

Codex

The Gauntlet's monthly RPG zine

TONIGHT ONLY! SOUNDCHECK PRESENTS...

It's a battle of the bands in this new competitive LARP

SOLACE

A starter for The Veil. Visit the New Market! Dodge the nanostorms!

MECHANICAL ORYX

200 Word RPG Challenge winner: Post-apocalyptic robot deer

ROUTE CLEARANCE

200 Word RPG Challenge winner: Card-based military camaraderie

MEMORIES

200 Word RPG Challenge winner: Bittersweet nursing home stories

FOUR DOZEN NEON LIT BUSINESS ESTABLISHMENTS

A seedy miscellany to meet your every need



TONIGHT ONLY!

Soundcheck
Presents...



These are the televised finals of Tonight Only!: Sound Check Presents ... The winner of the finals gets a video made for MTV. Your face is going to be everywhere and your music is going to be purchased worldwide! You just have to beat everyone else with the power of your song!

ROCK!

In Tonight Only!: Sound Check Presents ... you'll play a competitively collaborative, LARP-light game of duelling 1980s bands. You play various roles, including a band that's competing in the finals. It can be played with three people to as many bands as you want, though the more participants you have, the more the game ROCKS!

PHASE 1 - BRINGING THE BAND TOGETHER

Form bands. Try to split the players into mostly equal groups. If you're only playing with a few players, each person can make their own band, with themselves as the lead and the rest of the band members comprised of NPCs. Larger groups can form whole bands, with each band member being portrayed by a player.

In order for your band to be entered, each band should fill out the following:

Band Name

Type of Music

What are your influences?

What's your biggest hit?

Who is in the band?

Lead Singer:

Lead Guitar:

Bass:

Drums:

Synth:

Other (Include the instrument):

Be aware that the show is televised, and you will be responsible for answering questions in front of a live, televised audience.

1. What kind of music do you play?

This is where you'll talk about the type of music you play. Look to the first column for some examples of types of music. You can look to the second column for adjectives to modify the music if you can't think of any.

Metal
Rock
New Wave
Pop
R&B
Rap

Death
Soulful
Futuristic
Bubblegum
Fusion
Lyrical

2. What are your influences?

Provide some artists your band listens to. Every player in the band should come up with at least one. Some examples are below, but feel free to find your own. You can also use geographical locations (such as German style or French bands).

Guns N' Roses
Eurythmics
Pet Shop Boys
Stevie Wonder
Run-DMC

Whitesnake
Depeche Mode
Wham!
Tina Turner
Grandmaster Flash

3. Give the name of a hit song.

Just the title of the song. Other people will get to improvise off this title.

4. List the band members and what they play.

Fill out one row per band member, and what instrument they play. If a band member is being portrayed by a player, highlight their name or otherwise indicate as such on the form so the moderator of the Presser knows who to speak to.

5. Give your band a name if you haven't done so yet.

PHASE 2 - THE PRESSER

Every band will be asked a bunch of questions in a press conference setting. Set up a table in front of a bunch of chairs. It's not a requirement but it makes for a great presentation.

A non-band member will act as the moderator. The moderator will take questions from the press sitting in front of the band. The moderator can be different for every band.

Other non-band members will play the reporters asking questions about the band. They should be fun, difficult, and probing questions to try to make the band look bad. How the band handles these questions should be a factor in determining who wins the contest.

Note: The moderator should talk to the players in the band and see if there are any particularly troubling topics that should be off limits because it will impact the fun the players might have. For instance, if a player would like to avoid being questioned on the topic of drug and alcohol abuse, then the group should discuss and decide that before the Presser begins. The game is about having fun, and if questions like that are going to impact your fun, they should be avoided.

MODERATOR SHOULD ...

- Try to keep things flowing well
- Not let the questions or the answers drone on for too long
- Try to get all the band involved
- Ask questions if the press doesn't have any
- Be prepared to end things if it gets too tense

PRESS SHOULD ...

- Ask questions about the band's music
- Ask questions about possible historical missteps
- Ask questions about controversies
- Ask questions about being role models
- Ask questions about the band's influences

THE BAND SHOULD ...

- Answer all the questions to the best of their ability
- Deflect negative questions, or try to diffuse unflattering ones
- Play to your character's style and to your band's style
- Try to bring it back to your music and how you're going to win the competition

PHASE 3 - THE PERFORMANCE

Put all the bands in a hat and draw them one at a time. That's the order of performance.

Together, if you have band mates, you'll describe your performance. Eurovision it up. What amazing costumes are you wearing? What sets are present on the stage? Talk about the music and the special effects. It's not just about the band, it's about the stage show. Try to make sure that, as a group, you answer at least the following questions:

1. You got a chance to play two songs. What were they?
2. What were the set pieces like?
3. What special stage effects did you include?
4. What was a point where you messed up?

PHASE 4 - THE VOTE!

When all the performances are done, everyone involved should vote for a band (other than their own) they think won it all. You can do the vote publicly or by secret ballot.

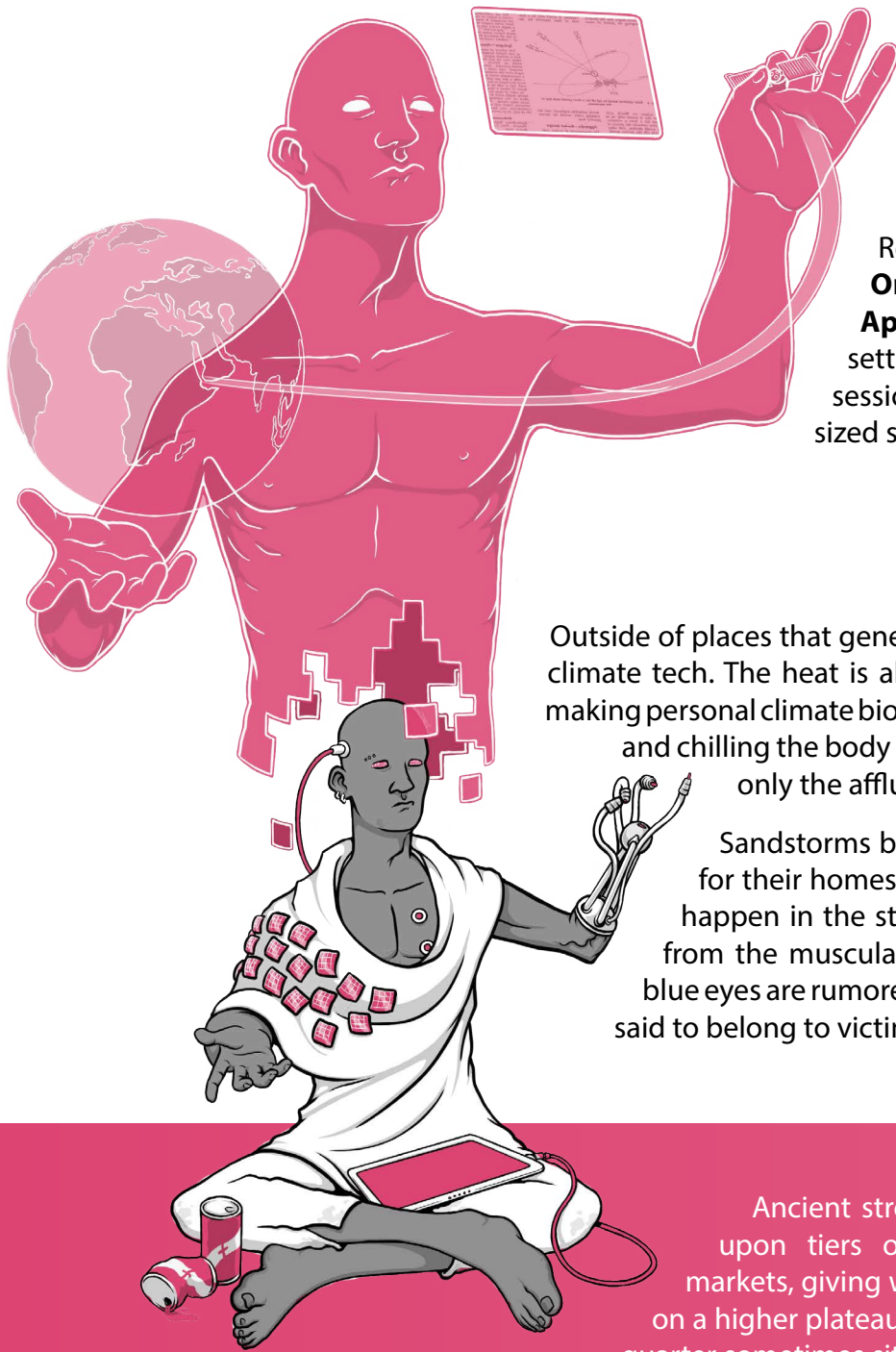
Which band are you in?

Which band do you think won it all?

PHASE 5 - THE COOLDOWN

It's always important to decompress after doing a LARP. As a group, talk about what you liked and what you didn't like. What were some memorable moments of the game? When everyone feels good, you can have the winner talk about what their MTV video would look like.

A GAME BY JONATHAN LAVALLEE
ILLUSTRATION BY CLAUDIA CANGINI



SOLACE

A starter by Fraser Simons for his game *The Veil*

Illustrations by Alex Prinz

Recommended playbooks for a one shot: **Onomastic**, **Architect**, **Catabolist**, **Honed**, **Apparatus**, and **Dying**. If you're building a setting collaboratively and are playing multiple sessions, consider this as a simple waypoint bite-sized setting and hook for an adventure.

THE CITY OF SOLACE

Impressions

Outside of places that generate a lot of money for the city, there is no climate tech. The heat is always present, blanketing inhabitants and making personal climate biotech popular. Regulating body temperature and chilling the body with personal climate biotech is something only the affluent can afford.

Sandstorms buffet the area and send the people fleeing for their homes. But there are rumours that terrible things happen in the storm. Nanotech is said to rend cybernetics from the musculature of their owners. And eyes. Countless blue eyes are rumored to glow in the darkness of the sandstorm, said to belong to victims of this new phenomenon.

Ancient street trams, aromatic street foods, and tiers upon tiers of dilapidated buildings encompass the markets, giving way to the megastructure of the city sitting on a higher plateau than the low quarter. Residents of the low quarter sometimes sit on the tops of their old city to stare at the neon lights that fractionally arc into the evening sky.

Technomesh, wide and undulating, encompasses the only bridge to the plateau. It is filled with scanning tech that makes sure only those with clearance on their neurochips can pass freely. From time to time, close to the bridge, the smell of street food is obscured as people who believe black market tech could fool the sensors into getting onto the plateau are vaporized.

NEW MARKETS

The old ones remember a time. A time when the urchins caroused in the streets. A time when they would look upon the people in the markets with their own eyes. A time when the Order members would come and share their knowledge with the denizens freely and frequently.

Those days have long gone.

The old ones remember when, in hushed tones, they would pontificate on what was happening to the Order. No one truly knows, but the minds of old men that pass the time with card games, food, and chatter must be satiated with such topics. In any case, it has been many cycles of the moon since they have seen the Order. Many, many moons.

And many stories of how they themselves are mostly gone from this world now.

The old ones look to the busy markets as they play Satte Pe Satta, the scent of spice thick in the air as they consume their thali, their iron irises contracting and expanding as they search the saris and the gagra choli for the whispers of something interesting.

Atmospheric filters move the hot oppressive air through condensers before pouring it into the crowded streets: the perfect gust of the perfect air that should not exist. Yet many things should not exist in this place. From the technological melding of cybernetic prosthesis that have become ubiquitous, to the mind meld tech these old men use to speak to one another, their mouths and faces and tongues impassive.

It is a day like any other. These streets of Solace, these sardonic and placid moments both beautiful and boring captured in endless recorded moments. The horizon is ever the endless colours broadcasted by the BetterWeather corporation.

It is said you may not find Solace, should it be what you seek. You will, however, be able to find most anything else in the hybridized New Market. The physical being brandished in digital flavour, the facade only The Veil allows. The adverts thought-casted into your mind should you peruse or let a lingering eye linger too long.

These old men playing cards: faces impassive, eyes swivelling in their machine sockets hugged and pressed by their ancient flesh, whose various cyberized ligaments possess the almost supernatural stillness that is associated with limbs that are both perfect and unnatural. They see and feel everything in the market, including the Order member who has just ambled by and pressed his fingers in on a gene-hacked fruit.

There is a spot where a cathedral once stood, a former Safehold of the Order of Onomastics. It was a beautiful church of knowledge that once had a spire that would reach into the heavens. Now, though, the spire is crooked against the horizon, swaying with the breeze, giving the illusion that it may just fall at any time. The once proud structure is overridden with glowing street art of various colours, besmirching the beautiful material used to construct it. Now it is only known as Mrtyubarana ěra sthāna, the Place of Death.

Every one of the players knows this Order member: either the last of the Order or, if there is an Onomastic already, the only other member of the Order they are aware of.

In the opening scenes of this movie, we follow this member of the Order in the market to introduce the NPC, named Ayush.

Questions posed to players

- What do we see Ayush doing in the markets?
- What was the last interaction each player had with Ayush?
- How can we tell this is the future?
- How can we tell that Ayush is being hunted?

DOWNFALL

The Iconoclasts are hunting Ayush, and they will have him. What the Iconoclasts look like is up to the Onomastic playbook choices, otherwise ask the players what they look like. Myths and legends have grown from this bloody conflict that took place a generation or two ago.

What myths and legends have they heard?

Ayush will meet his end at the hand of an Iconoclast but should take out the Iconoclast as well. How they end is up to you, providing you ground it in the myths and legends and what the Onomastic may define about them. I would have them die in “the Place of Death” cathedral. Importantly, when an Order member dies, the world knows it. There is a sign, feeling, or event. What is it?

Then there is a kind of release. Just as it was once their life to propagate knowledge, they become what they always were—data—in a pure, raw form.

This is seen both physically as a piece of black tech ejected from their corpse, roughly the size of two meaty fists, and through The Veil. What it looks like would be a good question for The Architect, as the digital domain is theirs. The physical tech appears as two perfectly round circles joined with a simple bar to hold them together.

This is the memory of Ayush—everything he consumed, everything he saw, everything he was, in a pure form released in the hopes another member of the Order will recover it. This information is priceless, being a record of what actually happened to the Order from the perspective of a member, never before recoverable because Iconoclasts retrieve them first.

When one of the Order dies, it is a historical event; it has not happened in a long, long time. Most people will be alerted to it, especially the Iconoclasts.

A STORM IS COMING

Custom Moves

When you brave a nanostorm, tell the MC what you fear most and roll. On a 10+, choose 3. On a 7-9, choose 2.

- It shows you a secret, hidden in its bowels (choose twice)
- Your fear does not come to pass
- You are not harmed

When you join the old men of New Market and stake 1 Cred in a game of Satta Pe Satta, tell the MC what it is you hope to learn from them and roll. On a 10+, the MC will tell you something interesting and useful. On a 7-9, you'll learn something interesting. No matter what you roll, you'll never beat them at their own game.



MECHANICAL ORRYX

A 2017 200 Word RPG Challenge Winner by Grant Howitt
Illustrations by Vandel J. Arden

You have many whirring eyes and strong, beautiful coiled-steel legs and were made long ago when the cities still stood.

You spread one: plants, light, music, warmth, power, knowledge, rust, something else. The longer you stay in one place, the more intense it gets. You have three installed modules; tell us what they do.

You walk the green places where soft brown people tend to fruit-trees and sing songs they don't understand.

They pray: **DISPEL THE CURSE ON OUR VILLAGE; DESTROY THE PHANTOMS THAT PLAGUE US; TEACH US THE SONG THAT MAKES THE FRUIT GROW.**

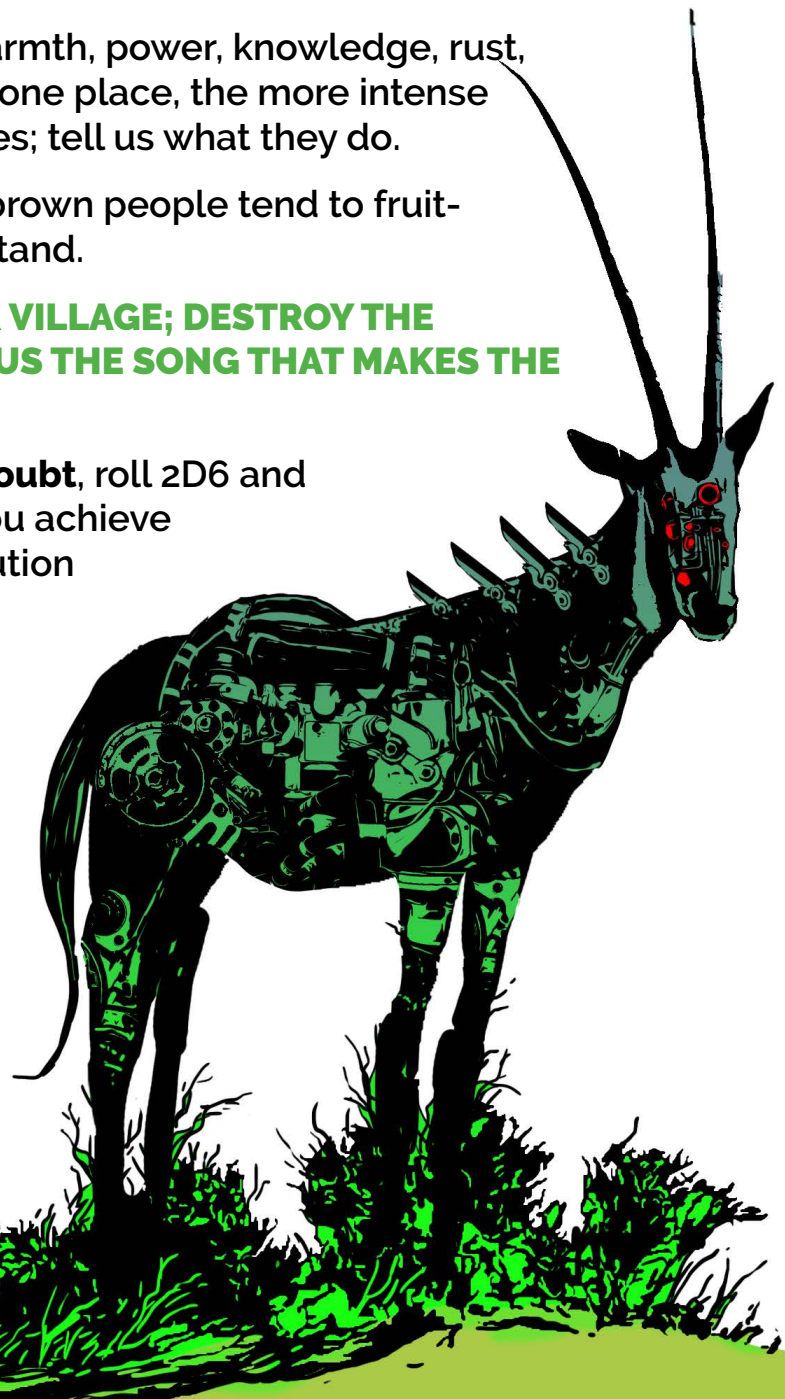
When you act and the outcome is in doubt, roll 2D6 and spend fuel; if you get seven or more, you achieve your aims. If you roll a double, your solution causes an unexpected problem and something is lost forever.

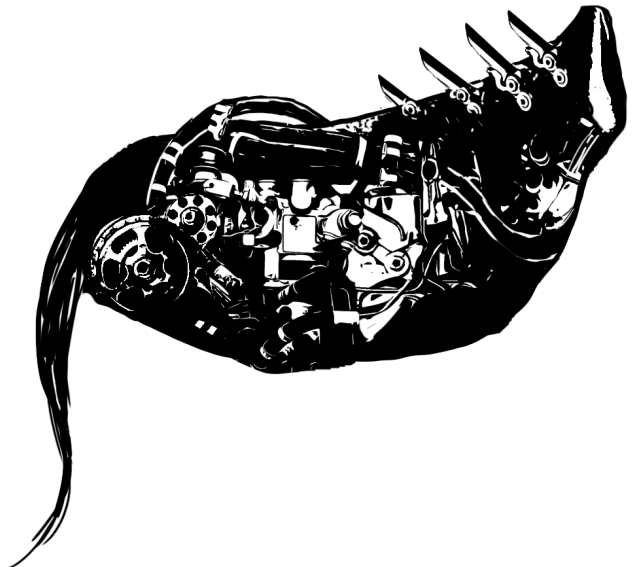
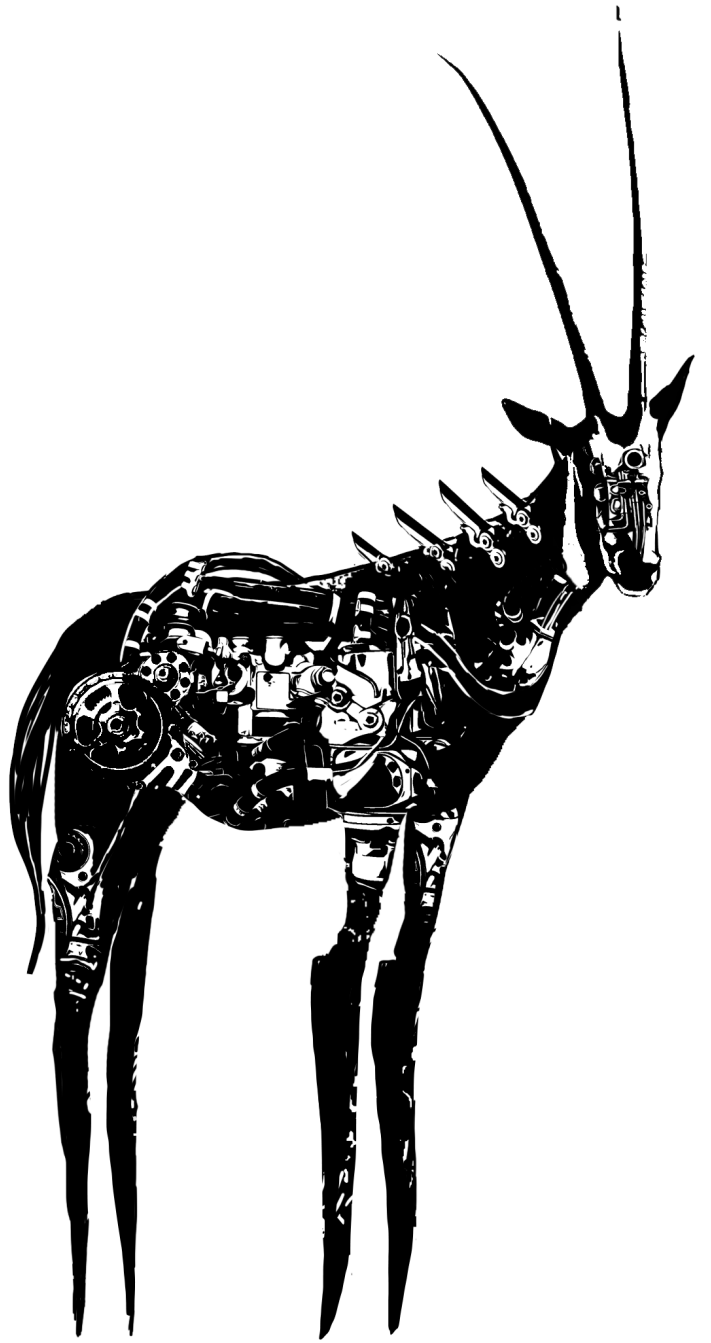
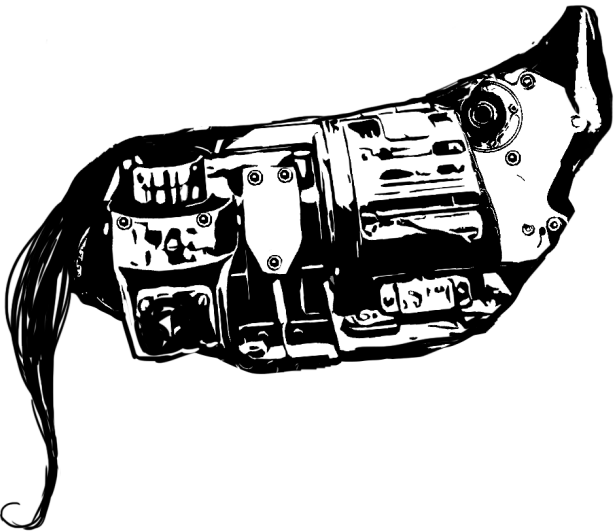
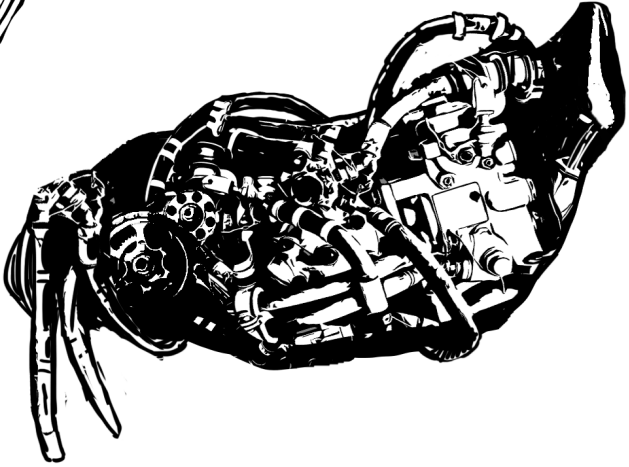
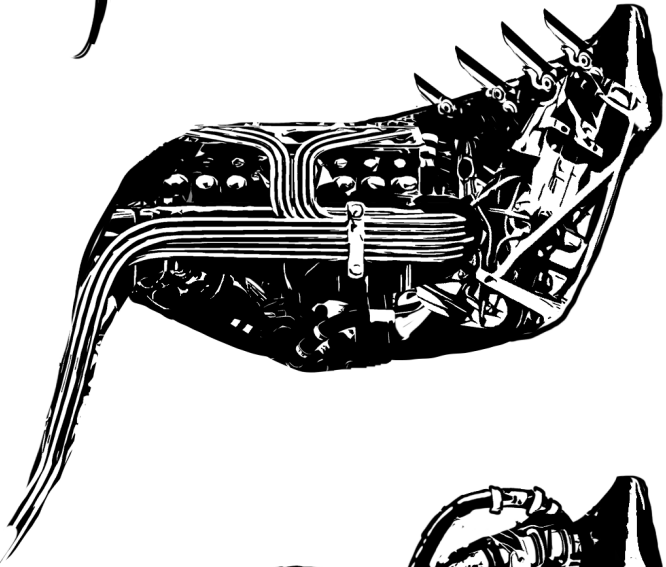
When you act with love, roll 1D4+1D6.
When you act with hate, roll 3D6.

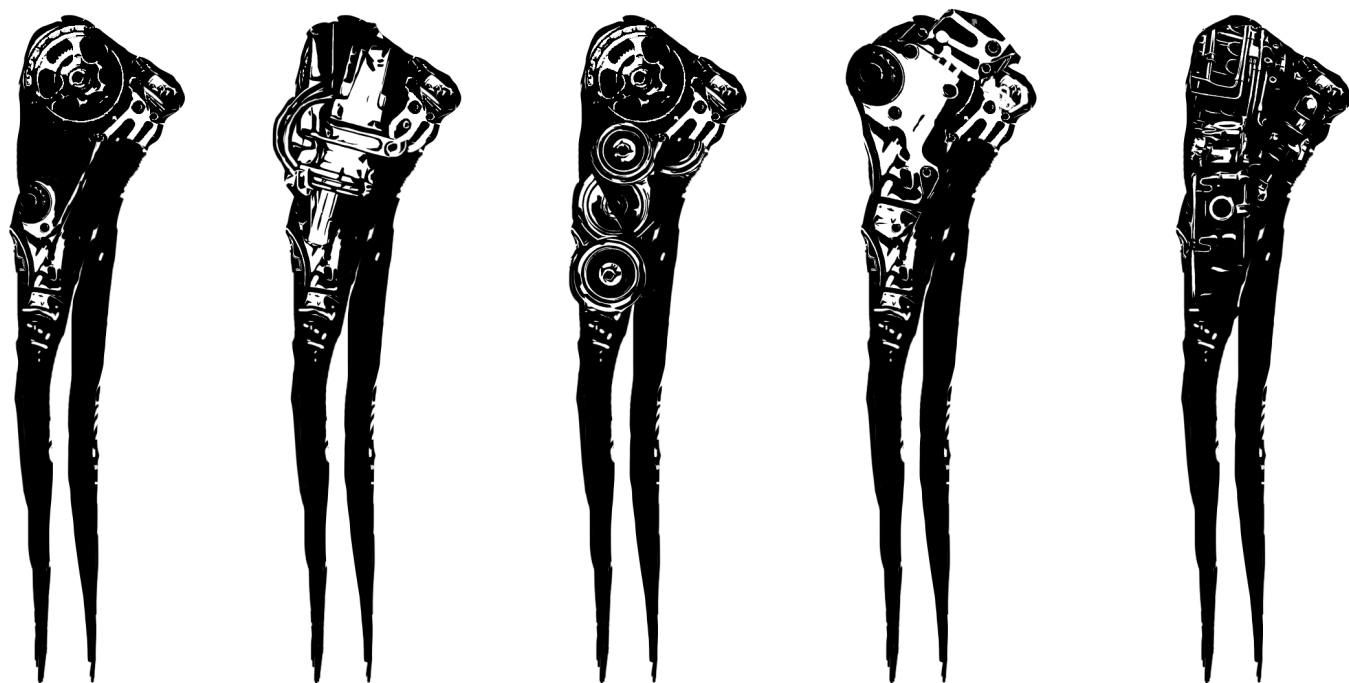
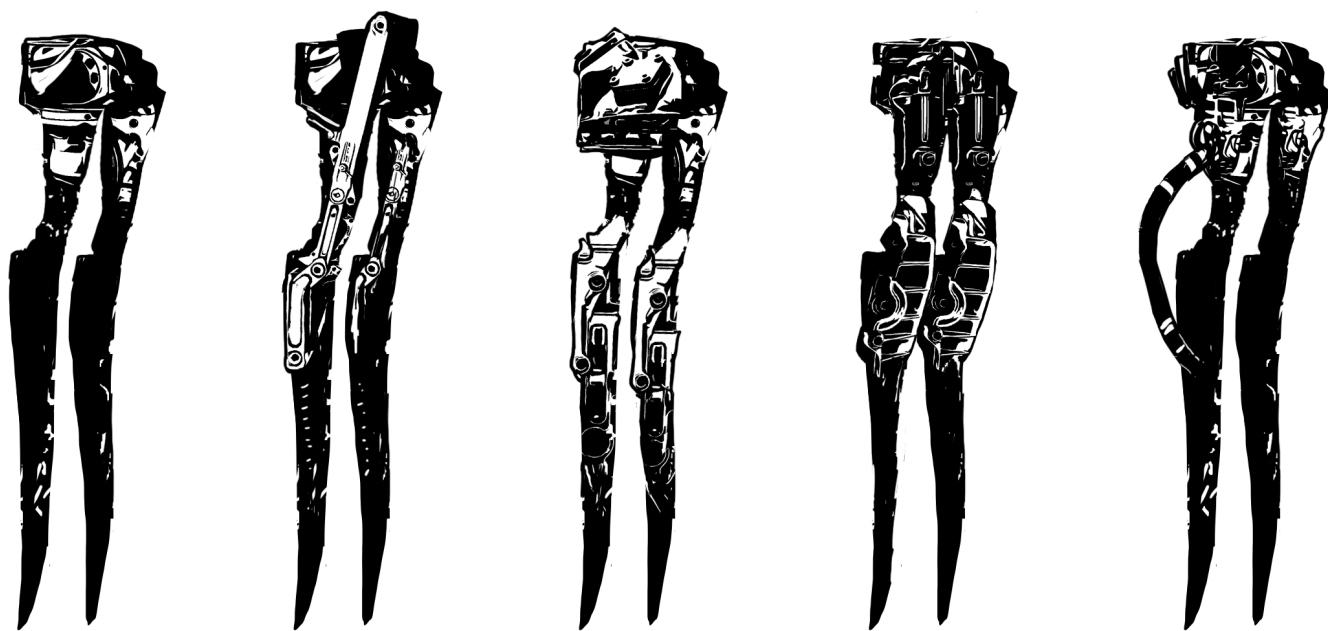
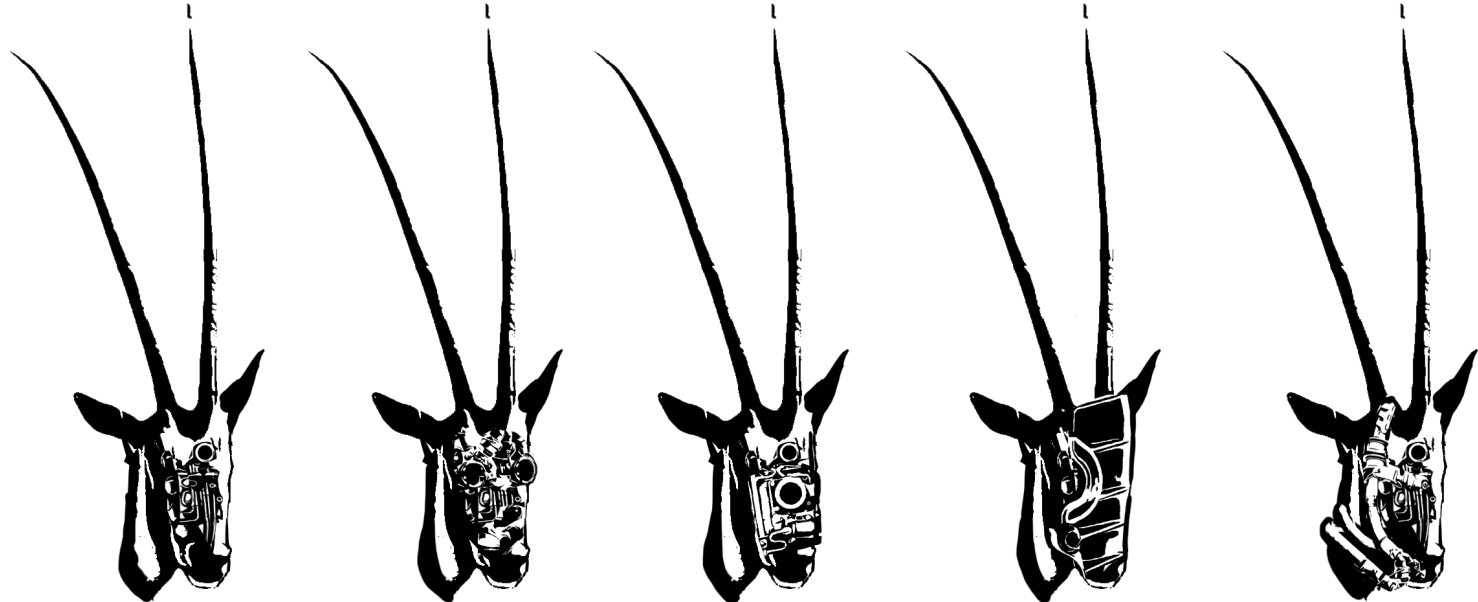
You have 10 fuel. **When you have none**, you stop.

When you use a module, replace one D6 with a D8; if it shows 8, the module breaks.

Happy people build shrines for you containing fuel and modules. Without the shrines, you will become a dangerous, scavenging thief: a phantom.







ROUTE CLEARANCE

A 2017 200 Word RPG Challenge Winner by Andy Millar
Illustration by Per Folmer

You are US Army soldiers tasked with clearing the road between Kabul to Kandahar of IEDs during the invasion of Afghanistan.

Remove all face cards and jokers from a deck of playing cards. Shuffle it.

Place the top twelve cards end to end and face down along the length of the table to represent the road. One end is Kabul and the other is Kandahar.

Each player names and describes their soldier, then narrates a short scene from their basic training that reflects their motivation for serving.

Each turn a player flips over the next card on the road, starting with Kabul, and narrates a short scene based on the suit:

Clubs: Action or danger

Spades: Emotional difficulty or hardship

Hearts: Humour or comradery

Diamonds: Reflection or contemplation

The higher the number on the card, the more intense the experience.

Scenes can include flashbacks, and, with agreement, other characters.

An ace of any suit represents a major setback or threat (such as a deadly attack or a severe emotional crisis), which the player must describe and narrate.

After the last card, each player narrates an end scene for their soldier, including if they come through the experience physically, emotionally and mentally intact.



Memories

A winner of the 2017 200 Word RPG Challenge by Santiago Eximeno

Illustration by Evlyn Moreau

You are elderly people in a nursing home. No one comes to see you anymore. You want to talk with others, tell them about your life, your dreams, and your memories.

Sit around a table. Get nine matches and an ashtray. Cut a paper sheet in nine pieces and write the following words, one on each piece. These words are your conversation topics.

CHILD LOVE SPOUSE WORK
FRIEND GAME TRAVEL
GRANDCHILD HOME

One of you takes a piece of paper and begins to talk about the topic on it. While speaking, he lights a match and sets fire to the paper, placing it in the ashtray. All of you talk about the proposed topic until the paper is consumed. Then a new elder takes another piece of paper and proceeds in the same way, but all of you have forgotten your memories related to the previous topic. You cannot use them in the new conversation. If the memories are necessary (for example, you must have **CHILD** in order to have **GRANDCHILD**), you must justify it in another way.

Finish when the nine pieces of paper have been burned—and, with them, all your memories.



FOUR DOZEN NEON-LIT BUSINESS ESTABLISHMENTS

TABLE 1

Nick's, a pawnbrokers where everything has a price. Everything. They pay hard cash for happiness, dreams, talent and souls.

Madame George's Boudoir. Everyone is welcome. Get sized for retro-victorian lace and whale bone synth. Perhaps lay on the cafe's fainting couches on the climate-controlled sleeping porch.

Dai Ga Sik. Everyone is welcome at this all-night breakfast eatery. Don't fall asleep drunk or the wait staff will take their tip from your pockets.

Slip 50K and your ID into the drop box under the flickering pink "The Hole" sign and by tomorrow morning all digital records of your existence will be gone.

Door by the "I am the beast" graffito. An underground music shop. Hear and download the latest blastcore, thrustmetal, and chronicwave music, paying by the minute. Be sure to bring a capacious SSD.

The Beacon. In the wasteland that was once a city, the survivors are drawn to one of the last places of light, where they can purchase clean water and safety for the night.

TABLE 2

The Glam Gorgon: pick your poison at the bar, then listen to Stheno & Euryale on center stage. Mirrors banned.

You're not sure why, but Granny Thistlethorn's Exotic Pet Shop is a quiet place to conduct business or a safe refuge from pursuit. You have seen some very scary people hug and kiss that old lady.

GunSafe is actually a bank of heavily armored lockers and vending machines selling 'emergency defense' equipment from pepper spray on up to automatic shotguns. Follow the animated neon bullets. Police call box available for a nominal fee.

Little Eddy's Pizzeria promises to deliver your pizza or your target to you in 30 mins or less. The pizza is 20 bucks and not bad, the other price has to be negotiated.

Urban Equipment Center. Urban camping is really taking off lately. Get a tent, a sleeping bag, bolt cutters, climbing equipment and head out to hunt for a quiet area to sleep tonight.

Off of the main drag, once the sun goes down, visitors feel called to the soft heather glow of a dying neon marquee. The Phantasma Cineplex shows black and white classics: movies featuring Old Hollywood stars that have been forgotten by the 22nd century but now are as beloved as the parents you never had. After all, everyone wants a happy ending, right?

TABLE 3

JobStar Staffing Agency has a reputation for bottom-of-the-barrel jobs and even worse pay, yet the waiting room is always packed full of eager bodies and lines out the door.

The Noble Gastronomy. Meals served here change their flavor profile under the soft flashing glow of constantly changing lights. Try the yellow squash under lavender!

Lam's. A micro bar that seats four people and Lam. Lam has been tortured six times for information about shit that's gone down in her place. She's never broken. Good shochu.

There is a snotty kid who hangs out at the Push to Start video arcade. He does not seem to have any cyberware beyond a personal computer but he can crack any encryption. He is not cheap, though, and only works between 4 and 8 on school days.

The Needle - No Pain, No Picture. We specialize in applying tattoos to those hard to reach and sensitive places. Surgeon on call 24/7.

Some swear to seeing gene-hacked fish in the Ganges. "They glow," they say. The inscrutable Ms. Curie has designed her pets so they cast a neon glow upwards, barely lighting her barge from below. The Poseur holds many secrets in its digital vaults, but on this gambling boat you'll have to play a game (and win!) in order to get what it is you desperately seek.

TABLE 4

The sign over the tiny shop simply says "Psychic," but Madam Torranna is never inside unless you're coming to see her. If you're just walking by, it's always closed.

Blacklight Funeral Services, a gaudy neon temple of the afterlife, for the most glamorous and decadent corpses on the West Coast! Buy a funeral that will live on in the media forever!

All of today's up and coming stars attend to their desires at the Neodymium Palace, an upscale VR club that stands out even in the now-hip warehouse district. Its flashy exterior and top-of-the-line data feed are a front for the backroom neuro-narco operation known colloquially as the Data Dump which allows bin-junkies to jack in and get high at low, low prices.

Maser. Video game arcade with the volume cranked into the stratosphere. Tone will only meet you here and will only deal if you can beat her high score.

The Golden Aye. A spy and naval-themed restaurant with a tailored dress code run by Money Q. Penny. She does an amazing lounge act on stage while the backroom dispenses surplus naval armaments and licenses that allow you to kill.

Big Happy Donut, a Los Angeles original, family-friendly by day, a favorite hangout for hustlers and pornographers at night. Try the apple fritters.

TABLE 6

On Point Gun Range: for all your modern armory and soldier of fortune needs. Biometric authentication integrations. Smart ammo. Job board. On Point has a convenient on-site shower with a large drain and tiled ceiling. On Point has your six. Open by appointment only.

Corbin used to be a runner but went on the narrow, they say. The best fusion food is on this flotilla restaurant. Multi-Pass has some of the best noodles in town, and it flies around the city hauled by an outdated cab, coughing into the air. They select their guests in a very unusual way too: seems you have to win some contest on the radio?

Sitting alone just off the highway surrounded by an emerald glow, The Shamrock Inn is a ten unit strip motel. Rooms are let by the week, the day, and the hour. The proprietor Sean O'Bannon greets his guests sneeringly beneath his buzzing, green, "It's Your Lucky Day" sign.

The Purple Lotus, a VR retroscape lounge depicting a jazz club in 1920s New Orleans. Its proprietor is Selma Dubois, one of the City's legendary "feelgood" chemical hackers.

At Gorgon's Super Wash and Laundromat, come clean your clothes, hover cars, and even your cash! Boardgames on rental and plenty of tables to play them while you wait! Business hours: Open as long as the neons aren't flashing red and blue.

Sextra Credit. A credit union that takes deposits in the form of sex tapes. The return on investment can be pretty good if you are attractive or uninhibited.

TABLE 5

SacreBleu's House of Flesh. Worship it, spend the night with it, or consume it. All of the above is an option, if you can afford it.

Kwik-Stop Shop. Claustrophobic storefront with grab-and-go items for people in a hurry. With all of the characters that frequent the shop, the gossip and rumors are fresher than the donuts.

Willa's Wandering Wonders. A large, traveling vending kiosk on wheels with fabulous lights and whirligigs, which proclaims "Treasures found nowhere else in the multiverse!" A slot for money, some buttons with letters and numbers, and a plexiglass screen, behind which sits all manner of gleaming plastic bubbles with hidden prizes.

Casual Cotton. Neon Orange Sign. A black-lit corporate hipster bar. Beyond the glass are hints of human creatures in 80s style, scantily distressed (glowing) cotton garments.

The world-famous Silver Boxcar diner, which is open 24 hours and has only closed once in the last fifty years: Christmas Day, 1963, when the original owner, Martin Peele, was gunned down by his two adult children.

Augmented eyes can see the markings on the language shifting sign of Sylibus, telling you they sell far more than chemical cocktails and synthetic pets. Trade Cred for digital time in Gerenuck's slip rooms. Project your digital self image onto the mesh for a time and leave your body behind.

TABLE 7

The Rabbit Hole, an old-school wood-paneled bar serving imported beers. The basement connects with the faery realm. Ask for Gregor to barter for crossing.

5th Street Micro Hotel. For half a day's wage, you can have your own small tube with an internet connection. For a quarter, you have to share the tube.

Neo-Retro. A set of chrome and white plastic head-shop kiosks that provide retro viral DNA reprogramming.

"Guaranteed to defeat 99+% of DNA testing in days, not weeks. For entertainment purposes only." Nobody has ever seen the actual owner/operators.

Backspace. A hacker space and commune. 3D print tools, food, or a gun (or even stay for the night), but only if you are a member in good standing (or know one who will bend the rules).

Slots and Blocks! The only ten-story casino with a built-in child care service. Short on cash? No problem! Just put the kiddos in the Collateral Ball Pit and pick them back up when your luck turns!

The Weeping Lily. The sultry tones can be heard from the street, and inside the lounge are plush booths for private conversations, with curtains of soft petal yellow. Everything is made of dark rich oak, even the empty center stage. The songs are in memory of Lily's lost wife, forever silenced by a crazed fan.

TABLE 8

City Signs specializes in neon signage. So much so, its founder Abe Jarwarski was said to glow in the dark. Some folks say the ground over his grave has a faint glow to it.

About a quarter of the goldfish at AquaZone pet shop are actually self installing illicit cyber ware, mint flavored to help them go down easy. Sam will hook you up with a good price, and a free tank with your purchase, if you want it.

Nipples and Dicks. Quaint mom-and-pop bookstore specializing in philosophy. They haven't been able to afford to change the sign since it was a singles bar.

Arms and Ardour is the only place you can find a brothel, a weapon dealer, a fighting arena, and a mortuary under the same roof. It is recommended you start with the weapon dealer.

Wings on Things. Nothing beats a conveyor belt hot wing bar! Pay by the plate! If you are lucky, you will find the golden plate and be awarded all you can eat! Watch out for the black plate though...

Gauntlet Games is a friendly local gaming store specializing in tabletop roleplaying games from independent publishers. Inside, there is usually a full table or two of players and another about to begin with some open seats. There's a good chance they're playing your game!

codex keepers

Aaron, Keeper of the Child Upon Whom We Dare Not Look
Rob Abrazado, Keeper of the Purple Falsehood
Acritarche, Keeper of the Diary of Sanguine is the Eye
Guillaume Agostini, Keeper of the Lists of Shame
Joaquin Aguirrezabalaga, Keeper of the Blood of Lursiss
Gary Anastasio, Keeper of the Bludgeons of Ecstasy
Dustin Andrews, Keeper of the Egg of Existential Dreaming
Simon Appleton, Keeper of the Last Tears They Shed
Vincent Arebalo, Keeper of the Dolm Sarcophagus
Daniel Backus, Keeper of the Thousand Year Cocoon
Chad Bale, Keeper of the Chimes of Misery
Noah Ban, Keeper of the Maze of Unending Pleasure
Joe Banner, Keeper of the Pedigree of Two-Faced Demons
Michael Barford, Keeper of the Eternal Chime
Lyndon Baugh, Keeper of the Trial of the Second Birth
Joe Beason, Keeper of the True Name of Ashmedai
David Beaudoin, Keeper of the Nightmare Crèche
Dan Behlings, Keeper of the Iridescent Ungulates
Mathias Belger, Keeper of the Spectral Hounds
Aaron Berger, Keeper of the Echo Plantations
Patrick Bethke, Keeper of Tarnat's Song for Battle
David Bowers, Keeper of the Rootless Forest
Matthieu Braboszcz, Keeper of the Mossy Robes of the Green Monk
Mick Bradley, Keeper of the Man Who is Naught but Mouths
Sophia Brandt, Keeper of the Dying Heart
Patrick Brannick, Keeper of the True Name of Abbadon
Simon Burdett, Keeper of the Agony Songs
Mike Burnett, Keeper of the Fire of Nal-K'aa
Neko Cam, Keeper of the Child Who Sings the Final Song
John Campbell, Keeper of the Dark Shard of Nemrath
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COVER ILLUSTRATION: VANDEL J ARDEN
LAYOUT: OLI JEFFERY. O.JEFFERY@GMAIL.COM
EDITING AND PROOFING: DAVID LAFRENIERE
EDITOR IN CHIEF: JASON CORDOVA

MISCELLANCY CONTRIBUTORS

Mick Bradley
 Jason Cordova
 Kristen D
 Egg Embry
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 Tomer Gurantz
 Jim Jones
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In Memory of Stewart Wieck
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