



Codex

The Gauntlet's monthly RPG zine

HEROES AND CRYSTAL KINGDOMS

A JRPG hack of The Indie Hack

TREPALLIDIC PARASITES

Crystalline spores are about to infect your Dungeon World campaign

KEEPERS OF ANTARRA

A new storytelling game set in a continent of unparalleled wonder and terror

THE FACETED ORDER

The Faceted Order will resist chaos and change in your fantasy world

GUARDIAN STONES

Bend dimensions with these magic items for Dungeon World

3 DOZEN RUMORS OF CRYSTAL FALLS TOWNSHIP

Damn fine rumors for modern mystery adventures

CRYSTAL





A NOTE ABOUT THE INDIE HACK

This game runs on The Indie Hack engine by Slade Stolar and you will need a copy of that game to play Heroes and Crystal Kingdoms. The free system resource document (SRD) for The Indie Hack can be found at scablandspress.com.

NEW AND CHANGED RULES

The attributes are different. Bravery is used for regular attacks and actions that require guts. Intellect is used for actions that require mental acuity or willpower. Charm is used for actions that require charisma or force of personality.

Exploration gear replaces individual non-martial mundane items. Each time a new tool is taken from this kit, add a damage detail with the name of the item obtained. Once expended, the exploration gear is gone, and all of the tools listed become part of your equipment. Each tool has 3 durability and 1 weight. Tools include: flint-and-tinder, blacksmithing tools, climbing tools, mirrors, rope, twine, and long sticks.

When you roll while hindered, roll two Light Dice and apply the highest.

Some skills or spells let you hold details. Details are held for a specified amount of time, usually until the end of combat, or until they are spent. You cannot spend held details from different sources on one skill or spell.

NEW TAGS AND TERMS

Concealable. An item with this tag can be hidden without spending details.

Focus. An item with this tag can help with spells once per 8-hour rest.

Kuhn. This is a more setting-appropriate name for Jingle.

Uses/Ammo/Armor/Durability. These indicate how many damage details a piece of equipment can take before it has to be fixed or replaced.

Weight/Load. The weight number determines how much space an item takes up. The load number determines how much you can carry. Worn and headgear items do not count against your load as long as you wear them. You can only wear one worn and one headgear item at a time. Other items do not count against your load as long as you can hold them.

Potion/Balsam. Potions heal damage. Balsams cure status details.

EQUIPMENT

COMMON (1 KUHN)

Dagger (3 durability, close, 1 weight, concealable)

Rod (2 durability, close, 1 weight, concealable, focus)

Staff (3 durability, close, 1 weight, focus)

Sword (4 durability, close, 1 weight)

Clothing (2 armor, worn, 1 weight, no proficiency required)

Hat (1 armor, headgear, 0 weight, no proficiency required)

Pack (8 load)

Sack (4+Intellect load)

Exploration Gear (3 uses, 3 weight)

Rations (4 uses, 1 weight)

Torches (4 uses, 1 weight)

Arrows (3 ammo, 0 weight)

Bullets (3 ammo, 0 weight)

SCARCE (2 KUHN)

Axe (4 durability, close, 2 weight, two-handed, deadly)

Bow (3 durability, very far, 1 weight, two-handed)

Greatsword (6 durability, close, 2 weight, two-handed)

Instrument (2 durability, very far, 1 weight, concealable, focus, directed)

Katana (2 durability, close, 1 weight, parry, directed)

Knuckle (4 durability, close, 2 weight, two-handed, parry)

Spear (4 durability, close, 2 weight, two-handed, directed)

Shield (2 armor, 1 weight)

Armor (4 armor, worn, 2 weight)

Helmet (2 armor, headgear, 1 weight)

Potion (3 uses, 1 weight)

Balsam (3 uses, 1 weight)

Journal (1 weight, concealable)

CHARACTER CREATION

Follow these steps to create a character:

Choose an Archetype.

Start with the Freelancer job.

Assign an extra [+1] to one attribute.

Spend kuhn from your starting gear if desired.

ARCHETYPES

Archetypes are common tropes that define your character's place in the world. There are seven archetypes.

No two characters may have the same archetype.

You cannot change your archetype later in the game.

JOBS

Jobs are the equivalent of classes in HaCK. The defining feature of jobs is that you can change them when a character completes a full rest. A full rest is about 8 hours long. When you change your job, change your attributes accordingly. You lose access to your old job's proficiencies, skills and spells, but gain those of your new job.

STARTING EQUIPMENT

Characters start with clothing, a pack, exploration gear, rations, and 5 kuhn.



ARCHETYPES

THE CHOSEN

Questions

Answer 2:

- Who or what chose you?
- What is your destiny?
- How do you embrace your fate?
- Who or what are your enemies?

Attributes

Bravery [+1], Intellect [-1], Charm [0]

Natural Aptitudes

Choose 2: Avoiding Spells - Endurance - Politics - Tactics

THE SURVIVOR

Questions

Answer 2:

- What did you lose?
- Who destroyed your home?
- Whose life do you value above your own?
- How will you avenge the fallen?

Attributes

Bravery [+1], Intellect [0], Charm [-1]

Natural Aptitudes

Choose 2: Endurance - Avoiding Traps - Smithing - Navigation

THE AMNESIAC

Questions

Answer 2:

- What did you forget?
- What have you been doing since you lost your memories?
- How do others remember you?
- What clue do you have to your past?

Attributes

Bravery [0], Intellect [-1], Charm [+1]

Natural Aptitudes

Choose 2: Identifying Symbols - Disguise - Stealth - Navigation

THE HEIR

Questions

Answer 2:

- What will you inherit?
- What are your ancestors known for?
- What must you defend?
- Who is waiting for an opportunity to betray you?

Attributes

Bravery [-1], Intellect [0], Charm [+1]

Natural Aptitudes

Choose 2: Avoiding Traps - Disguise - Politics - Tactics

THE DEVOUT

Questions

Answer 2:

- What would happen if your faith died?
- In what way are your fellow faithful corrupt?
- What holy rites must you follow?
- How does the world function?

Attributes

Bravery [-1], Intellect [+1], Charm [0]

Natural Aptitudes

Choose 2: Avoiding Spells - Identifying Symbols - Politics - Healing

THE PRODIGY

Questions

Answer 2:

- What did you study?
- What is the latest academic development?
- How hard did you work?
- In what regions are you famous?

Attributes

Bravery [0], Intellect [+1], Charm [-1]

Natural Aptitudes

Choose 2: Avoiding Spells - Identifying Symbols - Trade - Music

THE OUTSIDER

Questions

Answer 1 or 4:

- What are you?
- Where are you never welcome?
- Who is really in control of the world?
- Why is the world in danger?
- How are you or your people an enemy?
- What lies beyond?

Attributes

Bravery [0], Intellect [0], Charm [0]

Natural Aptitudes

Choose 4: Avoiding Traps - Disguise - Navigation - Stealth - Identifying Symbols - Fighting Humanoids

JOBS

FREELANCER

Attributes

Bravery [0], Intellect [0], Charm [0]

Proficiencies

All Weapons

Skills and Spells

Tracking (Skill: Test Intellect: Scene details can be spent to locate monsters.)

This Will Do (Skill: Test Intellect: An improvised weapon or shield can be used as though you are proficient with it. It has 1 Durability. Range and Weight depend on the object.)



MONK

Attributes

Bravery [+1], Intellect [-1], Charm [0]

Proficiencies

Unarmed Attacks, Knuckles

Skills and Spells

Flurry of Blows (Skill: If the group is outnumbered or facing a swarm and you are unarmed or using knuckles, apply twice as many damage details divided among the enemies.)

Natural Talent (Skill: While wearing no armor and wielding no weapon other than knuckles, you have help.)

WARRIOR

Attributes

Bravery [+1], Intellect [0], Charm [-1]

Proficiencies

Axes, Greatswords, Katanas, Spears, Swords, Armor, Helmets, Shields

Skills and Spells

Cover (Skill: You may take a close ally's damage details for yourself.)

Iron Wall (Skill: Once per combat, add a damage detail to a shield or armor to negate all GM details from a single roll.)

THIEF

Attributes

Bravery [0], Intellect [-1], Charm [+1]

Proficiencies

Daggers

Skills and Spells

Steal (Skill: Test Charm: Details can be spent one-to-one to obtain items from one enemy.)

Backstab (Skill: Test Bravery: Details can be spent one-to-one to add damage details to your next successful attack. The enemy cannot be aware of this attack before resolution.)

RED MAGE

Attributes

Bravery [-1], Intellect [0], Charm [+1]

Proficiencies

Swords

Skills and Spells

White Magic (Spell: Test Intellect: Details can be spent one-to-one to heal allies.)

Black Magic (Spell: Test Intellect: Details can be spent to deal ice, fire, or thunder damage to far enemies.)

WHITE MAGE

Attributes

Bravery [-1], Intellect [+1], Charm [0]

Proficiencies

Staves

Skills and Spells

Banishing Spell (Spell: Test Intellect: Number over indicates the number of undead or demon banished details.)

White Magic (Spell: Test Intellect: Details can be spent one-to-one to heal allies.)

BLACK MAGE

Attributes

Bravery [0], Intellect [+1], Charm [-1]

Proficiencies

Rods

Skills and Spells

Baleful Spell (Spell: Test Intellect: Details can be spent one-to-one to inflict one status detail on one enemy.)

Black Magic (Spell: Test Intellect: Details can be spent to deal ice, fire, or thunder damage to far enemies.)

BERSERKER

Attributes

Bravery [+1], Intellect [-1], Charm [0]

Proficiencies

Axes

Skills and Spells

Wanton Destruction (Skill: Test Bravery: Details can be held. While you have details, you have help, but can only attack enemies in close range. Spend a detail each turn to deal an additional damage detail to an enemy in close range.)

Smash (Skill: Test Bravery: Details can be held. Spend details to deal damage details to the armor or weapon of an enemy in close range.)

MYSTIC KNIGHT

Attributes

Bravery [0], Intellect [+1], Charm [-1]

Proficiencies

Swords, Armor, Helmets

Skills and Spells

Elemental Blade (Spell: Test Intellect: Details can be held. Spend details to change your weapon's elemental affinity.)

Spirit Barrier (Spell: Test Intellect: Details can be held. When damaged, spend details one-to-one to negate a damage detail from a spell.)

HUNTER

Attributes

Bravery [0], Intellect [-1], Charm [+1]

Proficiencies

Bows, Daggers

Skills and Spells

Favored Enemy (Skill: After a rest, declare a type of enemy. You have a natural aptitude in fighting that enemy type until the next time you rest.)

Blot Out the Sun (Skill: Test Bravery: Details can be spent to deal damage to up to 3 enemies at far range.)

SAMURAI

Attributes

Bravery [+1], Intellect [0], Charm [-1]

Proficiencies

Katanas, Armor, Helmets

Skills and Spells

Counter (Skill: When you take damage from a close enemy, you inflict a damage detail on them.)

Thousand Cuts (Skill: When facing a single enemy, apply twice as many damage details.)

BARD

Attributes

Bravery [-1], Intellect [0], Charm [+1]

Proficiencies

Axes, Rods, Instruments

Skills and Spells

Encouragement (Spell: Test Charm: Details can be held. Spend details to help an ally's defense without repercussion.)

War Song (Spell: Test Charm: Details can be held. Spend details to help an ally's attack without repercussion.)

MERCHANT

Attributes

Bravery [-1], Intellect [+1], Charm [0]

Proficiencies

Daggers, Staves

Skills and Spells

Trade Goods (Skill: Test Charm: Details can be spent one-to-one to gain 1 kuhn. You can only use this skill once before an 8-hour rest, and only in a safe and populated area.)

Very Important Party (Skill: You can afford a night of safety and luxury for 5 characters for the price of 1 kuhn instead of 3.)

DARK KNIGHT

Attributes

Bravery [+1], Intellect [0], Charm [-1]

Proficiencies

Greatswords, Swords, Armor, Helmets, Shields

Skills and Spells

Revenge (Skill: When you have reached half your fallen capacity, your attacks deal double the amount of damage details.)

Bane (Spell: You can take a damage detail to give yourself help on your attack roll for this turn.)

PALADIN

Attributes

Bravery [+1], Intellect [-1], Charm [0]

Proficiencies

Greatswords, Swords, Armor, Helmets, Shields

Skills and Spells

Fortitude (Skill: You are immune to the deadly tag.)

Heaven's Guard (Skill: Test Bravery: Details can be held. Spend one detail to negate all GM details from a single roll made against a close ally.)

DRAGON KNIGHT

Attributes

Bravery [0], Intellect [-1], Charm [+1]

Proficiencies

Spears, Armor, Helmets, Shields

Skills and Spells

Jump (Skill: Test Bravery: Details can be held. While you hold details, you are airborne. While airborne, any damage you take will remove all your held details and knock you back to the ground. Spend all your details next turn and deal that many damage details.)

Pierce (Skill: You don't have to spend details to use the directed tag.)

NINJA

Attributes

Bravery [-1], Intellect [0], Charm [+1]

Proficiencies

Daggers

Skills and Spells

Evasion (Skill: Test Intellect: Details can be held. Spend one detail to negate all GM details from a single roll made against you.)

Transience (Skill: When an enemy makes an attack against you and you evade it, either by rolling over or by using Evasion, make an attack against the enemy.)

TIME MAGE

Attributes

Bravery [-1], Intellect [+1], Charm [0]

Proficiencies

Staves

Skills and Spells

Slow (Spell: Test Intellect: Details can be held. Spend details to hinder an enemy at far range.)

Haste (Spell: Test Intellect: Details can be held. Spend details one-to-one to have you or an ally make an attack. Attacks made this way cannot be used to cast spells.)

BLUE MAGE

Attributes

Bravery [0], Intellect [+1], Charm [-1]

Proficiencies

Swords, Staves, Rods

Skills and Spells

Mimic (Spell: When you receive damage details from an skill or spell, you learn that skill or spell until you rest.)

Control (Spell: Test Charm: Details can be spent to control an enemy's next action. The target must be of CL lower than your highest attribute.)

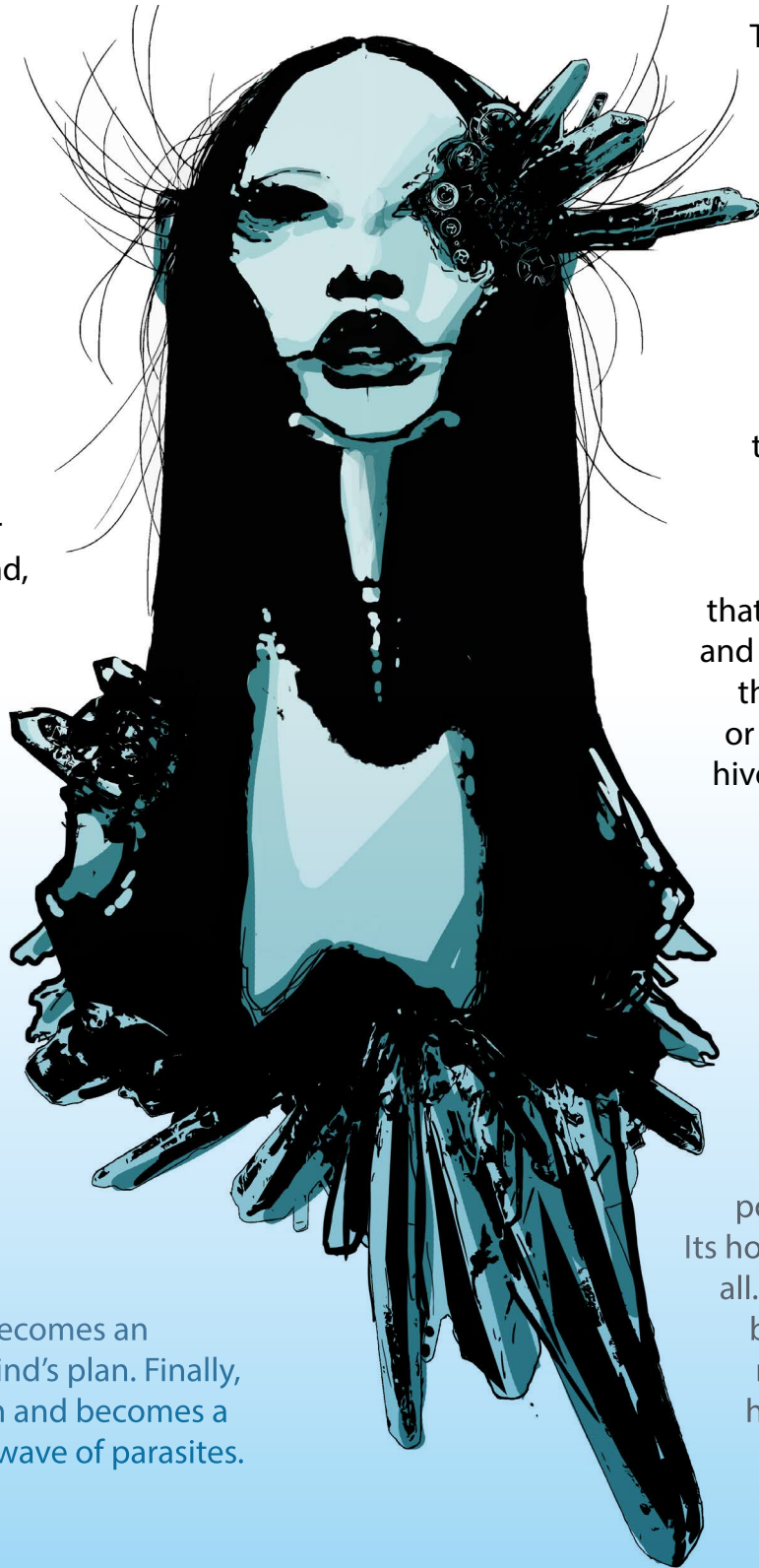
TREPALLIDIC PARASITES.

A collection of Dungeon World elements by Matt Stuart - Illustration by Vandel J. Arden

Something huge lurks in the deepest heart of the God's Maw. Blue crystalline funnels grow from its mass up to the edge of the chasm. When the moons are full, the funnels resonate and release delicate crystalline spore-webs onto the lunar winds. The spores drift for miles. Many die, but some happen across unlucky flesh.

When a spore takes root in a sentient host, it spreads its blue crystal web across part of their skin and grows. Tiny sacs of extremely virulent neurotoxin are released into the host if removal of the web is attempted. This poison will permanently paralyze the host. Soon, the host hears the constant, soft whisper of other hosts in their mind, and experiences a serene, benevolent presence, which offers advice and comfort to all. The host is part of a hivemind now, an outlying node of a web centered in a cyclopean cortex in the God's Maw chasm.

In time, if allowed to grow, the parasite will change the host's body, just as the benevolent presence will gain more control of the host's mind. A hunger for blood develops, then the host becomes an active agent in the hivemind's plan. Finally, the host is ready to bloom and becomes a staging rocket for a fresh wave of parasites.



The hivemind moves carefully in civilized areas. Its hosts generate goodwill and preach peace in the cities and villages, showing the benefits of being of one mind.

Local leaders are targeted and offered assistance, advice and gifts. They build settlements nearby that function effectively and well, demonstrating the benefits of allying or integrating with the hivemind. Then people begin to listen.

It's not long before the mistrustful are outnumbered by those sympathetic to, or part of, the hivemind. At that stage, the hivemind no longer sees any point in being careful. Its hosts have to eat, after all. Bloodfarms need to be built, stocked and maintained. And the hivemind must grow.

DANGER: THE CREEPING INFLUENCE OF THE HIVEMIND (CABAL)

Impulse: To absorb those in power; to grow

Grim Portents:

- There are rumours of bandits abducting people on the road.
- Merchants and other missing folk return to the city, secretly infected.
- The infected reveal themselves, seeking peace and friendship with offers of aid and assistance.
- Despite tension, the hivemind hosts are accepted and cement their hold on the ruling body.
- Bloodfarms are built, slaves are taken, resistance is absorbed or quashed, and the settlement becomes another part of the hivemind's web.

Impending Doom: Usurpation

PARASITE HOST

Group, Organised, Intelligent

1d6(Sword/Bow); HP4; 0 Armour

Close/Far

Special Qualities: Mindlink

Common folk from all walks of life, save for the odd crystalline webbing that clings to their bodies, their beatific smiles, and their thirst for blood.

- Know something intimate about you
- Work in perfect silent tandem to outmaneuver and outflank

PARASITE DEBUTANTE

Group

0 Damage; HP2; 0 Armour

Hand

Special Qualities: Mindlink

Eerily calm and covered in scintillating blue webbing. Radiant smile. Flesh bristles from underneath with the new crystalline life inside yearning to be free.

- Preach love and offer immortality
- Throw self on sharp object, then burst open with crystal-spores

CUSTOM MOVE

When you attempt to surgically remove a Trepallidic parasite from its host, roll+INT,

*On a 10+, the parasite is removed and choose 2 from the list. *On a 7-9, the parasite is removed and choose 1 from the list.

- You don't get infected.
- The patient isn't permanently paralysed.
- Mark XP for this fascinating experience (first time removing a parasite only).



COMPENDIUM CLASS: PARASITE HOST

Note: GMs can handle this Compendium Class in a couple of ways. One is to just present the class as standard, with the player having full access to its moves, so they know what's coming. Alternatively, present the moves to the host as they level, so they have no idea what's coming. The latter is recommended for groups who are comfortable with a body horror style of play.

When you are infected with a Trepallidic parasite, gain the Parasite Host compendium class. You gain the first move, Whispers of the Collective, immediately. When you do the Level Up procedure, you gain the next move in the compendium class sequence in addition to a move from your playbook.

MOVE 1: WHISPERS OF THE COLLECTIVE

When you focus on the whispers in the back of your mind and draw upon the collective wisdom of the parasite hivemind, you may Spout Lore as if you had rolled a 10+. You may do this once a session. Mark XP when you do.

MOVE 2: SWEETEST OF WINE

You no longer require rations but must subsist purely upon blood. The blood of men or beasts is fine, but you'll need 4HP worth to count as a ration. Everything is fine. We...you have nothing to worry about.

MOVE 3: THE HIVE DEMANDS

At the start of the session, We must roll +WIS. On a 10+, We choose 1. On a 7-9, We choose 1 and the GM chooses 1. On a 6-, the GM chooses 2:

- We must publicly promote and defend the benefits of being part of the hivemind.

- We must seduce/befriend an NPC. Who is it?
- We must infect an NPC. Whom and how?
- We must infect a PC. Whom and how?

MOVE 4: DEBUTANTE

We are now bristling with spores! The next time We take damage, We gloriously explode in a shower of gore and new shining life! Every creature in the immediate area must take some type of protective measure or be infected. We leave behind our cocoon of skin and gristle and live on in the heavenly sparks of firing neurons, working to bring all creatures into one.

MAGIC ITEM - SKULL OF THE SPOREMAKER

0 Weight, Fragile

The process of becoming a fecund debutante turns the host's own bones to brittle blue crystal. The violent birthing leaves behind ruptured skin and bone fragments. Sometimes the skull remains intact and is worth 1,000 coin to the right collector. It's also a potential back door into the neural network of the hivemind. However, this is not without risks.

When you stare deep into the sockets of the blue crystal skull, roll +WIS. *On a 10+, ask one. The GM answers truthfully. The GM asks you one, too, which you answer how you wish. *On a 7-9, ask and answer one. Both of you must answer truthfully.

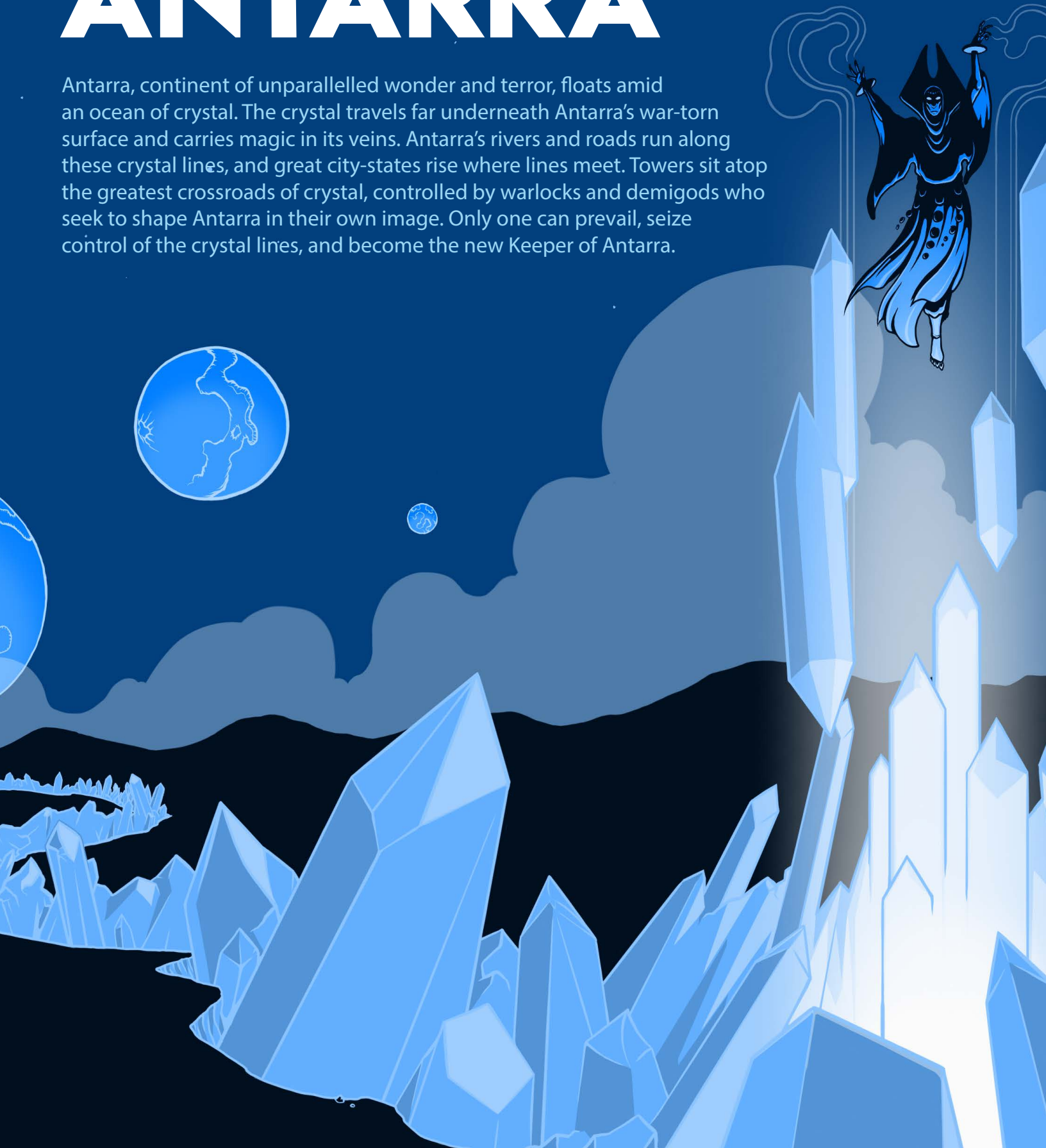
- Where are you?
- How are you vulnerable to me?
- What must I offer so we can become staunch allies?

KEEPERS OF ANTARRA

A storytelling game
by Steffie de Vaan

Illustration by Alex Prinz

Antarra, continent of unparalleled wonder and terror, floats amid an ocean of crystal. The crystal travels far underneath Antarra's war-torn surface and carries magic in its veins. Antarra's rivers and roads run along these crystal lines, and great city-states rise where lines meet. Towers sit atop the greatest crossroads of crystal, controlled by warlocks and demigods who seek to shape Antarra in their own image. Only one can prevail, seize control of the crystal lines, and become the new Keeper of Antarra.



YOU NEED

3-6 Players.

1 piece of paper, large enough to draw a quick map of Antarra.

1 piece of paper per player, to keep track of their tower.

1 set of tokens per player, plus 1 spare for the group: one each of black, blue, green, purple, red, and white. Glass beads are perfect, but pebbles colored with marker or nail polish will do.

1 cup per player, large enough to hide 6 tokens under.

1 d6 to roll for geographical features (optional).

SETTING THE STAGE

Draw a map of Antarra, crisscrossing it with crystal lines and creating enough crossroads for each player to choose one as their homebase. You can also mark geographical features, either by assigning them at will or by dividing the map in sections and rolling a d6 to determine (1) bayou or swamp, (2) desert, (3) forest or jungle, (4) mountains or volcanoes, (5) plains, (6) ruins of a lost civilization. If you played a previous game of Keepers of Antarra, consider setting your new game a century (or more) after, and using the landscape the last Keeper left behind.

Next, each player creates a keyword description, doodle, or sketch of their starting tower. Any size, shape and style will do, but remember part of the game is crafting the tower – it needs room to grow. Perhaps your character wrested their tower from an evil wizard and hasn't yet laid bare all its secrets. Or maybe they're a visitor to the planet and the "tower" is simply their crashed spaceship which they must painstakingly connect to the crystal lines.

Lastly, agree how many rounds you want to play (six works well), and give every player six tokens – one of each color – and a cup to hide them under.

TELLING THE STORY

The first player is the oldest in the group with the order of play then advancing to their right. Each player describes how their character builds their tower and affects Antarra on their turn. Your goal is to craft Antarra's story together — its history, the current struggle for dominion, and eventually its future. You can be as wild, fantastical, and wacky as you want.

Use the first round to introduce your character and set the stage. Don't give away everything yet; you want to build up your epic over the game. Maybe tell the other players your character is a demigod, tasked to prove their worth by raising a tower from the earth with their bare hands. Or they're an ancient lich, awoken after centuries of deathless slumber and struggling to understand the modern world. Use your tower sheet to keep track of what you add. This makes it easier to see where you want to take your story next, and for other players to check who the alien with the metal golem army was again.

Over the next rounds, continue your tale. Connect to your fellow players. Build on what they've said, offer alliances to your character's closest neighbors or launch troops against those who've earned your wrath. Allow your character to fail so their story becomes more interesting. Be descriptive. Don't say "also there's fire now" (unless delivered as a deadpan to make the other players laugh), but try "I reach up into the sky, grappling with the Sun who was once a lover of my father, and steal fire from his grasp to wreathe my tower."

Variant Rules

Keeper of Antarra uses multi-colored tokens to add both a random and tactical element to the game. You can't control which colors you'll receive, but you can decide which ones to move on and which to collect. However, you can use just one color of token if you want it to be a straight-up storytelling contest; the best storyteller gains the most tokens and wins by default.

Roughly halfway through the game, your character's tower begins to shape Antarra through the crystal lines. They clad their tower in fire, and wildfire consumes the lands around the lines. Their horde of undead spiders razes villages along the crystal lines until Antarra is as devoid of life as them. Or their wise and benevolent rule draws immigrants, who leave roads of innovation and prosperity in their wake.

After each round, select one token from your cup and slide it – hidden, so the color doesn't show – to the player who impressed you best. At the same time, collect any tokens you're offered – again, keeping them hidden – and place them under your cup. Try to collect as many tokens of the same color as you can.

THE EPILOGUE

At the end of the final round, when the last tokens changed owners, all players lift their cup. The player who collected the most tokens of the same color crafts an epilogue in which the power of their character's tower – be it for good or bad – rages across the crystal lines and changes Antarra in their image. They are ascendant: the new Keeper of Antarra.

RULES

- Give a token to the player who impressed you most that round. They can be the most gifted storyteller, the one who made you laugh, or simply the player who's struggling to craft a tale but still giving it their best. You needn't defend your choice.
- You must award a token at the end of each round. If you have four tokens left and they're all red, you'll have to part with a red. Antarra cannot be won until the game is finished.
- You can describe how your character's hordes advance on the enemy, or how they sent magic surging through the crystal lines

in an attack. The receiving player decides, when their turn comes up, how the attack resolves.

The same holds for actions that benefit other players; you can't force your character's healing magic on another, for example.



- If you figure out which color token a player is collecting – maybe because they passed several your way and they're never blue – you can't tell anyone. Don't be coy and hint about it either.
- The objective is to collect as many tokens of one color as possible: 4 blues, 1 white, and 1 red beats 3 whites and 3 reds.
- In case of a draw, check how many tokens the tied players collected of secondary colors: 4 blues and 2 whites beats 4 greens, 1 black, and 1 red.
- If those players are equal down to their last tokens, the remaining players each grab one more token (any color), and on the count of three give it to the tied player whose story they liked best overall. Whoever receives the most tokens in this tie-breaker becomes the new Keeper. If it's still a stalemate, their characters are perfectly matched and they craft the epilogue together.
- If you run out of tokens, immediately grab 6 new ones (one of each color) and continue playing.



THE KNIGHTS OF THE FACETED ORDER OF CRYSTAL

The Faceted Order of Crystal Knights, as it is sometimes called, was established by a rich and powerful alchemist long ago to protect his estate and laboratory. With his death, the knights dedicated themselves to maintaining order, at first on their patron's lands and gradually into the lands around their new headquarters. The Order's mandate has not changed in centuries: to maintain the status quo, to keep order, and to resist chaos and change in all things.

Perhaps the most recognizable trappings of the Order are their crystalline equipment—plate armor, shield, and sword. A knight of the Faceted Order of Crystal makes a magnificent, glittering spectacle entering town, turning all heads as they pass; children trail in their wake until their parents snatch them back. Most eyes that follow this procession of one are hooded and cautious, aware of their own guilt and transgressions, nervous in the face of the unflappable enforcement of an uncertain law.

It is said the Knights of the Order are absolutely incorruptible, choosing death over change or betrayal of their beliefs. They exist independent of any nation and are respected as stringent enforcers of law, for better or for worse. Some nations welcome them as potent enforcers of the law, but the Crystal Knights do not uphold the laws of any nation, but instead the laws of their own ethical code. While

they are respected for this, the Order has a reputation for inflexibility in the face of a changing world. Often their presence is seen as one of good and right, though their enforcement of their own concept of order can occasionally appear evil. Some nations that have undergone radical political change have had to go so far as to banish the Order of the Crystal Knights from their borders.

It is important to note that the Faceted Order of Crystal doesn't uphold truth or justice; their mandate is order—maintaining an unchanging world—and law—enforcing the letter of their Order's ethical code regardless of the laws of the land. Usually these two motivations are in alignment with each other, but sometimes not. The Knights of the Crystal Order are intractable; they cannot be swayed by emotion. They can, however, be reasoned with, so long as your argument is that their interpretation or application of the Order's law is incorrect. Once they have dedicated themselves to a cause they will not veer from it until their mission has been accomplished or they have died in its execution.

Rumors abound about how the weapons and armor of the Order are crafted, but most agree that it must be some secret alchemical technique passed down from the founder of the Order. Each knight's armor is custom-made and cannot easily be modified to fit another.

Establishing questions

Who is the head of their Order? How old is he?

What strange power do the Crystal Knights wield?

How does one become a Knight of the Faceted Order of Crystal?

Why are the Crystal Knights no longer welcome in this city or nation?

What dark secret is hiding behind the lawful face of the Order?

Dungeon World

Crystal Knight (solitary, intelligent, organized)

Sword (1d12 damage, 2 piercing), 16 HP, 3 armor

Close

Dressed in their signature crystalline armor, with their crystal shields and swords, the Knights of the Faceted Order of Crystal are a sparkling manifestation of the law. Most honest citizens appreciate their presence, and children stand in awe of them, but the wise give them a wide berth. There are few who dare to stand against these bright and terrible agents of order.

Instinct: To maintain the status quo.

Enforce the law

Stand against change

Crystal Greatsword (close, 2 weight)

One of the gleaming symbols of the Order, this perfect crystalline sword shines even in the slightest light. Etched with holy runes describing the Order's dedication to law, the blade of this sword is preternaturally sharp and pierces most armor with ease (2 piercing). The bearer of this sword increases their damage die when using it by one level (eg, d10 becomes d12), but the weapon cannot harm anyone who hasn't broken the law, passing through these targets harmlessly.

OSR

Knights of the Crystal Order

Armor as plate mail, HD 6 (48 hp), speed as race. Attacks with crystal sword for 1d10 damage.

Crystal Shield

A faceted shield of translucent crystal. Three times per day this shield can petrify an opponent that attacks the bearer. The petrification lasts 1d6 rounds and ends immediately if the petrified character is damaged. The bearer can roll a Wisdom saving throw to seek out the greatest manifestation of disorder in the area.



GUARDIAN STONES

A SUPPLEMENT FOR DUNGEON WORLD
BY ANDREW SHIELDS

ILLUSTRATION BY RAY OTUS

Once there were Guardians, who maintained the walls between dimensions. They had their doors and their magical equipment that let them move freely. No one knows much about them; they are mythical.

Bards who have studied planar spheres know these myths. That is how they explain what they call the Guardian Stones.

These tools look like gems, but are actually crystals. They are grown in the interstitial reality where dimensions are allowed to touch, sometimes called the “thin places.” Only the Guardians knew how to turn these crystals into the gem-like Guardian Stones, cutting them with superhuman precision.

ATTUNING

A Guardian Stone only works for someone who has attuned to it, someone who has matched their vibrational rhythms with the stone and shared their life force with it. This attuning can be done by meditating with the stone for at least an hour, or wearing it against one's skin for a few days. Those who understand the Guardian Stones well may be able to attune with one upon contact.

When you attempt to match your vibrational rhythms with a Guardian Stone, roll +WIS. *On a 10+, you feel the resonance of the Guardian Stone and become instinctively aware of its capacity, and are attuned to it. *On a 7-9, you attune to the Guardian Stone,

but also form a Bond: “Shares dreams and desires with the Guardian Stone.” The Guardian Stone wants to go to a place, and infects you with that desire. *On a 6-, you and the Guardian Stone are not compatible, and the Stone goes inert until someone else tries to attune to it.

If you resolve the Bond with the Guardian Stone, the attunement to that stone ends. You may attempt the Attuning move again.

If your Alignment is Chaotic, you cannot attune to a Guardian Stone. If you are any other Alignment, you may attune to a number of Guardian Stones equal to one for every two character levels. A Guardian Stone can be used as decoration, such as in a jewelry setting or embedded in the hilt of a sword.

BASIC FUNCTIONS OF THE GUARDIAN STONES

There are three common types of Stones: mystic stabilizers, helpers, and defenders.

Mystic stabilizers

Arcane stabilizers have a trilliant cut; divine stabilizers have a trillion cut.

Spelleasters attuned to a mystic stabilizer are able to use the Stone to resonate with the magical bleed from their casting and refocus it. 7-9 results on spellcasting rolls become 10+. A mystic stabilizer can also mitigate a single, energy-related mishap (perhaps as the result of a 6- on the casting), but if the caster does not have a Bond with the Stone, the attunement ends.

Helpers

These square cut Stones have a different color, depending on their type. Adept is purple; burglar is black; minstrel is green; protector is red; tracker is yellow; and warrior is blue.

When attuned, helper stones create harmonic projections that appear as flickering, crystalline humanoids about the size of a halfling. They do not speak, but have basic mental communication with the bearer attuned to the stone. If attacked, they will dissipate, but the bearer can do the Attuning move in order to make it appear again.

Helper projections have the following Hireling stats: 2 Loyalty and 2 in the relevant skill based on their type. The projections can manipulate physical objects and can eventually learn to speak more clearly to the bearer. They can even learn to speak aloud if the bearer wishes it. In general, helper projections don't stray more than 30 feet from their stones, at which point they begin to dissipate.

Defenders

These stones have a classic round cut. Their color is matched to their function. A bearer attuned to a defender stone gets +1 hold on the Defend move (even on a miss), so long as the extra hold is spent according to the following:

Green stone - Direct an attack from the thing you defend to yourself.

Red stone - Halve the attack's effect or damage.

Clear stone - Open up the attacker to an ally, giving the ally +1 forward against the attacker.

ADVANCED FUNCTIONS OF THE GUARDIAN STONES

The Guardian Stones were originally used as tools for the Guardians to stabilize dimensions. These advanced moves can be taken as class moves upon Level Up, so long as you have the proper training or insight. To use these moves, you must be attuned to a Guardian Stone.

Note: Lore suggests there are even more advanced functions. There are whispers of creating gates, hollowing out pocket dimensions, creating slave races of constructs fueled by harmonics, and surviving death as an insubstantial specter.

DISCERN ENERGIES

You are able to sense magic or cosmic energy in people, places, and things. This includes sensing how sturdy the dimensional walls are in a place; you can spot holes, cracks, and gates.

USE GATES

You can activate, open, navigate, close, and de-activate dimensional gates. The GM may require you to make an appropriate roll in order to do so. Mixed results on such rolls tend to result in a stuttering of the function, or opening to unexpected locations, or moving through time.

Three Dozen Rumors About CRYSTAL FALLS TOWNSHIP

Old man McShane has rebuilt his house four times. He won't listen to any talk about sinkholes and he won't abandon his kin, each of whom have been found missing after a collapse.

The old Simmons place on the north side of the lake is all boarded up now, but I heard that it used to be where bootleggers and mobsters would come down from the city and lay low until the heat was off. Say, I bet there might still be some cash hidden away inside.

Everyone knows that if you bring a bit of money to Mary O'Shaughnessy in her mobile home at the edge of town, she'll show you a good time. Few know that if you bring her blood or names or souls, she'll show you something else.

Some say the town used to be where the lake is, and that if you swim deep enough you will find the original town.

In 1954, the popular Heartland Bandstand TV show filmed an episode in the Crystal Falls High School gymnasium. The episode never aired because the gym caught fire, killing almost everyone inside, including host Chet Fontaine. They say a single reel of film survived the fire and is passed around among collectors of macabre memorabilia.

Maps and directions to the abandoned sawmill are inconsistent at best. Many claim to have encountered it while out in the woods, but always after they've become lost. These same people all have the words "KNOT ME" scratched and scarred into their skin, but can't remember how it got there, or how they got back, come to think of it.

After a particularly violent windstorm, a fallen tree's pitched root plate revealed a buried concrete vault with a U.S. Department of War's emblem stenciled on its hermetic steel door. The door had been welded shut. The State Environmental Protection Division sent an agent out to investigate. A Department of Energy contractor appeared a week later to fill the vault with concrete. Nobody could say why.

No cats allowed to roam freely remain in Crystal Falls for more than a few days.

No matter what you buy in the hardware store, you'll always get back a two-dollar bill, three dimes, and some advice: "Don't go guessing any names out here!"

By ordinance, Lake Crystal Falls is closed to swimming for three days following the Summer Solstice. No one knows why, but it was mandated by the town's founders.

After the end of the season, the Crystal Falls High School mascot costume is set alight on a pyre in the town square. No one remembers when or why the tradition began, but there certainly isn't anything sinister about it.

The Burton and Whitlock families have been feuding as long as anyone can remember. When the smallest of disputes between any two people in Crystal Falls occurs, you best be prepared to choose a side, even if you're just passing through.

There is a second, older sewer system built under the city and draining far out in the woods. Most of its inlets have been blocked off by new construction. There are no maps of it in City Hall and it is clear great pains were taken when building the new system to avoid any connection.

You can still find posters proclaiming Crystal Falls' own Mark Mathews, then a U.S. Senator, running for the office of President. No one knows why he suddenly dropped out or why most outsiders are unaware of his campaign.

Mrs. Goodchild, Principal of Crystal Falls Middle School, is a good woman who keeps the students in check and ensures the school always passes state education board evaluations. So was her mother, the principal before her, and her grandmother, the principal before that. Come to think of it, there has always been a Goodchild working at the school in some capacity.

Heading off Highway 2, there is still a banner for the '82 Lilac Parade. Everyone pretends not to remember.

Laws and punishments concerning witchcraft still take up the first four pages of the town's official code. Judge Packerson refuses to even entertain the idea of getting rid of them.

The summer camps at Crystal Falls strictly forbid stuffed animals and dolls. They claim it's to cut down on allergies, but the locals get nervous when you ask about it.

Concrete Town Hall

Post Office

Northwest Cedar Salvage Co.

Dave's Towing
360.853.743

Silo Park

Skateboard Park

Concrete Chamber & Licensing

to Basics Sewing
rete Laundromat

ers Insurance

Hub Bar & Grill

River Woodworks
Wood Furniture

Bar Inn Restaurant

ore
Store

ay Books

are

ub Park

strooms

Many children around town seem to have adopted an imaginary friend called Miss Shiny, who they blame for various pranks and acts of vandalism. It is suspected by the librarian that they are just mimicking a similar event recorded in the town's newspaper twenty years ago.

Don't look too close at the photos on the wall at Whittaker's Dinner. You might notice a strange one of figures in robes, and Whittaker takes note of anyone who actually looks at that photo.

I once gazed into Lake Crystal Falls and it gazed back. We smiled at each other, and as I learned the infinite details of its spirit, it too learned mine. I am no longer certain where it begins and I end or vice versa, or whether there is a me anymore or just Lake Crystal Falls.

Every famous U.S. serial killer in the past 60 years has visited the town during its Winter Solstice festival the year before their disappearance, capture, or death. And those are just the ones who made the news.

New graves sometimes appear at Cathedral Cemetery, despite the fact the cathedral has been derelict since "the scandal" caused Father Brown to be defrocked.

Once per day, Ernestine Jenkins makes the long trek from her house on Rutherford Street to the downtown pharmacy, where she purchases a cherry coke. She does not speak a word during her walk, but if you stop her, she will whisper something to you about the town's ancient past.

It was discovered by a genealogy enthusiast that everyone who has drowned in Lake Crystal Falls in the last 100 years has been related in some way. Most of the victims were not aware of family connections to the area and were only there for a short stay.

Quentin Hall, owner of the local haunted house attraction, has experienced several failed attempts on his life. No one has determined who wants him dead, or why.

Ronnie says the eyes of that animatronic sasquatch outside Lee's Sporting Goods follow him. What a nincompoop, right?

The Lake Crystal Falls hedge maze can apparently be solved if you go through the Zodiac gates in order. Kimmy Dockins figured it out and when she walked through the final gate, she was never heard from again.

There's a derelict cellular tower from the 1980s near the falls. Locals say tourists get lost on the trails because devices won't work inside the tower's range. Surely that doesn't apply to maps and compasses, right?

There is a place in the woods about a mile off Williams Road where teenagers go to yell and scream and make a ruckus, but every sound they make in that spot gets swallowed up—it is always absolutely silent. Kids say they sometimes hear the sounds they made in random places around town a few days later.

In the 80s, Will Harton embezzled nearly a hundred thousand dollars from the North Ridge development project. A cop pulled him over on Road 21, but he fled into the bush with nothing but a briefcase full of cash. He was never seen again, but the story is that every now and again, kids find money in the creek and try to buy candy with wet one hundred dollar bills.

Every day at 2PM, Mark Sinclair comes into Doe's Diner for a slice of homemade pie and two cups of coffee. Doe's closed down years ago, but if you happen to drive past the old building, you might catch a glimpse of him, fork in hand.

Some say, out in the shelterbelt, the Poplar Street Hound still roams. Protecting the very spot where its owner, Robin, was attacked by a wolf, the dog stands sentry, covered in blood. Oddly, the wolf was never found.

From the picture on the label, everyone expects the Crystal Falls Bottled Water Company to be on the lakeside or connected to a stream. The actual address is a square mile of chain link fence in the woods guarded by members of the United States Air Force.

It is not stated in their terms of service, but Meetup.com no longer supports groups in the Crystal Falls area.

Don't look at the Google Street View image of 1427 Copperhead Trail. Just... don't.

They have seen BOB: Michael Barford, Kate Bullock, Nicholas Carter, Jason Cordova, Paul Edson, Daniel Fowler, Josh Gary, Tomer Gurantz, Logan Howard, Andrew Huffaker, Jasen Johns, David LaFreniere, Mikel Matthews, James Mullen, Michael Prescott, Ferrell Riley, Dylan Ross, Jesse Ross, Steve Sigety, Matt Stuart, Lester Ward, River Williamson. Photos from https://commons.wikimedia.org/wiki/File:Silvana,_WA_countryside_01.jpg, <https://www.flickr.com/photos/sbeebe/5225637582> and https://en.wikipedia.org/wiki/Concrete,_Washington, https://upload.wikimedia.org/wikipedia/commons/f/f8/Pegasus_Restaurant_and_Lounge_%28Tacoma%2C_Washington%29.JPG

CODEX KEEPERS

Aaron, Keeper of the Child Upon Whom We Dare Not Look
Rob Abrazado, Keeper of the Purple Falsehood
Acritarche, Keeper of the Diary of Sanguine is the Eye
Joaquin Aguirrezabalaga, Keeper of the Blood of Lursiss
Vendevogel Alain, Keeper of the Omegatherion of Fasar
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
Al Billings, Keeper of the Dun Spirit of Disobedience
André Bogaz e Souza, Keeper of the Refined Rose Dust of Daar Angúl
Robert Bohl, Keeper of the Mutinous Younglings
David Bowers, Keeper of the Rootless Forest
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
Brett, Keeper of the Seven False Smiles
Simon Burdett, Keeper of the Agony Songs
Mike Burnett, Keeper of the Fire of Nal-K'aa
Neko Cam, Keeper of the Child Who Sings the Final Song
John Campbell, Keeper of the Dark Shard of Nemrath
Mike Carlson, Keeper of the Obsidian Forests of Yend
Matthew Caulder, Keeper of the Blue Masquerade
Bay Chang, Keeper of the Heart of Lursiss
Jeremy Christian, Keeper of the Spiral Nemesis
Nic Clark, Keeper of the Torment Gardens
Ewen Cluny, Keeper of the Temple of the Golden Sky
Jeffery Collyer, Keeper of the Oneirophrenic Chords
Jonathan Cook, Keeper of the Quay of Memory and Sadness
Robert Corr, Keeper of the Ram That Whispers Lies
Luke Cox, Keeper of the Screaming Statuary
Jason Cox, Keeper of the Fabulous Fish Parade
Yoshi Creelman, Keeper of the Triton's Blessing

Ian Crockett, Keeper of the God-King's Viscera
Jason D'Angelo, Keeper of the Merry Abbatoir
Love Dahlgren, Keeper of the Last True Pages
Darkasthme, Keeper of the Reflecting Pool of Galaurang
Tom Davies, Keeper of the Glossary of Blades
Alex Davis, Keeper of the Joyous Pit
Kristen Davis-Owen, Keeper of the Whispering Menace
Joshua DeGagne, Keeper of the Sword of Aloester Graymantle
Jacob Densford, Keeper of the Rusted Metropolis
Rob Deobald, Keeper of the Child Who Turns the Key
Derek, Keeper of the Golden Scar
Steven desJardins, Keeper of the Black Between the Stars
Mark DesLauriers, Keeper of the Goblet of the Maudlin Priest
Mark Diaz Truman, Keeper of the Clockwork Corvid
Dan Domme, Keeper of the Teeth Tithings
Ian Donald, Keeper of the Dying Grottoes
David Dorward, Keeper of the Fetid King's Ashes
Matt Doughty, Keeper of the Well of Immaculate Blood
Tim Dreier, Keeper of the Bone Crown of Old King Smule
Herman Duyker, Keeper of the Beast Masks
Isaac Eccles, Keeper of the Golden Nimbus
edchuk, Keeper of the Sorrow of Morning Mist Castle
Matthew Egger, Keeper of the White Bats of Good Queen Jedra
Kurt Ellison, Keeper of the Shining Sadness
Jennifer Erixon, Keeper of the Spider Tombs
Charlie Etheridge-Nunn, Keeper of the Unsolvable Riddle
Andy Evans, Keeper of the Woman Who Scrawls the Symbols
Joshua Faller, Keeper of the Shrine of Melchior
Mark Fenlon, Keeper of the Undulating Brood of Clarissa Dunlop
John Fiala, Keeper of the Rainbow Shores
Kevin Flynn, Keeper of the Vermin Chaplet
Adam Flynn, Keeper of the Six-Tailed Dog-beasts
Daniel Fowler, Keeper of the Unidentified Artifacts
Josh Fox, Keeper of the Pitch-Black Sails
Lowell Francis, Keeper of the Black Quill
Francisco, Keeper of the Broken Blade
Michael Friese, Keeper of the Smoke Sylphs
Mirko Froehlich, Keeper of the Man Who Dies Every Third Day
Tomer G, Keeper of the Squamous Beast Below
Yochai Gal, Keeper of the Crying Mirrors
Nicolás Garcia Lanza, Keeper of the Mossy Robes of the Green Monk
Josh Gary, Keeper of the Windswept Plane of Dust
Charles Gatz, Keeper of the Last Words of the Drowned Men
Gordon Gauchat, Keeper of the Revenant Chord
Gregory Gelder, Keeper of the Knight of Mums
Edgar Gonzalez, Keeper of the Iridescent Forest
Steve Gooch, Keeper of the Little Box with a Tongue and Mirror Inside
Christopher Grey, Keeper of the Lies of the Child Kingdom

Greyhoof, Keeper of the Jale Putrescence	Kevin Lovecraft, Keeper of the Flesh-Bound Book
Derek Grimm, Keeper of the Spirit Discs	Patrick Maguire, Keeper of the Bloody Road to Bellet Osc
Matthew Gushta, Keeper of the First Oak	Jeremy Mahr, Keeper of the Almanac of Leng
Daniel Hagglund, Keeper of the First Offspring	Steve Mains, the Keeper Who is Beyond Our Reach
Erik Harder, Keeper of the Lists of Shame	Eric Maloof, Keeper of the Child Who is a Nest for Spiders
Patrick Harris, Keeper of the Endless Spire	Josh Mannon, Keeper of the Twisted Teeth of Garthuul
Rob Hebert, Keeper of the Leonine Sun	Volker Mantel, Keeper of the Children of Malgolian
Michael Heiligenstein, Keeper of the Child Who Repeats the Numbers	Manu Marron, Keeper of the Automata Philosophica
Edward Hickcox, Keeper of the Bridge of Wanderers	Keith Martin, Keeper of the Woman Who Screams the Prophecies
Brian Holland, Keeper of the Book of Infinite Zeroes	Jason Martinez, Keeper of the Woman Whose Face is Naught But Tentacles
Nicholas Hopkins, Keeper of the Passage to Dim Carcosa	Colin Matter, Keeper of the Labyrinth Beneath the Sands
Matt Horam, Keeper of the Thirty Virginal Plum Trees	Mikel Matthews, Keeper of the Scarification Blades
Logan Howard, Keeper of the Broken Blade	Andrew Mayer, Keeper of the Sandstone Mysteries
Andrew Huffaker, Keeper of the Worm Bone Frescoes	Donogh McCarthy, Keeper of the Nine Dread Names
Christian Hundahl, Keeper of the Nightmare Diadems	Lee McDaniel, Keeper of the Crown of King Ahanu the Laughing
Spencer Isdahl, Keeper of the Steel Blessing of Ares	Tom McGrenery, Keeper of the Two Tongues
Johan Jaurin, Keeper of the Laughing Chaos	Casey McKenzie, Keeper of the Pain Repast
Tim Jensen, Keeper of the Pilgrim's Forge	Christo Meid, Keeper of the Tainted Feast
Jeremy, Keeper of the Maddening Rhymes	Michael Mendoza, Keeper of the Sleeping Pygmy
Joshua, Keeper of the Purified Liquids of the Golden Mule	Darius Meskauskas, Keeper of the Unseen Moons
Damion Junk, Keeper of the Joyous Pit	Ben Miller, Keeper of Kulaja's Spontaneous Bifurcation
Kalahan, Keeper of the Coward's Shield	Christopher Moore, Keeper of the Five Poisons
Derek Kamal, Keeper of the Sacred Bees and the Honey of Salvation	Steve Moore, Keeper of the Final Syllable, Which Must Not Be Uttered
Stephen Karnes, Keeper of the Hare Skull and the Blue Candle	Joby Morey, Keeper of the Milk-White Putrescence
Jay Kemberling, Keeper of the Hollow Squire	Harry Morris, Keeper of the Sebayt of Silver Dreaming
Erin Kenny, Keeper of the Child Who is Cloaked in Mist	Jim Morris, Keeper of the Darkstar Instruments
Colin Kierans, Keeper of the Blood Binding Chamber	Jim Morrison, Keeper of the First Starlight
Kirt, Keeper of the Voidbeaver Idol	Douglas Mota, Keeper of the Word that Binds and Blinds
Kurt Klassen, Keeper of the Everlasting Wound	Ken Napper, Keeper of the Chambers of Gentle Understanding
Matthew Klein, Keeper of the Crystal Grotto	Wesley Naval, Keeper of the One-Way Door
Patrick Knowles, Keeper of the Violation Hymns	Joe Nehmer, Keeper of the Pungi of the Serpent Queen
Ilmari Korpi, Keeper of the Path of Cenduwain Rose-Whisperer	Phillip Neitzel, Keeper of the Oculus Tenebris
Ben Kramer, Keeper of the Book of False Rituals	Adam Ness, Keeper of the Axe of Jeffery Bleakwood
Kyle, Keeper of the Forty-Four Shrines	John Nolan, Keeper of the Crown of Good King Edwall
Taylor LaBresh, Keeper of the Prismatic River	Robert Nolan, Keeper of the Furtive Manikin
Maxime Lacoste, Keeper of the Silver Rods	Adam Nordin, Keeper of the Vault of Atrocities
David LaFreniere, Keeper of the Six Questions	Candida Norwood, Keeper of the Weeping Cells
Jesse Larimer, Keeper of the Wisdom of the Eight-Legged She	Patrick O'Leary, Keeper of the Reel of Dreams
Dirk Leichty, Keeper of the First Lines	Tyler Oden, Keeper of the Blessed Venom Sacs
Arthur Lender, Keeper of the Dire Pigs of Moloch	Christopher Onstad, Keeper of the Ancient Ungulate
Daniel Lewis, Keeper of the Unspeakable Fixation	Oporst, Keeper of the Bright Eyes of St. Hanneffin the Flame
David Lewis, Keeper of the Titan's Skull	Johannes Oppermann, Keeper of the Temporal Rift
Shane Liebling, Keeper of the Unlearnable Alphabet	Justin Ortega, Keeper of the Midnight Palace
Arnulph de Lisieux, Keeper of the Winter Reverie	Ray Otus, Keeper of the Endless Page
Daniel Lofton, Keeper of the Ebony Cat and All We Deem Above Her	Thorsten Panknin, Keeper of the Invisible Candle
David Lombardo, Keeper of the World Teeth	Spencer Paskett, Keeper of the Flask of Sorrows
Tyler Lominack, Keeper of the Burning Pages	Will Patterson, Keeper of the Child's Dream

Wayne Peacock, Keeper of the Amber Horn of Heléthe
Antoine Pemple, Keeper of the Jale Dream
Pedro Pereira, Keeper of the Maggot Godling
Patrick Perkins, Keeper of the Vernal Extraction
Ross Peterman, Keeper of the Resonant Heartstones
Philippe, Keeper of the Sentry Pines
Davide Pignedoli, Keeper of the Magister's Chain
Vincent Quigley, Keeper of the Sword of Aloester Graymantle
Mike Quintanilla, Keeper of the Spagyric Manifolds
Robert Quintero, Keeper of the Library of Eidoloss
Johannes Rasmussen, Keeper of the Nine-Fold Edge
Tommy Rayburn, Keeper of the One Who Grinds Your Skin
Frank Reding, Keeper of the Land that is Naught but Salt and Mysteries
Gerrit Reininghaus, Keeper of the Voice of the Silent Emperor
David Rezak, Keeper of the Three-Headed Coin
Sam Richardson, Keeper of the Inscrutable Circle
Josh Riggins, Keeper of the Star Bears of Kazarak
Ferrell Riley, Keeper of the Rodent's Wisdom
Maria Rivera, Keeper of the Crystal Shards
John Roberts, Keeper of the Sword of St. Murienne
Richard Rogers, Keeper of the Fathomless Well
Dylan Ross, the First Keeper
Jesse Ross, Keeper of the Broken Forge
David Rothfeder, Keeper of the Hull of the Void Hatred
Richard Ruane, Keeper of the Sacred Malignance
Robert Ruthven, Keeper of the Hidden Moors
Blake Ryan, Keeper of the Words of Dissolution and Wonder
Ryan, Keeper of the Locks without Key
Blake Ryan, Keeper of Those Who Feel the Harrowing Eternity
Ramanan, Keeper of the Book of Old Supplications and Rites
Jorge Salazar, Keeper of the Red King's Heart
Marius Salsbury, Keeper of the Milk of the Serpent Queen
Greg Sanders, Keeper of the Fragrant Void
Samuel Sarjant, Keeper of the Devil's Decoction
savageslack, Keeper of the Seven False Smiles
Ray Sawyer, Keeper of the Oblique Atlas
Rowdy Scarlett, Keeper of the Bones of the Grey Rangers
Mendel Schmiedekamp, Keeper of Grandmother Bleakwood's Recipe Box
Aniket Schneider, Keeper of Nine Rooks
Mick Schouten, Keeper of the Child Who Creeps and Crawls
Jeremy Scott, Keeper of the Brazier of Azad-Kan
Mike Scullen, Keeper of the Unspoken Oath
Seth, Keeper of the Wanderer's Prison
Sherman Sheftall, Keeper of the Impaling Tower of Old King Allonde
Rach Shelkey, Keeper of the Tomb of the Winter Khan
Dan Shimizu, Keeper of the Child Who is Wreathed in Flame
Michael Siebold, Keeper of the Horn of Nammu

Fraser Simons, Keeper of the Neon Veil
Kyle Simons, Keeper of the Tome of Heroes
Rustin Simons, Keeper of the Buried Box Which Must Never Be Found
Samuel Slocum, Keeper of the House Without Doors
Quintin Smith, Keeper of the Silent Seat
Matt Smith, Keeper of the Six Songs that Stain the Soul
Chris Sniezak, Keeper of the Undying Voice
Greg Soper, Keeper of the Mother's Kiss
Enoch Starnes, Keeper of the Machine That Must Not Stop
Maciej Starzycki, Keeper of the Bone Reliquary
James Steinberg, Keeper of the Astral Blades
Keith Stetson, Keeper of the Woman Who Mutters the True Name of God
Erica Stevenson, Keeper of the Forty Funereal Rites
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COVER ILLUSTRATION: VANDEL J. ARDEN
EDITING AND PROOFING: DAVID LAFRENIERE

LAYOUT: OLI JEFFERY. O.JEFFERY@GMAIL.COM
EDITOR IN CHIEF: JASON CORDOVA