise people who know you now?*

Letitia will happily catch up with her old friend over tea, and the other Mavens are welcome to join in or seek alternative company. Ask them what favourite treats they indulge in over tea—everything is exceptional. Letitia will explain away her presence here as reviewing the B&B for a local newspaper. She will laugh off any insinuation she's here for a more juicy story. At some point during tea, Letitia will drop dead—and it should quickly become apparent this is no natural death.



Suspects

Eva Cole, a hotelier

Porcelain-perfect. Ruthless. Expensive, conservative fashion under immaculate aprons. One half of the couple who run the B&B, she is an exceptional baker. Keen to have this unpleasantness resolved as quickly and quietly as possible. Notes that Letitia did not identify any food allergies.

Quote: *"It is of course a tragedy that this lady should have died in our parlour. I hope we shall not have a repeat occurrence, though it is a statistical risk with our target demographic, sadly."*

Phoenix Cole, a hotelier

Statuesque. Charming. Pseudo-Victorian attire. The other half of the couple who run the B&B. Performatively shocked by Letitia's death. They are gracious, accommodating, and careful not to commit to any concrete action or statement. Unless distracted, they will hover around anyone investigating the house, offering "help."

Quote: *"Oh, this is all so very sad. This must be absolutely terrible for you, I know it is for me. The poor lady; I was so looking forward to her stay here. Quite awful."*

Percy Underwood, an employee

Young. Pretty. Dressed in a succession of different (but over-the-top) uniforms. Percy is a local boy who is currently employed as a waiter/housekeeper/general dogsbody at the B&B. He longs to seek fame and fortune anywhere outside Brindlewood Bay, but so far all his plans to leave have fallen through.

Quote: *"Look, ma'am, I'm pretty sure the Coles wouldn't want you poking around here. But... Well, I suppose I could look the other way given the right... motivation."*

Deputy Brett Anderson, an official (more or less)

Buff. Helpful. Dressed in a well-kept uniform one size too tight. Deputy Anderson is Brindlewood Bay's youngest and least-experienced deputy. He's been dispatched here because it's probably just a natural death with no real investigation needed, and is still out of his depth. He is also mooning over Percy like a lovesick puppy.

Quote: *"You have the right to remain silent, I think. Anything you say... Oh, uh, can I borrow a pen and paper?"*

Lara Sanchez, a podcaster

Trendy. Gutsy. Lots of black clothing. Host of the Small Town: Big Crime! podcast. Claims to be staying at Snowdrop House because she booked through a discount website. Depending on whether other mysteries have already been investigated/resolved, she may be here to report on them; otherwise, she is traveling to TruCriCon in Montreal. She interviewed Letitia once about a historical unsolved case.

Quote: *“The older woman approached me, her gait slowed by age, but determination in her eyes. Hi, before you say anything, could you check over this waiver?”*

Mrs. Carfax, a guest

Elderly. Frail. Layers of moth-eaten knitting. Mrs. Carfax has been a resident of the B&B since its opening day. Where she came from before this, and what she is doing now, are not immediately obvious. She only seems to leave her room to dodder down for tea. Aside from this, she is a mysterious figure haunting the B&B.

Quote: *“What was that, dearie?”*

Damien Swallow, a businessman

Slick. Slimy. Suits and an ever-present bluetooth headset, over which he constantly makes loud phone calls. Damien works for a firm of property developers. He claims to be staying at Snowdrop House for a short break, but is clearly here on business. Can be seen wandering around town, scoping out businesses, and loudly discussing on the phone how they can be asset-stripped and redeveloped.

Quote: *“Oh, yeah, like, shit-tons of cultural value. Sure. Also, if you bulldozed the place and put up condos...”*

Abraham Stockton, a farmer

Gruff. Windswept. Stereotypical farmer’s garb. Abraham Stockton used to own Stockton Farm, before it was converted into Snowdrop House. It had been in his family for generations until, for whatever reason, he sold it to the Coles. He seems to bear them an inexplicable animus, regardless.

Quote *“Now, this used to be an honest town. Back before all these folk started coming in from out-of-state. These days...” *spits**



Paint the Scene

The Kitchen

The kitchen prominently features an old wood-burning range, and the whole place feels like a step back in time. The sweet scent of baking suffuses the room. What signs of the unusual abundance or seasonality of the produce used here is on display?

The Bedrooms

Snowdrop House boasts a number of themed bedrooms, ranging from over-the-top fantasies in lace to more modern and subdued offerings. What about the decor of the rooms or their names seems sinister, albeit in an easily dismissable way?

The Grounds

The old fields of Stockton Farm have been replanted as a series of fruit and vegetable gardens, which seem to be growing exceptionally well, and are surrounded by light woodland. Despite the natural setting, what about it seems especially unnatural or strange?

The Caves

Beneath the flourishing fruit and vegetable gardens lies a labyrinthine system of caves. While natural caves, they show some signs of work. What in these dark caves shows they have been used by people in the recent or distant past, and for what purposes? [Note: Due to the low lighting, it is always considered Night in the caves]



Clues

- A poisoned glass of pomegranate juice.
- An ornate chest holding white surplices.
- A set of land-deeds, well hidden.
- A stash of false identity papers.
- A harsh indictment of the Coles, public or private.
- A history of disappearances related to Stockton Farm.
- A ticket for the next bus out of town.
- Copies of intimate and incriminating photos in a manila envelope.
- Handcuffs on the bedposts.
- Letitia's notebook, detailing a story about a nameless subject in shorthand.
- Corruption in law enforcement.
- Evidence of Mrs. Carfax in her prime, in an unexpected situation.
- Pages torn from the guestbook.
- Stolen goods in Percy's locker.
- Doctored floor plans concealing hidden rooms.
- A closet full of unclaimed luggage.
- A dark secret about the Stockton family.
- A pestle and mortar with poisonous plants in it.
- A body concealed in a scarecrow.
- A partially-burnt letter expressing worry about a cult.
- A series of interviews about ritualistic abuse.
- A treasure thought lost.

Void Clues

- A twisted face in the fire, whispering the terrible secrets it has witnessed.
- Glimpses of a dark, shaggy beast—maybe a large dog, maybe more humanoid—in the dark shadows; never there if approached
- A piece of fruit bleeds fresh, warm blood when cut into, then rots before your eyes.
- Unseen skipping footsteps and laughter lead you to a concealed human skeleton.
- White-robed cultists chanting in a circle of torchlight, what may be a struggling figure in their midst, or a trick of the flickering light.
- Incontrovertible proof that the caves below the Stockton Farm are somehow sacred to the Midwives of the Fragrant Void (only if Layer Two of the Dark Conspiracy is unlocked).



Hearthfire

Additional rules for
downtime in Trophy Gold.



TROPHY

JASON CORDOVA

WHAT IS HEARTHFIRE?

Hearthfire is an optional rules module for the Trophy Gold tabletop roleplaying game. It builds on the existing “return to town” mechanics of Trophy Gold by adding elements that give that part of the game more narrative significance. Using Hearthfire, you’ll be able to explore the treasure-hunters’ backstories and motivations, learn more about the town they call home, and get a better understanding of their day-to-day lives when they’re not exploring the dark and forgotten places of the world. Importantly, Hearthfire is entirely optional—Trophy Gold works just fine without it. However, using Hearthfire will make your story more nuanced, more textured, and more emotional; it will add depth to the treasure-hunters’ exploits, making their victories sweeter and their failures more agonizing.

HOW DOES HEARTHFIRE WORK?

For the GM: Adding Hearthfire to your Trophy Gold campaign is extremely easy; the module has no additional mechanical complexity, relying instead on questions and narrative prompts to flesh out the story. Simply give each player their own copy of the Hearthfire sheet, which they will use to track the various elements that make up the Hearthfire module. If a player’s treasure-hunter dies or is forced to retire, give the player a new sheet after they make a new treasure-hunter.

For players: The Hearthfire sheet tells you everything you need to know when your treasure-hunter returns to town. When you want to take one of the actions detailed on the sheet, such as Carousing, Healing, or buying Equipment, simply read and follow the instructions for that section. The Hearthfire sheet also functions as a rough outline for thinking about who your character is and what their life is like in town. Use it as inspiration for thinking about your treasure-hunter in a deeper way.

GUIDANCE FOR EACH SECTION

The following is guidance for each section of the Hearthfire sheet, including an explanation of their narrative purpose and clarifications on how they work.

Hoard

The purpose of the Hoard section is to show a treasure-hunter’s backstory, what Drives them, and how far they are willing to go to get what they want. Bonuses given by a chosen prompt, such as extra dice or cleared Conditions, can only be used once. The final prompt on the list is optional, meaning a player never has to mark it, even if all the other prompts are marked. The player should continue adding Gold to their Hoard after all the Hoard prompts are marked or if they choose to leave the last one unmarked when the others are marked.

A note about Gold and the Hoard: Gold is an abstraction of a character’s money, resources, and opportunities. 1 Gold may represent (among many other things) a sack of copper coins, a handful of uncut gems, or favors owed to a treasure-hunter by the local constabulary. In Trophy Gold, we don’t concern ourselves with the granular details of wealth, such as specific coinage; rather, we care whether, broadly-speaking, a treasure-hunter can meet their obligations, no matter how they have to do

it. Likewise, the Hoard is an abstraction of how close the treasure-hunter is to achieving their Drive. It’s true they are literally stashing money away into a hiding spot, but it’s more accurate to view the Hoard mechanic as a progress clock: “This is how close my character is to achieving their Drive.” We assume the treasure-hunters are regularly dipping into their stash in order to pay for the day-to-day necessities of life, adding to it here and there whenever they’re able to, and so on, even if we never see these actions in our story.

When the last Hoard prompt is chosen, this is the treasure-hunter saying to the cosmos: “I care more about my personal safety and comfort than accomplishing my goal.” In other words, the treasure-hunter has given up on completing their Drive, even if they can’t admit it to themselves. Indeed, even after this prompt is chosen, the treasure-hunter continues to stash money away: the gods may have conspired to make it impossible for them to achieve their Drive, but they aren’t yet aware of that fact—and never will be.



Household

This section gives players a chance to reveal their treasure-hunter’s personality in the way their Household is described and by the mementos they collect from incursions. Players don’t have to detail the mementos they keep until they use the Household to heal Ruin or clear Conditions. When the time comes, they simply think of something their character might have taken—even if it’s an object that was never mentioned in play. The GM has final say whether it would be plausible for the item described to have been taken. Mementos mostly serve as flavor for the story, but can be used by a treasure-hunter in any way that seems plausible.

Library

The purpose of this section is to show the difficulties and complications that come with attempting to master powerful magicks.



Training

This section is meant to add narrative heft to the process of acquiring new Skills, as well as introducing mentor characters that may play an important role in the treasure-hunter's life. GMs should look for opportunities to incorporate mentors into future scenes and scenarios.

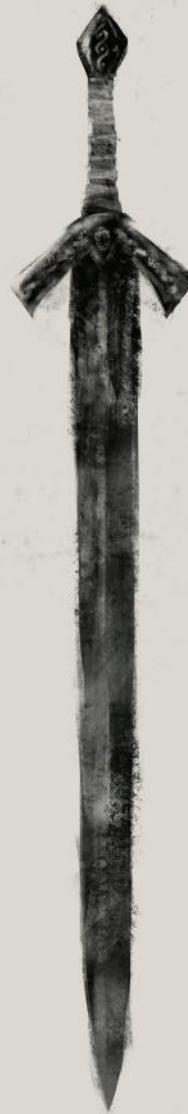
Carousing

Rollicking, fun-filled scenes in a tavern are a staple of fantasy fiction. People need to let their hair down from time to time, even in the bleak world of Trophy Gold. The purpose of this section is to add a bit of fun to tavern scenes and to get players invested (possibly literally so) in their favorite local watering hole.



Equipment

Shopkeepers acting as quest-givers is another staple of fantasy fiction. The purpose of this section is to show a shopkeeper character gradually warming-up to a treasure-hunter, eventually trusting them enough to get them involved with whatever secret they are harboring. The GM should be thinking about the shopkeeper's secret as the campaign progresses, so that when the time comes, they're ready to present a fun side quest for the treasure-hunters to go on (or possibly a whole incursion, depending on the scope and gravity of the shopkeeper's secret).



Healing

The purpose of this section is to reveal the treasure-hunter's personality by showing aspects of their private life.

Funeral

This is an entirely new addition to the Trophy Gold rules. The purpose of this section is to show the ways a treasure-hunter honors their fallen comrades.

TROPHY GOLD

HOARD

Stash Gold in your Hoard to get closer to achieving your Drive and retiring. Complete both of the following the first time you do so:

- Answer: Where do you keep your hoard so no one can find it?
- Narrate a flashback to the moment your Drive became important to you.

Each time thereafter, mark one from the list below and do what it says. You cannot choose an option that is already marked.

- Narrate a flashback showing your favorite memory from childhood.
- Answer: Which Sister have you dedicated yourself to? How do you thank her for her help? The next time you perform this rite of thanks during an incursion, clear an emotional or psychological Condition.
- Answer: You've seen a sign or an omen about what's to come. What is it? You may take an extra light die on a single Hunt Roll or a single Risk Roll if you describe how the sign or omen is manifesting in the scene.
- Narrate a flashback showing a personal triumph related to your Background.
- Narrate a flashback showing a personal triumph related to your Occupation.
- Narrate a short scene in the present day showing how you're getting closer to achieving your Drive. Add 2 extra Gold to your Hoard.
- Answer: What person, place, or thing in town regularly reminds you of your Drive?
- Answer: In what way does your physical appearance reflect your obsession with your Drive?
- Narrate a flashback showing how you secretly betrayed the other treasure-hunters in order to satisfy your Drive. Add 2 extra Gold to your Hoard.
- *Optional:* Instead of adding Gold to your Hoard, remove any amount you wish (this can be done in order to satisfy Burdens or any other action on this sheet). The GM will narrate a scene showing why you will never satisfy your Drive.

CAROUSING

Spend 1 Gold in town to get access to useful information before beginning an incursion. Useful information includes rumors, maps, and a named monster's Weakness. Each time you do so, mark the first unmarked option and do as instructed:

- Ask a player to write down an adjective and reveal it to you secretly. Ask another player to write down a noun and reveal it to you secretly. Combine the adjective and noun to make the name of your character's favorite tavern in town.
- Describe the "high quality" meal you usually order at your favorite tavern. The other players will then describe how you have it all wrong, and how the fare at your favorite tavern is substandard at best.
- Answer: In what ways have you personalized your favorite tavern or otherwise made it feel like a second home?
- *Optional:* Spend 3 more Gold to gain an ownership stake in your favorite tavern. From now on, you get one free piece of information whenever you carouse there. Leave unmarked until you exercise this option.

LIBRARY

You have acquired a few small spellbooks you can carry with you on your journey. Studying them unlocks new Rituals, at a cost of 1 Burden per Ritual. Each time you do so, pick one:

- Narrate a scene showing the moment you mastered the Ritual.
- Describe how mastery of the Ritual subtly affects your physical appearance.

HOUSEHOLD

Access to a higher quality of life automatically heals you of 1 Ruin and all Conditions when you return home. The first time you establish a Household, increase your Burdens by 1, then complete both of the following:

- Answer: What kind of structure or environment is your Household? A small cottage? A decrepit church you are lovingly restoring? A series of tunnels belonging to the local thieves guild? Something else?
- Ask the other players: Which memento from our journeys together can be found in my Household? Note the answers on the lines below.

Each time thereafter you use the Household to heal Ruin or clear Conditions, write down a memento you kept from the incursion.

EQUIPMENT

Spend 1 Gold in town to open crossed-out slots in your backpack. The first time you do so:

- Name the shopkeeper and work with the GM to define their secret. The secret can be anything—a magical item they have in their possession, a lucrative opportunity they're aware of, an estranged family member they want to find—so long as it's something you might be interested in. Write the secret on the line below.

Each time thereafter, mark a box. When all the boxes are marked, the GM will present a side quest related to the shopkeeper's secret.

□ □ □ □ □

TRAINING

You have a mentor training you in a new Skill. Each Skill you acquire costs 1 Burden. Each time you do so, complete all of the following:

- Name your mentor and describe an incident they are famous for.
- Narrate a short montage showing how you learned the Skill after days, weeks, or months of training.
- Narrate why your mentor or your new Skill increases your Burdens. Are you taking care of your mentor in some way? Does your Skill require specialized equipment? Something else?

HEALING

Spend 1 Gold in town to heal yourself of 1 Ruin. Alternatively, you can mark an item from the list below and do what it says to heal yourself of 1 Ruin. You cannot choose an option that is already marked, and you can only heal 1 Ruin in this way before returning to an incursion.

- Narrate a scene showing how you satisfy your physical desires when in town.
- Narrate a scene showing a private side of you few others see.
- Narrate a scene showing a truly beautiful place in or near town.

FUNERAL

If a treasure-hunter is killed on an incursion, any player with a treasure-hunter still alive should describe how their character memorializes their fallen comrade. If the fallen treasure-hunter has a Household, the players of the survivors can take a memento from it and add it to their own Household or found equipment.

THREE DOZEN PRECARIOUS PLACES TO MAKE CAMP

1 - 1

A dark pond about 100 feet across lies in a steep, basalt-rock canyon. Though the water is still and cool, any sound will echo in the canyon, but the echo will speak things you regret not saying at important moments in your past.

1 - 2

Alley cats are not typically known for their hospitality, unless you happen to know that Old Man al-Kaziz sells the most aromatic catnip in Kasbah. The deep slumber invoked by the warmth of a thousand furry bodies and lullaby of mewling kittens is the city's best and most comfortably-kept secret.

1 - 3

Cliff walls, still scarred from the mage war's blackfire, overgrown with wizard's vine, rise up on the east and north. To the south is the Stumbling Demon waterfalls, loud and beautiful and cold. To the north, a stream winds through the rest of the Axe Gorge. Goats watch you from a distance, and as the sun sets, bats begin fluttering overhead, feasting on bugs.

1 - 4

The hardest part of traveling by dragon train is that, eventually, you have to sleep. But the dragon train stops for nothing; the brochures were clear about that. A first-timer, you don't have scaled boots, so you only hope your boots are scuffed enough to nestle between your dragon's scales, holding you in place as you continue your journey north.

1 - 5

Well, this should be the most wonderful place to make camp: behind the time-locked door housing the entire distributor stock of Alasatarian brandy, the finest, not to mention the most expensive, drink in all the Fourteen Kingdoms. That would be, if the alchemical liquor wasn't explosive when dropped, or, you know, toppled. And if the room wasn't stocked to the gills so there is little room to sit, and certainly no room to sway. And... if you hadn't finished sampling an entire bottle of the stuff yourself just before the lights went out.

1 - 6

We spent the better part of two hours carefully scaling the tower of the great wizard Themmnos, only to discover that the window we intended to sneak in through had suddenly vanished. Now, the sun is set, the way down is perilous, and our bellies cry for sustenance. Setting up camp on Themmnos's roof isn't ideal, but will have to do for now...

2 1 1

This patch of scrub behind the hill has ample tinder for a fire and is sheltered from the night wind. Any fire here will ensure you are well rested and have dreams that fill your heart with simple joy and contentment. In fact your rest is so nice here your troubles seem so distant (the longer you stay here) why would you leave...

2 1 2

The standing stones at the top of the nameless hill are worn down and jagged, like teeth that had been chewing on bone since the beginning of time. While setting up camp, birds, rodents, and the most curious of several herd beasts come to see who is camped here, wondering if perhaps the humans have begun their ancient blood rites again.

2 1 3

Soggy ropes secure the escape dinghy tightly. However, the rigging was not made with stowaways in mind. When the hot, rising winds jerk us about, it is easy to roll off—plunging into the mists below.

2 1 4

The hammocks are strong and comfortable, made from thick ropes of dire spidersilk, but moving from branch to branch 300 feet above the ground is daunting, especially with the slow constant rocking caused by the wind.

2 1 5

Making camp with the Bonvari is simple and pleasant enough: they are ship-dwelling folk. It would be just a tad easier if they didn't insist that rails on ships are only for children... and if the clouds didn't look quite so ominous. You weren't born on the back of a whale like some Bonvari wave-runner, now were you?

2 1 6

The Thunderous Canyons are filled with constant storms, sudden wind gusts, and falling rocks, but it makes the fastest route between the port tons and the mining colonies, thus many merchants and couriers take this passage. Along the way are dotted small alcoves where you can find respite from the storms, but many remain uneasy, as the entrances are dotted with jagged stalagmites and stalactites, making it seem like the maw of some sleeping beast.



3 → 1

Royal portraits train their gazes at us, unblinking. The slanting walls and porcelain ceiling quiver as we shift our weight about. However, when you are slinking through giant's antechamber, there are worse places to hide in than a house of playing cards.

3 → 2

All that is left of the Old Kalduhri waystation is overgrown foundations, a well whose water smells of iron, and statues of Sisters so old the faces and identities are worn away by rain and wind. Once this was a place where an empire asserted itself over the wilderness. As you set up camp it is clear that in the end, the wilderness wins.

3 → 3

We never understood why anybody assumed that soapmaking in these savage lands was a viable business. There was enough wood left in the derelict shop to heat the large copper basin and take a jojoba bubble bath. An unexpected and relaxing moment we all needed so much. Later, when the fire had almost burned down and we had eaten the last bits of the rye bread, it was my youngest companion who realized that the remainder in the tallow store was not whale fat (as I had assumed from the fecal smell). After arguing for a whole fifteen minutes, Grillo finally convinced me that the few bone bits in the tallow were actually of human origin. We all bathed again, this time without any soap.

3 → 4

You can hear them just outside the door, until they get bored and start to hold perfectly still. That's always the creepiest thing with manikins. In any case, at least you have enough paper to write messages and communicate silently with your companions for a while. That is, as long as Gregor doesn't snore when he sleeps tonight.

3 → 5

Climbing the Sky Chain is never fun, and always a multi-day affair. You just hope you get to stop on a bigger floating rock tonight, preferably a solid rock, not a dirt rock. That's why you always like to tie your own lifeline. You wish you hadn't lent your second lifeline to that wretch, Elan. He never was a good climber, or a good knot tier, and now that means you don't have a spare.

3 → 6

You can see the stars shining on its black surface even under daylight. It's said, by old people you used to not listen to, that it is a piece of night itself. It is written, by young scholars easy to forget, that it is a particular effect of the strange creatures living in it. But what is a fact, known by the unfortunate souls who have seen it, is that no flesh can touch the Noche lagoon water without melting. And what is described by every visitor is the savage randomness of the sinking islands on it.



4 - 1

When the downpour forced us into the hovel we realized it wasn't entirely empty. Our small, smoky fire revealed the walls and ceiling were covered with crude marionettes, strange wooden toys, and rotting corn husk dolls. Though obviously harmless, it has been difficult sleeping in their presence: in my exhaustion I keep feeling like they've shifted when I'm not looking directly at them...

4 - 2

The caves are cold and damp but still dryer and warmer than the cold rain outside. The walls are adorned with ancient drawings of people climbing their gods like some folk scale cliffs or mountains. Perhaps it is an odd metaphor about understanding beings of great power or perhaps the ancient days were stranger than we can imagine.

4 - 3

As temperatures fall and darkness fills the dripping rainforest, should an adventurer find oneself too damp to light a fire (or too acutely aware of what might notice a fire's light), one may always follow one's nose. A dung scented like almonds and ant spit will lead one to the base of trees where you can find what are jocularly referred to as "danger hammocks" (actually a variety of giant sloth that spends most of their lives immobile, dangling from tree branches.) Nestle right into some fur for a warm night, so long as one isn't prone to fitful sleep or night terrors.

4 - 4

Woodtangles are known to live for thousands of years, subsisting mostly on sunlight and rain. They do have mouths like other animals and rudimentary "teeth," but their slow metabolism means that their cavernous mouths may seem like an inherited vestigial remnant from some chase-and-devour ancestor. That said, if some enterprising rentier is trying to sell you a night's lodging in the open mouth of a woodtangle 'cause "it's perfectly safe" and "it's never moved in three lifetimes..."

4 - 5

Just off the road is a small area of tamped-down earth and a ring of stones filled with coals and ashes. There's pretty good visibility into the woods beyond and up and down the road, too. Clearly many other travelers have camped here in the past. Just pay no attention to the strange cold spot near the fire ring, or to the not-quite-coherent whispers that start an hour past sunset.

4 - 6

Past the crossroads East into the Grass Sea all is alike, waist high veld sways in unison with the lonely wind, any one camping spot is like any other, a circle of pressed grass without fuel or shelter except that which travelers can take from their horses. The people of the Grass Sea know another landscape above the homogeneity of the green ocean, a country of spirits of place, ghosts, and petty gods, but you, strangers and heathens have unwittingly camped at the center of one of the spirits' bacchanals — your dreams will be troubled, and it's an open question if all of you will wake tomorrow morning.

5-1

The vast, seemingly unending Plains Of the Disappeared take at least two weeks to cross on foot, and danger is ever-present, the ground collapsing at a moment's notice, resulting in seemingly bottomless holes that many unwary travelers have disappeared into, never to be seen again. The only resting places that offer even a modicum of safety are the Bone Shelves which are about a day's hard march apart, but that is the risk travelers take when they try to save time by traversing ancient, decaying megafauna.

5-2

The rust-encrusted corpse of the thing protruded from the polluted wastes, providing excellent wind cover. The stink of the stagnant iridescent ooze pooling around the bones was off-putting, but presumably our enemies felt the same. Our skin itched, but it was safer in here than out in the nightmare expanse beyond. Shards of shattered heart crystal throbbed balefully but visibility was ideal. Then the dreams of the ruinous apocalypse that created this place slowly intruded, and we began to feel overly optimistic.

5-3

Asteroid Eurydice-429 has proved a surprisingly hospitable waystation for the starlost or down-and-out. The dense asteroid field around it means Pangalactic Consortium vessels rarely approach, but there are wide craters for smaller spaceskimmers to safely land. The naturally-occurring goutts of green flame that surround Eurydice-429's borax deposits provide free heat and light. And the crashed remains of an early exploratory vessel might even hold valuable plunder, if people weren't so darn superstitious about alleged "astronaut ghosts" haunting the thing...

5-4

There is no daylight here, nor even the barest hint of breeze. A step here could take a year, a day could be the blink of an eye. No one can know if we'll make it out the same as we came in. But we're on the path. The deadwood creaks and moans, but no birds. No animals. No stars in the blackness above.

5-5

First Officer's Log, Stardate 24615.8. On approach to the mining colony on Eta Draconis-VI, our shuttlecraft was knocked off-course by an ion storm, which also disabled our main engines. Scanners indicate that the uninhabited Eta Draconis-III is L-class with a marginally breathable atmosphere, and that we can reach it using just our maneuvering thrusters. We will attempt to land there and make repairs. Of concern is that the the last planetary survey team to that world lost contact and was never recovered.

5-6

A small shelf of rock overlooking a dragon's hoard—the beast slumbering soundly, but occasionally stirred by dreams of the royal treasuries it has yet to empty.

6-1

The Carlsons' tree fort was the dedicated clubhouse of the Maxwell Court Rovers, a gaggle of pre-teens who gathered there to share seventh-hand urban legends, brag about outlandish things none of them had ever done, and occasionally doze off during sleepovers. Everything was fine that summer until Tommy Hinshaw, a bully and recent middle school graduate, learned there were snacks, candy, and soda in the tree fort...

6-2

Surrounding the crossroads and beneath the ruins of a watchtower—massive ribs antediluvian masonry wind worn but sound—is the Hangman's Garden. Wrist thick briars and copious red flowers the size of a pie plate offer fuel and protection from the wind or sun, while the narrow paths and overhanging bowers provide concealment from eyes on the road. The ghosts are as numerous as the flowers though, crouching just beyond the firelight and begging for a drop of mortal blood to ease their eternal suffering. Most are entirely harmless.

6-3

We'll be OK as long as we follow the rules. The Fey are notoriously devious, and the Oracle warned us not to take their hospitality, but it's one night, I made sure to pay in advance, and I can trust Scrig and Master Embersole not to take any liberties with the dandies or raid the larder. In the morning, we will awake, decline breakfast, and continue our journey to the Autumn Court.

6-4

See, the secret is to hunker down in a chassis that's clearly already been stripped. This is the sweet spot in the Zone, there's nothing natural left alive, but there's not enough clicks to make mutatoids, and the Scrappers and Skinners will have already passed by. Just keep your lights out, don't make too much noise, and don't pick one that's too close to one of the kaiju skeletons. You'll be fine.

6-5

Damn this accursed jungle! Our party has been stalked all day by a pack of dog-sized carnivorous lizards and harried by four-winged biting flies the size of hummingbirds. Imagine our relief to break through to the coastline: A spectacular white sand beach by a calm lagoon. Neither the lizards nor the flies followed us onto the beach, which we have taken as a good omen. We are now setting up camp on the sand as the sun nears the horizon. I feel somewhat exposed on this beach, but if something here is keeping those jungle-monsters at bay, then I'm all for it.

6-6

Why are the most comfortable places to nap always the most precarious? Sunbeams turn into spotlights on the back of overstuffed easy chairs, offering both warmth and height, but it's so easy for a cat to shift its weight ever so slightly while sleeping and promptly fall to the floor because gravity is rude and inconsiderate.

Codex Keepers

A Thousand Faces of Adventure, Keeper of the Drunken Pirate's Forgotten Wish

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

ABS, Keeper of the Six Songs that Stain the Soul

Stras Acimovic, Keeper of the Man Who Dies Every Third Day

Quentin Acord, Keeper of the Word that Binds and Blinds

ActualPerson084, Keeper of the Yellow Tree's Oozing Heart

John Adamus, Keeper of the Endless Page

Benjamin Adelman, Keeper of the Brotherhood of the Black Dragon's Great Saga

Javitt Adili, Keeper of the Arms of Torg the Blasphemer

Joaquin Aguirrezabalaga, Keeper of the Blood of Lursiss

Jesse Aldrich, Keeper of Azurix, the Blue Dust Planet

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

Brian Allred, Keeper of the Spear Eldfuglinn, Which Burns with the Terrifying Light of the Sun

Bryen Alperin, Keeper of the Sibylline Grimoire

Joe Amon, Keeper of the Astral Blades

Erik Amundsen, Keeper of Pages Touched but Unread

Ancusohm, Keeper of the Stone Queen's Egg

Dustin Andrews, Keeper of the Egg of Existential Dreaming

Robert Angus, Keeper of the Keystone of the Many Worlds

Calvin Anthropos, Keeper of the Tomb of the Winter Khan

anna anthropology, Keeper of the Revenant Chord

Apollo, Keeper of the Vein-Seeking Tongue

Vincent Arebalo, Keeper of the Dolm Sarcophagus

Mark Argent, Keeper of the Child Who Has No Shadow

Natalie Ash, Keeper of the Fungoid Blessing

AtheK, Keeper of the Bright One's Shroud of Mourning

Michael Atlin, Keeper of the Beetle's Teeth

John Atwood, Keeper of the Diary of Sanguine is the Eye

AU, Keeper of the Screaming Statuary

Archmage Aulin, Keeper of the Turtle-plate Greaves of Old King Marwen

Tom Axon, Keeper of the Sultana's Blue Dreaming

Aaron B, Keeper of the Eagle Knight's Cloak

Jim B., Keeper of the Two Puppets that Gleefully Interrogate

Michael Bacon, Keeper of the Thirteen Rhyming Spells of Kiesow

Rye Baerg, Keeper of the Mark of False Direction

Matthew Bahls, Keeper of the Box Into Which We Dare Not Reach

Eric Bahr, Keeper of the Burrow From Which It Comes

Andrew Bailey, Keeper of the World Teeth

Vincent Baker, Keeper of the Sign of the Tree of Life

Josie Baker, Keeper of the Mutinous Younglings

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

Félix Barbaret, Keeper of the Nightmare Diadems

Michael Barford, Keeper of the Eternal Chime

bargorl, Keeper of the Vermillion Embers

Mike Barnes, Keeper of the Hymnal of St. Thibold the Merciless

Marty Barnett, Keeper of the REDACTED TITLE

Marco Barreto Bittner, Keeper of the Leonine Child That Wails and Stings

James Barta, Keeper of the Dreary Island of St. Lomax the Unseen

Michael Bartman, Keeper of the Sad Tale of Alvin Horoux

Nick Bate, Keeper of the Most Delectable Wyrms Viscera

Jacob Bates, Keeper of the Fleeting Blooms

Lyndon Baugh, Keeper of the Wendigo Clan's Lost Cookbook

Bearosaurus, Keeper of the Traveling Notebook of Faina the False

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

Michael Beck Esperum, Keeper of the Recorded Grievances of the Thousand Heretics

Becky, Keeper of the Record of Where We Have Been

David Bell, Keeper of the Sensual Sword of St. Ortho the Languid

Del Benjamin, Keeper of the Thunderstorm Chariot

Nate Bob Benton, Keeper of the Prisoner Beneath the Mountain

Matt Bevilacqua, Keeper of the Meat of the Beggar Tyrant

Aljoscha Beyer, Keeper of the Orichalcum Engine

Al Billings, Keeper of the Dun Spirit of Disobedience

Sam Birnbaum, Keeper of the Last Light of St. Lannen the Pure

Laura Boerth-Dryden, Keeper of the Red Architect's Impossible Angle

Boni, Keeper of the Thirteen Principles of Volmun

Eric Bontz, Keeper of the Flocculent Cathedral

Jason Boucher, Keeper of the Feathers of the Molting Godling

Gregory Boulby, Keeper of the Last Flame that Burned in the Firmament

Michael Bowman, Keeper of the Luck God's Last Hand

Joe Boyd, Keeper of the Epilogue from Writings Beyond the Black Gate

Simon Brake, Keeper of the Blight Goat and Its Five Ever-Hungry, Ever-Gnashing Mouths

Simon Brake, Keeper of the Blight Goat and Its Five Ever-Hungry, Ever-Gnashing Mouths

Patrick Brannick, Keeper of the True Name of Abbadon

David Bresson, Keeper of the Tortoise Who Mends the Heavens

Brett, Keeper of the Seven False Smiles

Brian, Keeper of the Autumnal Princedoms

Logan Bright, Keeper of the Flourishing Spore

Finn Brightwell, Keeper of the Shrine of Melchior the Maggot

Bill Broderick, Keeper of Xiximantler's Spawning Pits

Bromeliad, Keeper of Our Mother's Cool Breath, Bottled

William Broom, Keeper of the Joyous Pit

Bill Brown, Keeper of the Emerald Path

Dan Brown, Keeper of the Drowned Tributes

Eric Brunsell, Keeper of the Cobalt Sunset

Bryan, Keeper of the Festering Estuary

Stephanie Bryant, Keeper of the Vessel that Once Held the Silver Dragon's Eyes

John Buckler, Keeper of the Child Dressed in Borrowed Skins

Russ Brucks, Keeper of the Demon Idol that Spits Yellow Bile
John Buczek, Keeper of the Gardens of the Tall Makers
Patrick Buechner, Keeper of the Black Lion
Vicente Burzlaff, Keeper of the Grey Queen's Unfettered Winter
Agatha C, Keeper of the Ebony Cat and All We Deem Above Her
Len C, Keeper of the Seven Sisters' Rings
Sean Cain, Keeper of the Hive Lord's Firefly Legion
Gustavo Campanelli, Keeper of the Mossy Robes of the Green Monk
John Campbell, Keeper of the Dark Shard of Nemrath
Freya Campbell, Keeper of the Litch Child's Last Rites
Jan Cantor, Keeper of the One Who Sees Through Clouds
Mike Carlson, Keeper of the Obsidian Forests of Yend
Mason Carr, Keeper of the Heresy of the Blinded Scribe
Andi Carrison, Keeper of the Unknowable Words
Bill Carter, Keeper of Rengollis's Gaseous Blood
Alice W. Castle, Keeper of the Diary of the Emerald Courtesan
Matthew Caulder, Keeper of the Hook Men of the Yian Pass
Mark Causey, Keeper of the Lotus-Dweller's Fortunes
Christopher Challice, Keeper of the Shambling Madness
Bay Chang, Keeper of the Heart of Lursiss
Len Chang, Keeper of Pagliacci, the Wicker Mannequin Who Does Not Sleep
Charles, Keeper of the Roosters that Crow at Twilight
Alan Charlesworth, Keeper of the First Seer of Anglemoore
Etienne Chaumont, Keeper of the Tenth Face of Kali
Jon Patrick Chavira, Keeper of the Living Bridge
Andrew Cherry, Keeper of the Broken Bones of Askorath
Daniel Chiavaroli, Keeper of the Screams of the Unjust
Chris, Keeper of the Crystalline Crypts
Jeremy Christian, Keeper of the Spiral Nemesis
Linda H. Codega, Keeper of the Wreckage of the Bright Pier's Twin
Glenn Condron, Keeper of the Golden Barge of Ambatoharanana
Edouard Contesse, Keeper of the Gifted One's Jade Carvings
Alex Context, Keeper of Our Shared Phantasmagoria
Chris Cook, Keeper of the Star Beyond the Veil
Jake Cook, Keeper of the Jade Monoliths
Robert Corr, Keeper of the Ram That Whispers Lies
Malcolm Coull, Keeper of the Golden Nimbus
Jason Cox, Keeper of the Vessel of the Devil's Own Whiskey
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
Jim Cummings, Keeper of the Silver Rods
Kyle Currie, Keeper of the Temple of the Viridescent Wyrms
Pete Curry, Keeper of the Moon Snake's Leash
Giuseppe D'Aristotile, Keeper of the Midnight Court of Old Queen Rianne
Dadou, Keeper of House Fenderan's Fallen Banner
Shanon Daly, Keeper of the Fire of Nal-K'aa
Steven Danielson, Keeper of the Chambers of Gentle Understanding
Dave, Keeper of the Shrine of the Silent Pantheon

Rose Davidson, Keeper of the Dark Visage of Leon's Forgotten Year
Tom Davies, Keeper of the Glossary of Blades
Will Davies, Keeper of the Holy Seals Carved from Valoña's Bones
Tim Davis, Keeper of the Ghost Cages
deathless, Keeper of the One-Way Door
Kees Dedeu, Keeper of the Last Wish of the Grackle Queen
Warren Denning, Keeper of the Missives from the First Extrasolar Colonies
Donald Dennis, Keeper of the Wind's Forgotten Songs
Jacob Densford, Keeper of the Rusted Metropolis
Rob Deobald, Keeper of the Child Who Turns the Key
Joseph DeSimone, Keeper of the Secret that Allows Us to Sleep at Night
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
Steve Discont, Keeper of the Kingdom of Amanthi, as Captured in Miniature by an Unknown Sculptor
Henrik Dithmer, Keeper of the Venom of Lursiss
Philipp Doebler, Keeper of the Chains of the Nameless One
Tim Dreier, Keeper of the Bone Crown of Old King Smule
Josh Drobina, Keeper of the Ash-Piety Subjacency
Stefan Droste, Keeper of the Razor Grasslands
Rachelle Dube, Keeper of the Many-Named Treasure
Ben Duggan, Keeper of the Tome of the Exalted Interrogator
Bryant Durrell, Keeper of Cold Glass Fragments from the Thorn Dragon's Spine
Mark Durrheim, Keeper of the Little Gravestone Doors
Dustin, Keeper of the Galactic Sextant
Herman Duyker, Keeper of the Beast Masks
Cody Eastlick, Keeper of Fathenroke's Deck of Laments
Eli Eaton, Keeper of the Stone Sparrow's Heart
Vincent Eaton-Valencia, Keeper of the Orc King's Quivering Regret
Paul Edson, Keeper of the Secret of the Thousand Cuts
Mark Egelhoff, Keeper of The Cracked Mask of the Gilded Eel
Jonah Eisenstock, Keeper of the Golden Shroud
Ryan Elliott, Keeper of the Knight of Mourning Lillies
Kurt Ellison, Keeper of the Shining Sadness
Epistolary Richard, Keeper of the Blood-Red Violin of Lagethelin Muse-Taker
Jennifer Erixon, Keeper of the Spider Tombs
Ricardo Esteves, Keeper of the Titan's Heart
Charlie Etheridge-Nunn, Keeper of the Unsolvable Riddle
Richard Evans, Keeper of the Milk Caves
Mitchell Evans, Keeper of the Blackbird's Brides
Amanda F., Keeper of the Cloud Baron's Ghost Zeppelin
Fada Joe, Keeper of the Memory Circus
Per Falk, Keeper of the Unlit Effigy
Luis Farebrother, Keeper of the Songs of Satyrn's Sounding
FelTK, Keeper of the Urn that Holds the Ashes of the Red Poet's Heart
Dan Felder, Keeper of the Astral Bell Tower
Mark Fenlon, Keeper of the Undulating Brood of Clarissa
Dunlop
Mike Fedinando, Keeper of the Gaze, Adoring and Wanton
Finn, Keeper of the Spider Tombs

James Firkins, Keeper of the Secluseum of Loshe the Living
Rob Fletcher, Keeper of the Well of Immaculate Blood
Asbjørn Flø, Keeper of the Ten Hidden Keys
Floating Chair, Keeper of the Hollow Squire
Marcus Flores, Keeper of the Chromatic Gates
flying grizzly, Keeper of the Silence Between Thunder and
Lightning
Adam Flynn, Keeper of the Six-Tailed Dog-beasts
Kevin Flynn, Keeper of the Vermin Chaplet
Foofaraw, Keeper of the Last Thought of the Last God
Justin Ford, Keeper of the Tilth Maven's Jaw Antler
Daniel Fowler, Keeper of the Unidentified Artifacts
Tom Fowler, Keeper of the Wolves of Fall
Josh Fox, Keeper of the Pitch-Black Sails
Andrew Fox, Keeper of the Child Who Cannot Be Cut,
Though We Frequently Try
Lowell Francis, Keeper of the Black Quill
Francisco, Keeper of the Forest with Trees that Fall in Sigils
Brian Frank, Keeper of the Reflecting Pool of Galaurang
Michael Friese, Keeper of the Smoke Sylphs
Huffa Frobess-Cross, Keeper of the Book of Marvels, Wired
Shut Forever
Alicia Furness, Keeper of the Words of Dissolution and Won-
der
Sean G, Keeper of the Creature Who Is Always Just Behind
You
Cory Garcia, Keeper of the Farmhand's Oracle Bowl
Angel Garcia Jimenez, Keeper of the Glass Bridges
Bradley Gardner, Keeper of the Secret of Old Kalduhr
Zachary Garth, Keeper of the Ever-Burning Fury
Josh Gary, Keeper of the Windswept Plane of Dust
Charles Gatz, Keeper of the Last Words of the Drowned Men
Rowan Gavin, Keeper of the Sentient Mist
Gregory Gelder, Keeper of the Knight of Mums
Michele Gelli, Keeper of the Woman Who is a Nest for Ser-
pents
Walter German, Keeper of Galotta's Scarlet Dance
Joshua Gilbreath, Keeper of the Elven King Who Never Was
James Gibson, Keeper of Beltherion Brightlord's Shadow
John Glass, Keeper of the Malignant Verses
Christopher Gmelch, Keeper of Lianore's False Lament
gnapo, Keeper of the Emerald Path
Goat Throne Covenant, Keeper of the Bronze Sea Tabernacle
Edgar Gonzalez, Keeper of the Iridescent Forest
Justin Gordon, Keeper of the Wyrms' Black Lectionary
Ira Grace, Keeper of the Cardinal's Confession
Ira Grace, Keeper of the Cardinal's Confession
Matthew Gravelyn, Keeper of the Twelve Graven Images
Alex Greenshields, Keeper of the Lion Child Who Wails and
Stings
Greyhoof, Keeper of the Jale Putrescence
Timothy Grills, Keeper of the Constantly Weeping Justicar
Jonathan Grim, Keeper of the Crone's Black Verse
Derek Grimm, Keeper of the Spirit Discs
Tre Grisby, Keeper of the Broken God's Final Indignity
Andrew Gross, Keeper of the Fell Emperor's Last Breath
Paul Groudas, Keeper of the Rusted Crown of Old King
Murrig
Derek Guder, Keeper of the Red Drums of Bellona
Matthew Gushta, Keeper of the First Oak

Lloyd Gyan, Keeper of the Seven False Smiles
Mark H, Keeper of the Blade of the One-Armed Swordsman
Tony Hahn, Keeper of the Tongue of Gormakir the Cruel
Haiduc, Keeper of the Meat Orchards
Harlem Hail, Keeper of the Grey Queen's Unfettered Winter
Matthew Haines, Keeper of the Hollow Squire
Charles Hainsworth, Keeper of the Song that Sleeps in the
Shadows
Justin Hamilton, Keeper of the Last Tears They Shed
A.D. Hardman, Keeper of Volcar the Red's Obsidian Hammer
Robert Harper, Keeper of the Golden Library of Anduul-Ran
Nathan Harrison, Keeper of the Planar Pathways
Bethany Harvey, Keeper of the Crying Mirrors
YoJimbo Hawkins, Keeper of Belle Ornith's Memory Jar
JC Hay, Keeper of the Red Mists of Galmoor
Matt Hayles, Keeper of the Child Who Cannot Cry
William Healy, Keeper of the Hare Skull and the Blue Candle
Blaise Hebert, Keeper of the Living Wick of Gautama's Can-
dle
Michael Heiligenstein, Keeper of the Child Who Repeats the
Numbers
Adrian Hermann, Keeper of the Harridan's Many-Hued Hex
Miguel Hernandez, Keeper of the Astral Bell Tower
Edward Hickcox, Keeper of the Bridge of Wanderers
Andrew Hicks, Keeper of the Hell of the Upside-Down Sin-
ners
William Hobson, Keeper of the Phantom Penitents
Joshua Hockaday, Keeper of the Tome of Forgotten Fae
Remedies
Kyle Hodnett, Keeper of the Secret of Clovis Stout-Hearted
Arnie Holder, Keeper of the Mortician's Tesseract Heart
Elias Helfer, Keeper of the Milk-White Putrescence
Nick Hollingsworth, Keeper of Tarnat's Prayer for Peace
Danny Hood, Keeper of the Fabulous Fish Parade
Nicholas Hopkins, Keeper of the Space-Borne Memory that
Creeps into Our Dreams
Matt Horam, Keeper of the Almadin Eye
Joshua Horowitz, Keeper of Secata the Owl Mother
Dennis Horte, Keeper of the Black Tongue of St. Balen
Jake Householder, Keeper of the Sky Tribunals
Logan Howard, Keeper of the Broken Blade
Bodhi Hunt, Keeper of the Steel Blessing of Ares
Ross Hunter, Keeper of the Serpent Sword of Master Iron-
Wing Crane
Sid Icarus, Keeper of the Box Into Which We Dare Not Reach
Implosion Cycle, Keeper of the Tourmaline Gate of Cygnus
the Wise
indistinctdistrict, Keeper of the Mistletoe Arrows of St.
Aryndion
Edward Ingold, Keeper of the Cannibal King's Ancillary Car-
nassials
Antonio Ingravallo, Keeper of the Atlas of Vanished Coun-
tries
Insanodog, Keeper of the Porcelain Lantern Which Shall
Never Be Lit
insert quest here, Keeper of the Silver Light of St. Lannen the
Pure
IraBulba, Keeper of the Hand of Crador, Blind God of the
Kubora
Zachary Isom, Keeper of the Nameless Queen's Sobriquet

J.F., Keeper of Tolgath, Arm of the Emperor
Curt Jackson, Keeper of the Mandrake's Most Secret Spell
Dana Jadzia, Keeper of the Current Between Worlds
Salamander James, Keeper of the Agony Songs
Jane, Keeper of the Alabaster Heart of the Gnome King
Jason, Keeper of the Melody Glades
Johan Jaurin, Keeper of the Laughing Chaos
David Jay, Keeper of the Red and Endless Tankard
Jeff, Keeper of the Silver Dragon's Second Heart
Andrea Jelen, Keeper of the Rootless Forest
Jen, Keeper of the Child Who Laughs at the Gods
Scott Jenks, Keeper of the Gelid Offspring
Tim Jensen, Keeper of the Pilgrim's Forge
K Jeremy, Keeper of the Bloody Road to Bellet Osc
jestr, Keeper of the Skyward Mockery
Jim, Keeper of the Triton's Blessing
Rajnish Jindel, Keeper of the Teeth of the Two-Tail Giants
John, Keeper of the Red King's Heart
John, Keeper of the Black Between the Stars
CJ Johnson, Keeper of the Hull of the Void Hatred
David Johnson, Keeper of the Dragon That Shines Like Moonlight On Us
Tom Johnson, Keeper of the Puppet That Whispers Truth When You Sleep
Jerel Johnson, Keeper of the Sword of Aloester Graymantle
Derek Jones, Keeper of the Grand Apotheosis
AE Jonesy, Keeper of the Zombie Queen's Pheromones
Josh, Keeper of the Lapis Mysteries
Joachim Jungner, Keeper of the Merciless Fen
Juniper and Sage, Keeper of the Feathers of Regret
Thomas Junk, Keeper of the Gilded Hour
Justin, Keeper of the Nightmare Crèche
Christopher Justusson, Keeper of the Child Priest's Unholy Pestilence
Ian K, Keeper of the Amber Horn of Heléthe
Krys Kamieniecki, Keeper of the Injurious Corpse Flower
Max Kämmerer, Keeper of the Woman Who Scrawls the Symbols
Max Kämmerer, Keeper of the Light of the Peerless Star
Neal Kaplan, Keeper of the Ceramic Moon Dials of the Terpsichore Witches
Mike Karolow, Keeper of the Sacred Malignance
Kassidy, Keeper of the Flask of Sorrows
Jamie Keane, Keeper of the Endless Spire
Joshua Kershaw, Keeper of the Conch Shell Horn of Nammu
Copper Kettle, Keeper of the Child Whose Face is Naught but Eyes
Colin Kierans, Keeper of the Blood Binding Chamber
Kieron, Keeper of the Fane of the Twelve
Tomasz Kijas, Keeper of the Forest of No Return
Kimi, Keeper of the Silver Lotus Dust
Tara King, Keeper of the Prismatic River
Patrick Kirkner, Keeper of the Djinn's Four Gifts
Matthew Klein, Keeper of the Crystal Grotto
Daniel Klein, Keeper of the Many-Jointed Mud Mummer
Charles Klempay, Keeper of the Irresistible Mule, Luscious with Treasure and Fat
Colin Kloecker, Keeper of the Fell Cairn's Melancholy
Julian Kluge, Keeper of the Key to Zee'Tha

Renee Knipe, Keeper of the Wayward Samurai and the Welcome We Gave Him
Ryan Knott, Keeper of the Locks without Key
Patrick Knowles, Keeper of the Violation Hymns
Jonathan Konig, Keeper of the Black Star Sapphire
Jonathan Korman, Keeper of the Bleak Lady's Last Candle
Ilmari Korpi, Keeper of the Path of Cenduwain Rose-Whisperer
Jason Kottler, Keeper of the Sword of St. Ingo the Revealer
Raghava Kovvali, Keeper of Harmony Bleakwood's Pain Diary
Ben Kramer, Keeper of the Book of False Rituals
Spencer Krigbaum, Keeper of the Deep Riddle Dunes
Mischa Krilov, Keeper of the Emerald Voice
Tamás Krisztin, Keeper of the Five Hundred Years Stolen Out of Time
Chris Krueger, Keeper of the Four Mysteries of the Carnelian Empress
Troy Kuech, Keeper of the Rose Warden's Garden
Tim Kuehlhorn, Keeper of the Grand Radiance
Dion Kurczek, Keeper of the Automata Philosophica
Brian Kurtz, Keeper of the Law Library of Maedrovel Urosh
Eli Kurtz, Keeper of the Blade of the One-Armed Swordsman
Daniel Kusan, Keeper of the Merry Abbatoir
Ben L., Keeper of the Canoptic Guardians
David LaFreniere, Keeper of the Six Questions
Wade Lahoda, Keeper of the Mountain Troll's Ever-Growing Hand
Ric Lanciotti, Keeper of the Sapphire Temple
Simon Landreville, Keeper of the Penumbra Phalanx
Jesse Larimer, Keeper of the Wisdom of the Eight-Legged She
Samuel Larsén, Keeper of the Ten Corpulent Archons
Rolan Le, Keeper of the Starlit Tomes of Astromancy
Leckie, Keeper of the Pedigree of Two-Faced Demons
Jon Lemich, Keeper of the Star of Selem
Rubin Levinson, Keeper of the Golem's Eyes
Brian Lewandowski, Keeper of the Prime Ascetic, Keeper of Nothing
David Lewis, Keeper of the Titan's Skull
Daniel Lewis, Keeper of the Unspeakable Fixation
Melissa Lewis-Gentry, Keeper of the Dolls of Old King Clay
Jason Li, Keeper of the Descendants of the Rain Wyrms
Vasilis Liaskovitis, Keeper of the Eighty-Seven Near-Silent Years
J.D. Lichauco, Keeper of the Silent Chimes
Erich Lichnock, Keeper of Golden Hammer of the Prince of Alternia
Abe Lincoln, Jr., Keeper of the Great Cutter Creek Spider Migration
Arnulph Lisieux, Keeper of the Winter Reverie
Tyler Lominack, Keeper of the Burning Pages
Jean Lorber, Keeper of the Eternal Tavern
Eric Loren, Keeper of the Drowned Colossus
Eduardo Lorente, Keeper of Dahlia Bleakwood's Bloody Hatpin
Bryan Lotz, Keeper of the Skull of the Wax Child
Kevin Lovecraft, Keeper of the Flesh-Bound Book
Benjamin Loy, Keeper of Evlaar's Glass Bellows
Hosea Lueke, Keeper of the Black Prism Protocols
Chris Lutes, Keeper of the Blighted Egg

Richard M, Keeper of the Wax-Tear Hyacinths that Grow on the Graves of the Forgotten Kings
Zander MacDonald, Keeper of the Chrysanthemum Crowns of the Skeletons of Anatiagua
Kristen MacLean, Keeper of the Gilded Hour
Andrew MacLean, Keeper of the Lost Teeth of Skive Cold-heart
Rory MacLeod, Srorrim Ni Nees Eb Ylno Nac Hcihw Taht Fo Repeek
Kira Magrann, Keeper of the Singing Serpent's Nest
Jeremy Mahr, Keeper of the Almanac of Leng
Steve Mains, the Keeper Who is Beyond Our Reach
Malex, Keeper of the Temple of the Golden Sky
Eric Maloof, Keeper of the Child Who is a Nest for Spiders
Ido Magal, Keeper of the Monkey's First Lie
Josh Mannon, Keeper of the Twisted Teeth of Garthuul
Michael Marciano, Keeper of Moonweaver's Celestial Cloth
James Marcucci, Keeper of the Child Whose Flesh is Burlap and Buttons
Maria, Keeper of the Silver Mead of Old Queen Sheima
Marianne, Keeper of the Child Who is Always Right Behind You
Aaron Marks, Keeper of the Skull Which Catches the Blood
Jirka Marsik, Keeper of the Blood Archive
Mike Martens, Keeper of the Thousand Verses of Voe'huul
Maximillian Martin, Keeper of the Joyous Pit
Robert Masella, Keeper of the Soothing Mists of St. Fenton the Merciful
J. Brandon Massengill, Keeper of the Lich-Bone Die
Dennis Matheson, Keeper of the Nine Temptations of Bast
Michelle Matsutani, Keeper of the Golden God-Poppies
Matt, Keeper of the Violet Spectacle
Mikel Matthews, Keeper of the Scarification Blades
Andru Matthews, Keeper of the First Murderer's Knife
Christine Maunsell, Keeper of the Alchemical Blade
Kyle Maxwell, Keeper of the Alabaster Monolith
Donogh McCarthy, Keeper of the Nine Dread Names
Jim McCarthy, Keeper of the Yellow Tree's Oozing Heart
Stephen McClanahan, Keeper of the Resonant Heartstones
Gabriel McCormick, Keeper of the Basalt Crown of Old King Abadon
Lee McDaniel, Keeper of the Crown of King Ahanu the Laughing
Shane McGrath, Keeper of the Midnight Region Orrery
Josh McGraw, Keeper of the Crown of the King in Yellow
Anthony McIntosh, Keeper of the Idle God and His Infinite Library
Amalie McKee, Keeper of the Scrolls of Heaven and Earth
Casey McKenzie, Keeper of the Pain Repast
Daniel Mejia-Onat, Keeper of the Wind God's Lungs
Nery Mejicano, Keeper of the Magister's Chain
Alex Meltsner, Keeper of the Book of Infinite Zeroes
Michael Mendoza, Keeper of the Willow Crown of Old King Celadon
Darius Meskauskas, Keeper of the Unseen Moons
Corey Metcalfe, Keeper of the Most Delectable Wyrms Viscera
David Miessler-Kubaneck, Keeper of the Meaning of the Valiant Child's Sacrifice

Darren Miguez, Keeper of the Boxes that Once Held Innocence
Mileur Le Plaine Marc, Keeper of the Pedantic Gnome's Joyless Ramblings
Kristopher Miller, Keeper of the Chain That Bound Desmond the Soul-Shattered
Luke Miller, Keeper of the Fruit from the Tree of Luck
Juniper Mitchell, Keeper of the Man Who Dies Every Third Day
Ainar Miyata, Keeper of the Corpse Pierced with a Hundred Blades
Blaine Moore, Keeper of the Ancient Ungulate
Christopher Moore, Keeper of the Three-Sided Coin
Ben Morningstar, Keeper of the Mirrored Supplicants
Jim Morris, Keeper of the Darkstar Instruments
Harry Morris, Keeper of the Sebait of Silver Dreaming
David Morrison, Keeper of the Tears of Lost Children
Flavio Mortarino, Keeper of the Woman Who Screams the Prophecies
Richard Moser, Keeper of the Five Poisons
Vanja Mrgan, Keeper of the Refined Rose Dust of Daar Angul
Elias Mulhall, Keeper of the Child Who Dies Each Night
Isobel Mulkern, Keeper of the Red Architect's Impossible Angle
William Munn, Keeper of the Wailing Queen's Almanac
Alex Murphy, Keeper of the Sympathetic Stiletto, Sticky with Eye Juices
Liam Murray, Keeper of the Teeth Tithings
N.A.W., Keeper of the Spectral Hounds
Dante Nardo, Keeper of the Cult of Hyaenas
Jamila R. Nedjadi, Keeper of the Forest of the Moth Prince
Tiphanie Neely, Keeper of the Phantom Penitents
Phillip Neitzel, Keeper of the Oculus Tenebris
Matias Nelson, Keeper of the Floating Flesh Monolith
Adam Ness, Keeper of the Axe of Jeffery Bleakwood
Joshua A.C. Newman, Keeper of the Bronze Glyphs
Chris Newton, Keeper of Where the Lone Wolf Sleeps
AJ Nichols, Keeper of the GIF that Gets More Sinister With Each Loop
Jessica Niles, Keeper of the Horn that Echoes the Cries of the World
Nimaël, Keeper of the Great Serpent's Golden Nimbus
Robert Nolan, Keeper of the Furtive Manikin
Joseph Noll, Keeper of the Great Betrayal
Adam Nordin, Keeper of the Vault of Atrocities
Candida Norwood, Keeper of the Everlasting Wound
Clayton Notestine, Keeper of the Little Box with a Tongue and Mirror Inside
Joel Notsch, Keeper of Langwidere's Hundred Heads
nurdertim, Keeper of the Mechanical Mastermind of Havena
Andrew James O'Shaughnessy, Keeper of the Constellation of Flame and Wine and Folly
Tyler Oden, Keeper of the Blessed Venom Sacs
Adam Oedekoven, Keeper of the Record of Fae Lineages
okokok, Keeper of the Carnifax of Hyluren
Johannes Oppermann, Keeper of the Temporal Rift
Justin Ortega, Keeper of the Midnight Palace
Ray Otus, Keeper of the Endless Page
Dion Overtoun, Keeper of the Chained Wolf, Herald of Nothingness

Saribel Pages, Keeper of the Djinn's Four Gifts
Danny Palacios, Keeper of the Chains of the Nameless Kings
Mike Panciera, Keeper of the Quay of Memory and Sadness
Maurizio Paoluzi, Keeper of the Bludgeons of Ecstasy
Thyme Paradox, Keeper of the Unspoken Oath
Kristen Patten, Keeper of the Thousands of Worms in the Shape of a Man
Will Patterson, Keeper of the Child's Dream
Chris Paul, Keeper of the Pungi of the Serpent Queen
Ivan Pawle, Keeper of the Merry Axe of St. Lucina the Mad
Galen Pejeau, Keeper of Bellis and Avari, the Swans of the Sea of Mist
Victor Amorin Abreu Pereira, Keeper of Those Who Feel the Harrowing Eternity
Patrick Perkins, Keeper of the Vernal Extraction
Alexandria Permann, Keeper of the Moon Snake's Leash
Jonathan Perrine, Keeper of the First Particle From Which All Else Came
Ambrose Persimmon, Keeper of O-Yanma's Blood-Soaked Trail
Michael Petersen, Keeper of the Voidreaver Idol
Loren Peterson, Keeper of the Chronicle of Masks
Jan A. Petrykowski, Keeper of the Irresistible Sendings of Azzurbal
Henning Pfeiffer, Keeper of Marcelline Murdoch's Porcelain Eye
Philippe, Keeper of the Sentry Pines
Matt Phillips, Keeper of the Nectar Which Shall Never Touch Our Lips
Justin Phillips, Keeper of the Wanderer's Prison
Matt Phillips, Keeper of the Nectar Which Shall Never Touch Our Lips
Matthew Plank, Keeper of the Misery Fountains
Matthew Plank, Keeper of the Hymnal of St. Evelyn the White
Tun Kai Poh, Keeper of the Sacred Bees and the Honey of Salvation
Adrian Polegre, Keeper of the Temple of the Viridescent Wyrms
Leandro Pondoc, Keeper of Danelle Bleakwood's Blood-Stained Candelabra
Moe Poplar, Keeper of Unlit Forges from the War of Excess
Griffin Post, Keeper of the Fell Cairn's Melancholy
Michael Prescott, Keeper of the Serpent Coil Throne
Scott Puckett, Keeper of the Six Hands of the Child
Dan Pucul, Keeper of the Four Rituals
Raji Purcell, Keeper of the Most-Squamous Secret of the Reptile Cult
Lu Quade, Keeper of the Cloak of Logan Stormbreaker
Mike Quintanilla, Keeper of the Spagyric Manifolds
Robert Quintero, Keeper of the Library of Eidoloss
Radmad, Keeper of the Three Dreams
Sasha Elias Radula, Keeper of the Invisible Candle
Kirk Rahusen, Keeper of the Child Who is Made of Clay
Michael Raichelson, Keeper of the Maddening Rhymes
Randall, Keeper of the Mellifluous Flatteries
Johannes Rasmussen, Keeper of the Nine-Fold Edge
Frank Reding, Keeper of the Land that is Naught but Salt and Mysteries
Alun Rees, Keeper of the Unlit Effigy

Chris Register, Keeper of the Delightful Corpse
Gerrit Reininghaus, Keeper of the Voice of the Silent Emperor
Peter Reitz, Keeper of the Child Who Neighs and Her Sack of Dreaming Crickets
Relin, Keeper of the Final Syllable, Which Must Not Be Uttered
Jose Reta, Keeper of the Baron's Hidden Succor
Jason Reynolds, Keeper of the Verdigris Armor of Old King Allonde
Richard, Keeper of the Constellation of Zekubrox the Plague Bearer
Sam Richardson, Keeper of the Inscrutable Circle
Nathan Rico, Keeper of the Secret of the Ethereal Sphinx
Kim Riek, Keeper of the Egg of the Immortal Serpent
Ferrell Riley, Keeper of the Rodent's Wisdom
Tyler Rithmiller, Keeper of the Nine Protocols
David Rivas, Keeper of the Jale Dream
Maria Rivera, Keeper of the Crystal Shards
Mike Rivero, Keeper of the Untouched Hoard
Paul Rivers, Keeper of the Sandstone Mysteries
Robbie, Keeper of the Feast of Fallen Stones
John Roberts, Keeper of the Sword of St. Murienne
Sam Roberts, Keeper of the Path of Cenduwin Rose-Whisperer
James Robertson, Keeper of the Undying Voice
Mervyn Robinson, Keeper of the Choir of Fallen Angels
Gabriel Robinson, Keeper of the Rending Rooms
Alexander Rodriguez, Keeper of the Oneirophrenic Chords
Richard Rogers, Keeper of the Fathomless Well
John Rogers, Keeper of the Leveraged Library
Philip Rogers, Keeper of the Manifest of the Ship of the Damned
Julie Rogers, Keeper of the Leonine Sun
Nicolas Ronvel, Keeper of the Beehive that Produces the Black Honey of Old Naarth
Jesse Ross, Keeper of the Broken Forge
Darold Ross, Keeper of the Highest Ideals of the Bearded Sages of Tiger Mountain
RPG Kitchen, Keeper of the Plentiful Cauldron
Bruce Rusk, Keeper of the Beast Crown of Old Queen Rhianne
Russell, Keeper of the Smoking Mirrors
Carl Russell, Keeper of the Ministry of Embers
Robert Ruthven, Keeper of the Hidden Moors
James Ryan, Keeper of the White Kettle Estuary
Blake Ryan, Keeper of the Child Who Has No Shadow
Scot Ryder, Keeper of the Brimstone Covenant
Ramanan S, Keeper of the Book of Old Supplications and Rites
Mark Sable, Keeper of the Eight Deaths of Gruta de Juxtahuaca
SageZero, Keeper of the Sleeping Pygmy
Salamander James, Keeper of the Agony Songs
Marco Antonio Salazar Matamoros, Keeper of the Twilight Hunting Grounds
Marius Salsbury, Keeper of the Milk of the Serpent Queen
Greg Sanders, Keeper of the Fragrant Void
CJ Sands, Keeper of the Womb of a Thousand Sorrows
Patzi Santamaria, Keeper of the Squamous Beast Below

Christopher Santee, Keeper of the Echo Plantations
Alexi Sargeant, Keeper of the Blue Masquerade
Leah Sargeant, Keeper of Leopard's Precious Child
Samuel Sarjant, Keeper of the Devil's Decoction
Sarn, Keeper of the Silver Lotus Dust
Ray Sawyer, Keeper of the Oblique Atlas
Nicholas Schapira, Keeper of the Meat Orchards
Kevin Scheffler, Keeper of the First Starlight
Eric Scherer, Keeper of the Violet Mist
Mendel Schmiedekamp, Keeper of Grandmother Bleak-wood's Recipe Box
Aniket Schneider, Keeper of Nine Rooks
Daniel Scholler, Keeper of the Promise of the Jaguar Prince
Schubacca, Keeper of the Libidinal Journals of the Lust-Sages of Planet Zroth
Ana-Lena Schubert, Keeper of the Child Who Eats Her Own Fingers
John Schuhr, Keeper of the Mind-Eating Source Code of the Old Gearhulks
David Schultz, Keeper of the Tainted Feast
Martin Schwartz, Keeper of the Yellow-Eyed Mask
Jeremy Scott, Keeper of the Brazier of Azad-Kan
Victor Segell, Keeper of the Crown of Good King Edwall
Eli Seitz, Keeper of the Ravenous Barrow
Chris Sellers, Keeper of the White Bats of Good Queen Jedra
Zachary Seymour, Keeper of Moonpoison's Magnificent Hurdy-Gurdy
Chad Shaffer, Keeper of the Darkest Dream Under the Mountain
Shaker, Keeper of the Bone Golem of the Scrimshaw Pass
Mike Shema, Keeper of the Endless Fermentation of the Abyssal Grains
Alexander Shendi, Keeper of the Umbral Seamstress
Dan Shimizu, Keeper of the Child Who is Wreathed in Flame
Erez Shpirer, Keeper of the Iridescent Ungulates
Siddharta, Keeper of the Archlich's Last Breath
Charles Simon, Keeper of the Silence Between Thunder and Lightning
Rustin Simons, Keeper of the Buried Box Which Must Never Be Found
Fraser Simons, Keeper of the Neon Veil
Kyle Simons, Keeper of the Tome of Heroes
Anders Skovgaard-Winther, Keeper of Galmoran and the Beggar's Tree
Samuel Slocum, Keeper of the House Without Doors
Anders Smith, Keeper of the Knight of Mourning Lillies
James Smith, Keeper of the Last Lantern Before the Black Gate
Stephen Smith, Keeper of the Dying Grottoes
Oliver Smock, Keeper of the Blind Nightbird
smolghost, Keeper of the Canary Bridge and the Pact That Was Made There
David Sokolowski, Keeper of the Void Memory
Kyle Spencer, Keeper of the Mourning Beetle's Carapace
Paul Spraget, Keeper of the Great Cutter Creek Spider Migration
Enoch Starnes, Keeper of the Machine That Must Not Stop
Maciej Starzycki, Keeper of the Bone Reliquary
Stefan, Keeper of the Leporine Mausoleum
Eric Stein, Keeper of the Hollow Squire

Keith Stetson, Keeper of the Woman Who Mutters the True Name of God
Erica Stevenson, Keeper of the Forty Funereal Rites
Vana Stillwater, Keeper of the Weightless Stone
Steven Stimach, Keeper of the Last Words from the Fires of Montsegur
Johannes Stock, Keeper of the Murk Pontiff's Geas
Chris Stone-Bush, Keeper of the Nightingale's Prophecy
Jeremy Strandberg, Keeper of the Central Stone
Paul Strawser, Keeper of Unclaimed Souls
Matt Stuart, Keeper of the Ulfire Door
Aaron Sturgill, Keeper of the Melody Glades
Verena Sutherland, Keeper of the Elegy of Old Queen Naima
Christian Svalander, Keeper of the Hidden Vortex
Jason Swank, Keeper of the Paper Feast
James Sweetland, Keeper of the Child Who Eats Her Own Fingers
Jonathan Syson, Keeper of the Creatures that Stare North, as if Waiting for Something to Arrive
Alexander T G, Keeper of the Deed to the Ten Hells
John Taber, Keeper of the Song that Longs to Die
S. Tan, Keeper of the Wareligh Towers
Michael Taylor, Keeper of the One Who Grinds Your Skin
Brennan Taylor, Keeper of the Shell of the Fifth World
Aaron Taylor, Keeper of the God Sarcophagi
tech ghou, Keeper of the Hyperspatial Quantum Fluids of Ygxag
Nyx Tesseract, Keeper of the Torment Gardens
Doyce Testerman, Keeper of the Tainted Chorale
TexasBento, Keeper of the Amber Crown of Good Queen Melys
The Dynamis Project, Keeper of the Five Limbs of Acolla
TheZMage, Keeper of the Infectious Mist
Ron Thomas, Keeper of the Spectral Visions
Danielle Thomas, Keeper of the Wolfmoot
Christopher Thompson, Keeper of the Library of Atlantis
Owen Thompson, Keeper of the Soul-Grinding Stone
Jonathan Thompson, Keeper of the Translator's Second Tongue
Tim, Keeper of the Blazing Sigil
Nathan Tinder, Keeper of the Violet Crown
To the Manticore, Keeper of The Yellow-Tattooed Whales
Ari Tobias, Keeper of the Cat With Seven Eyes But No Soul
Jason Tocci, Keeper of the Thirteen Spears of Num-Hei
Brandon Tomlinson, Keeper of the Sun King's Mirrored Hall
Henrik S Törnblom, Keeper of the Omegatherion of Fasar
Noah Trammell, Keeper of the Child Who is Naught but Embers
Noah Trammell, Keeper of the Child Who is Naught but Embers
Michael Tree, Keeper of the Apostate's Silvered Skulls
Tina Trillitzch, Keeper of the Eight Phrases
Will Triumph, Keeper of Tolgath, Arm of the Emperor
G. Michael Truran, Keeper of the Charming but Murderous Ne'er-do-well
Charlie Tsai, Keeper of the Corpse Cloak of the Storm Giant King
Mark Tygart, Keeper of the Soul Mill
Colin Urbina, Keeper of the Copper Skin of the Lightning Tree