



4d6

The First Publication: Pocket Full of Monsters

Please be Kind :)

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PRAKKA



Prakka are a simple bipedal Crustacoid. Thorax, Abdomen, Claws and Uropods, as is standard. Their colouring signifies how pregnant they are, with their carapace turning a blueish hue. The more blue, the closer they are to releasing their Clutch. As well, they become more dangerous. A feral instinct to protect their eggs lays underneath the shell. Once the clutch is released, the blue hue and feral instincts recede back to sedentary pink.

Prakka mature quickly, molting through their juvenile stages in a few weeks. As such, they are an excellent food source. Additionally, the eggs are quite nutritious and taste excellent with a bit of garlic, butter and bread.

Basic Attacks:

- Claw: 2 AP, 1d4 damage
- Bite: 3 AP, 1d6 damage

Techniques:

- Charge: 3 Ap - Move up to 4 units in a line, ignoring Exploit Attacks. Make a standard melee attack with +1 damage to a single target on/next to that line.
- Deny: (-1 AP) Choose a hostile (4 units range). That target has Nubs when attacking you until your next turn
- Rush: (-1 Ap) - add power ranks to next attack (As a reaction, this can be used with an Exploit Attack)

<i>Skillsaves</i>	<i>Total</i>	<i>Dubs</i>
Power	2	✓
Reflexes	1	
Guts	2	✓
Charm	0	
Smarts	0	
Wits	1	
Psyche	1	

Health:	17
DR/Physical	2
DR/Ether	0
Dodge ○	0
Timing ○	1d6
Speed	6/4
Action Points	4

Fleshling

A cruel and insatiable Horror. This uncomfortable monstrosity consumes whatever it can touch. Concerned only with its own survival, nothing is sacrosanct - Nothing is sacred.

In the rare moments between meals, the **Fleshling** jibbers and screeches constantly. A maddening noise, known only by the dead or dying victims that litter its den.

NOTE: Weak against Fire!

Basic Attacks:

- Slash: 2 AP, 1d6+2 damage
- Chomp: 3 AP, 2d6+2 damage
- Spit: 3 AP, 5 unit range, 1d6+2 Ether

Ether Abilities

- Screech: 3 AP, Nova 4, Guts vs Stun
- Consume Flesh: 3 AP, Gain 2d6+3 health

Bloodlust:

- If the **Fleshling** makes an attack that deals lethal damage, they gain:

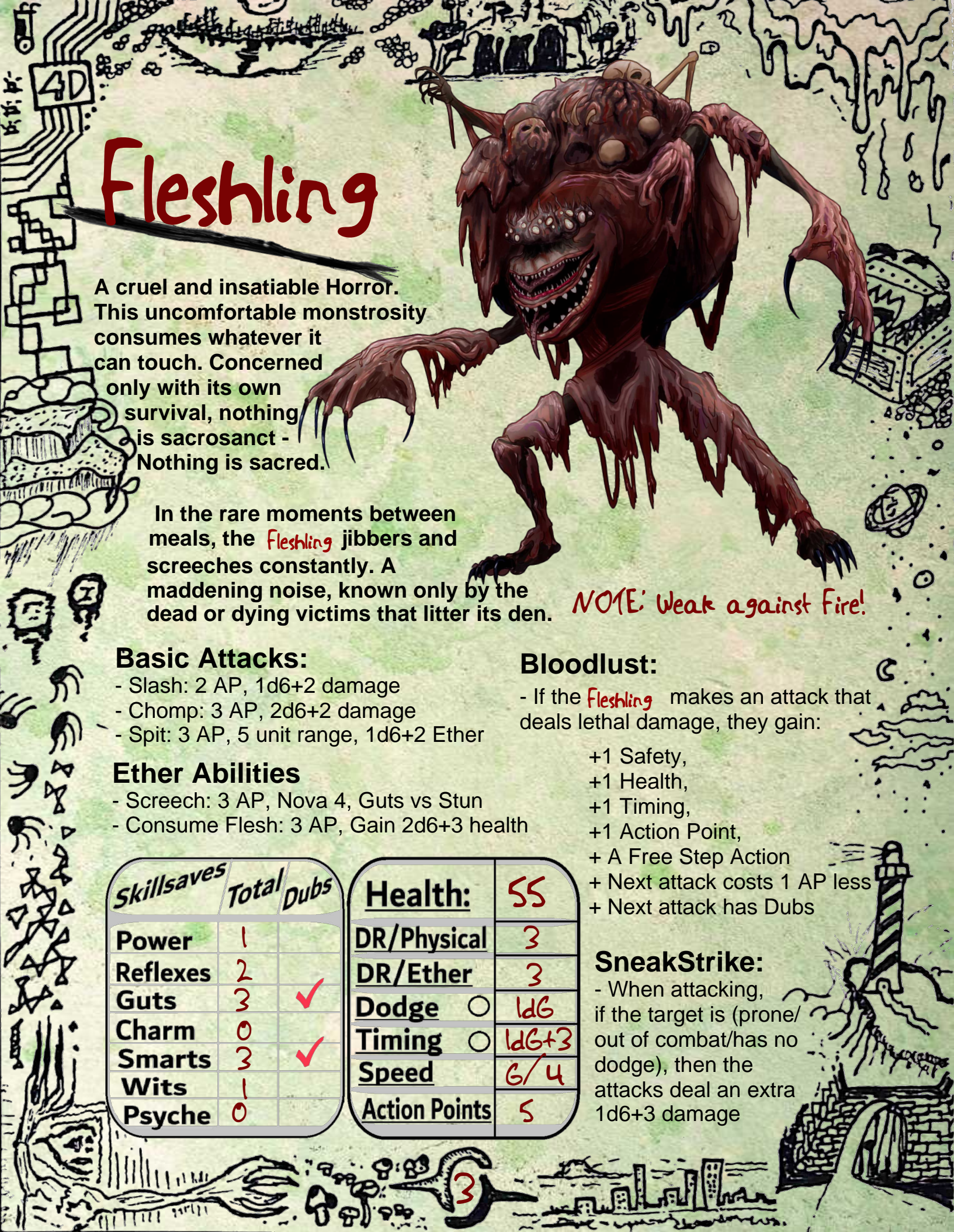
- +1 Safety,
- +1 Health,
- +1 Timing,
- +1 Action Point,
- + A Free Step Action
- + Next attack costs 1 AP less
- + Next attack has Dubs

SneakStrike:

- When attacking, if the target is (prone/out of combat/has no dodge), then the attacks deal an extra 1d6+3 damage

<i>Skillsaves</i>	<i>Total</i>	<i>Dubs</i>
Power	1	
Reflexes	2	
Guts	3	✓
Charm	0	
Smarts	3	✓
Wits	1	
Psyche	0	

Health:	55
DR/Physical	3
DR/Ether	3
Dodge ○	1d6
Timing ○	1d6+3
Speed	6/4
Action Points	5



Sheggo

NOTE:

Weak against Ether

The Sheggo is a creature between States. When in the Physical Realm, it is often considered a Fey Creature - a Phoenix. However, between its legendary lives, the Phoenix undergoes its own transitions. Travelling between realms and places, the Other Side of the Phoenix life is that of the Sheggo, an unsleeping hunter.

They will relentlessly pursue any living thing, and attempt to consume its shadow. Creatures without shadows are walking dead. The body can no longer resist it's environment, the mind no longer able to process stimuli. A remnant of a husk of what it was.

Ether Abilities:

- Spread Shadows: 3 AP, Nova 5 units. Darkness spreads from the Sheggo in all directions, blinding any within its effect. While blind, all non-move actions have a 50/50 failure chance. This effect lasts until the Sheggos next turn.

<i>Skillsaves</i>	<i>Total</i>	<i>Dubs</i>
Power	0	
Reflexes	2	
Guts	3	
Charm	3	✓
Smarts	2	
Wits	3	✓
Psyche	1	

Health:	67
DR/Physical	4
DR/Ether	0
Dodge ✓	1d6+1
Timing ○	1d6+2
Speed	7/7
Action Points	6

Basic Attacks:

- Scratch: 2 AP, 2d6 Melee damage
- Gunk: 3 AP, 1d6+3 physical, 4 unit range
- Burst: 3 AP, 2d6 Ether, Nova 1
- Wing Beats: 4 AP, 3d6 Ether, Wave 4 units

ROV-34 aka Bubblegum

Notes:

- Can climb freely
- Creates 3 safeties on its turn.
- Potentially Friendly



Technically a "Failed" Experiment of Capital General Chimerix Program, R0V34 was deemed too friendly for its military purposes. Originally designed as a scout and support unit, repeated modifications have forced genetic compensation - Extra size, toxic tongue tendrils, and a loss of eyesight. The senses of Hearing and Smelling and Tasting are so strong, the eyes were deemed irrational and removed.

The fur is so thick and dense, it can bond to almost any surface utilizing Van der Waals Forces. It is also resilient against impacts and damage, as well as is hydrophobic. While still a serious threat, R0V34's natural disposition are curiosity and intrigue. It will only attack what it perceives as a threat to itself or it's "friends".

Ether Abilities:

- Neurotoxins: 2 AP, 2 unit range. Guts check vs. target becomes poisoned 3 rounds
- Bark: 4 AP, Nova 2. Guts check vs, targets take 1d6 damage and must make a standard move away from R0V34 on their turn.

<i>Skillsaves</i>	<i>Total</i>	<i>Dubs</i>
Power	2	
Reflexes	3	✓
Guts	1	
Charm	4	✓
Smarts	1	
Wits	2	
Psyche	4	✓

Health:	29
DR/Physical	3
DR/Ether	1
Dodge ○	2d6
Timing ○	1d6+1
Speed	8/6
Action Points	6

Basic Attacks:

- Tackle: 3 AP - May move up to 4 units in a line, dealing 2d6+1 damage to one target next to/on that line.
- Chomp: 3 AP - deals 2d6+3 damage
- Dart: 4 AP - 2 unit range, Deals 1d6+1 damage to target. Guts check vs, target becomes Stunned

WURMDOGS

Warning: Immune
to Ether Effects!

Warning: Explodes
after Death, Nova
1d6 unpreventable
damage. Guts vs G,
become Infected

Wurmdoggs are a disgusting colony of weird hookwurms. They utilize any living tissue and organs, as well as each other, to form a larger creature. Often taking a Quadrupedal form and stealing enough materials to make threatening appendages, these creatures work together in sequence to hold form and shape. They can grow quite large, and even utilize Bipedal forms - or even forms with wings.

Do not underestimate them. Where there is one, there is often many - And while they may be loose colonies haphazardly held together, the hive-like minds work in conjunction rather effeciently. Their attacks often infect their prey, preventing them from healing/recovering.

Ether Abilities:

- Howl: 3 AP, Nova 3. All friendlies in range gain Dubs and +1 to their next attack. Stacks.
- Bloodshot: 3 AP, 4 unit range. Target takes 2d6 ether. If hit, target becomes poisoned 1.

<i>Skillsaves</i>	<i>Total</i>	<i>Dubs</i>
Power	1	
Reflexes	1	✓
Guts	2	✓
Charm	0	
Smarts	0	
Wits	1	
Psyche	5	

Health:	33
DR/Physical	0
DR/Ether	0*
Dodge ○	1d6+1
Timing ○	1d6
Speed	5/3
Action Points	5

Basic Attacks:

- Scratch: 2 AP, 1d6+1 damage. Guts vs 6, Infection
- Bite: 3 AP, 2d6+1 damage. Guts vs 6, Infection
- Violent Cough: 3 AP, Nova 1. Guts vs 6, Infection

Blind Blade

From a great distance you can hear this terror coming. Like a jet engine amping up, there is an unnerving click-clack pattering following just behind the propulsion. This would be the scythe-like tail appendage, dangling below and trailing

behind the *Blind Blade*. Once darkness has covered the land, the hunt begins. Anything that would disturb the shadows stands out brightly, exposing itself to the

Blind Blades bizarre senses. With great abandon and reckless endangerment of self, there is nothing known to deter this abomination.

Take Cover. Run. Hide. Do not make any movement or sounds at all. Your best chance at survival is to be unnoticable. The floating mass knows nothing of limitations or resistance - its sole purpose is to consume.

Utilizing the darkness and grotesque acceleration, Attacks come with only the briefest of warnings. To attack back, one would have to have exceptional reflexes, and a way to predict the creatures location. Obviously, one would need a way to see the creature - but this would also expose ones own position.

Health:	88
DR/Physical	0
DR/Ether	0
Dodge ○	0
Timing ○	1d6+2
Speed	18/ Fly
Action Points	4

Attacks:

- There is only one attack. As the *Blind Blade* flies by, it will swing its tail with great force. This can often cause dismemberment or lethal damage. (4d6+10 physical damage). This attack and move combo costs all 4 AP.

<i>Skillsaves</i>	<i>Total</i>	<i>Dubs</i>
Power	2	
Reflexes	0	
Guts	4	
Charm	3	✓
Smarts	0	
Wits	5	✓
Psyche	1	

Particle Man

~~This~~ entity is not from this Verse or Dimension. Wherever it comes from or goes is its own business. A manifested paradox, it should not exist at all. But yet, it does. It may suddenly appear or disappear at will. It may be hostile, inert, or possibly even friendly - it's reasoning is bizarre and beyond scope. If encountered, utilize extreme caution. Even being within an observable proximity of the Particle Man is enough to put one in great danger. It's mere existence is anomalous - simply put, it Should Not Be - yet here it is.

Ether Abilities:

- All of them. Yes; All. Did I stutter?

Basic Attacks:

- Touch: 2 AP, 3d6 ether damage
- Breathe: 3 AP, 4 unit wave, 2d6 ether damage
- Rush: 3 AP, Move up to 4 units in a line. Deal 2d6 ether damage to any target on/next to Line.
- Restore: 4 AP, heal target 4d6

Warning: Resistant to Physical Damage

<i>Skillsaves</i>	<i>Total</i>	<i>Dubs</i>
Power	0	
Reflexes	4	
Guts	0	
Charm	3	✓
Smarts	3	✓
Wits	1	
Psyche	3	✓

Health:	42
DR/Physical	0*
DR/Ether	5
Dodge	✓ 2d6+2
Timing	○ 1d6+4
Speed	Teleport
Action Points	1

Chitnus - Mantid Assassin

Chitnus themselves are not to be underestimated. But amongst all the different species in their midst, the Mantids are especially feared. They have a sinister reputation, and are exceptionally skilled hunters. Their most forward appendages, resembling scythes, are their preferred language of choice.

When a more tactile approach is necessary, say with a door lock or signature, they are apt to use their raptorial legs.

Surprisingly nimble, the training partitions involving caligraphy are often regarded as their own art form. Some

Mantids manage to make their living with non-violent methods, but their nature is to be a predator.

Special Abilities:

- The Chitnus Assassin is unimpeded by rough or extreme terrain. They are able to climb walls, but unable to stick to them without some reasonable level of support.
- The Chitnus Assassin almost always gets a bonus turn, having a High Timing.

If taking a Bonus Turn, Likkel gains:

- +2 to first move action
- +d6 first skillsave
- +d6 Safeties
- First attack 1 AP less
- First attack Dubs
- First attack +d6 damage
- Gain +1 Action Point.

<i>Skillsaves</i>	<i>Total</i>	<i>Dubs</i>
Power	2	
Reflexes	4	✓
Guts	1	
Charm	1	
Smarts	1	
Wits	3	✓
Psyche	1	

Health:	31
DR/Physical	2
DR/Ether	2
Dodge ○	1d6+1
Timing ✓	2d6+4
Speed	7/4
Action Points	6

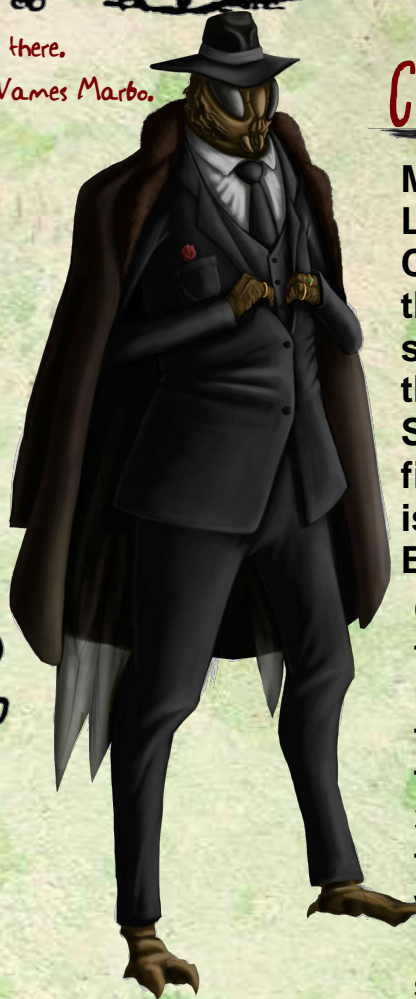
Basic Attacks:

- Slash: 2 AP, 2d6 damage
- Pounce: 4 AP, move up to 3 units in any direction. deal 3d6 damage to one target in range while moving.
- Grab: 2 AP, Power check vs. target cannot move away from Likkel
- Squeeze: 1 AP. If Likkel has grabbed someone, deal 2d6 unpreventable damage to them.



Greetings.
My name is Likkel.

Hey there.
The Names Marbo.



Chitnus - Tsetse-family Mobster

Most Chitnus do their business underground... Literally. But some of them do not. While the Chitnus have long been having turf wars over the Best Shit, some are not content with a free smorgasbord. No, some desire the finer things in life. High-grade saline tonics, Sugar-concentrated syrups, rare nectars or fine wines. Even further, some desire what is considered sacred (and illegal) - Blood. Enter, the Tsetse-family.

Organized and like a fine-tuned Orchestra, this long-time family has been known in the undercurrents as the Go-To for anything that the Surface Dwellers would consider taboo - Like a fine glass of 00+ warmed to 35.5 centigrade. They are as respected as they are feared, for anyone who knows what is good for them. Their common tactic isn't necessarily cunning or skillful - but sheer numbers of expendable teeth with a lust for crimson.

Warning: Consider Armed
and Dangerous. Approach
with Extreme Caution

Special Abilities:-

- **Leech:** All melee attacks made by Tsetse-family Chitnus heal them by the amount of damage dealt. This ability does not apply to safeties, but only health lost.

Headstone: Does not fall unconscious when at 0 Health. While in the death state, gain: +3 safeties, +2 Speed, +2 dodge, +2 to attacks, +2 to skillsaves, +1 action point

<i>Skillsaves</i>	<i>Total</i>	<i>Dubs</i>
Power	2	
Reflexes	1	
Guts	4	✓
Charm	2	✓
Smarts	1	
Wits	2	
Psyche	0	

Health:	19
DR/Physical	2
DR/Ether	0
Dodge ○	1d6
Timing ○	1d6
Speed	5/3
Action Points	5

Basic Attacks:

- Bite: 1 AP, 1d4 damage
- Crunch: 3 AP, 2d6 damage
- Chomp: 5 AP, 4d6 damage

Ranged Attacks:

- Pistols: 2 AP, 6 units range, 1d6 damage
- Shotgun: 4 AP, 4 unit Cone, 2d6 damage

Dust Devil

This early rendition of evolutionary mistakes coalesce into a dangerous beast - The Dust Devils. The third leg grants excessive mobility, while the tail stabilizes movement. Adorned with quills and abrasive feathers, contact is highly undesirable. When attacking, they will Leap past their target, using their "Schnoodle" to grab hold of their prey. With their quick speed and strong suction, they remove chunks of flesh with ease.

Special Abilities:

- Tearing Bite: Any Attacks that Hit also Inflict Bleed 1.

Techniques:

- MAERODIR -

- Deny: (-1 AP) Choose a hostile (4 units range). That target has Nubs when attacking you until your next turn
- Blank: (-1 Ap) - Choose Hostile (4 units range) - you gain dubs on dodge checks against the targets attacks until your next turn.

Basic Attacks:

- Kick: 2 AP, deals 1d6+1 damage
- Leap: 3 AP, may move up to 4 units while attacking. Deal 2d6 damage to a single target while moving.
- Quills: 3 AP, 4 unit range. Deals 1d6+1 damage:

Health: 17

DR/Physical 0

DR/Ether 0

Dodge ☒ 1d6+1

Timing ☐ 1d6

Speed 8/4

Action Points 5

Saves	Total	Dubs
Power	1	
Reflexes	3	<input checked="" type="checkbox"/>
Guts	1	
Charm	0	
Smarts	0	
Wits	2	
Psyche	1	<input checked="" type="checkbox"/>



Often appearing in large groups, the Ogdilon is a strange but familiar creature. They disguise themselves by imitating their environment - or by just appearing as rocks. Maybe eggs. Maybe they aren't as good at hiding as they think they are. What they are good at is breaking things. They utilize each other as one unit, each half combining into a single creature. Their long limbs allow them to grasp their food or habitat intensely - only exceeded by the crushing power of their Jaws. Once they have bitten down on something, they will often twist against each other, grinding and tearing whatever hapless thing lays between their teeth.

OGDILON

Warning: Will often attempt to ambush, either by camouflage or by falling from the ceiling.

Note: Hard to kill. The Ogdilon makes 3 safeties at the beginning of its turn

Safety First:

Whenever the Ogdilon makes a Safety, they gain:

- + 1 to next Move
- +2 move over difficult terrain
- +1 to next attack damage
- +1 to Timing
- +1 to next dodge
- +1 extra safety (once per round)

Health:	23
DR/Physical	3
DR/Ether	1
Dodge ○	1d6+1
Timing ○	1d6+3
Speed	6/6
Action Points	6

<i>Skillsaves</i>	<i>Total</i>	<i>Dubs</i>
Power	1	
Reflexes	2	
Guts	3	✓
Charm	0	
Smarts	0	
Wits	2	
Psyche	3	✓

SneakStrike:

- When attacking, if the target is (prone/out of combat/has no dodge), then the attacks deal an extra 1d6+3 damage

Techniques:

Trip: 1 AP, Melee Range - Reflex check vs Prone

Basic Attacks:

- Kick: 2 AP, 2 unit range, 1d6+3 damage
- Chomp: 4 AP, 3d6 damage

BLIBBLES

Small, simple, cautious. These are the words to best describe the *Bibbles*. It's not as if they are unfriendly - they are simply trying to survive.

These little guys are a consistent food source for anything that is hungry enough to ignore the taste. The *Fibalot*, for instance, is a persistent threat. Recently, a strange visitor came to their lands. This Outsider is highly revered, having taught the *Bibbles* how to utilize their nearby foliage to great benefit. They are not as helpless as they were before this visitor, now able to make viable poisons and blowdarts. If encountered, Proceed with caution. They really enjoy small gifts of food, as well as respect all things larger than themselves.

<i>Skillsaves</i>	<i>Total</i>	<i>Dubs</i>
Power	1	
Reflexes	0	
Guts	1	
Charm	2	✓
Smarts	0	
Wits	2	✓
Psyche	0	

Health:	11
DR/Physical	4
DR/Ether	0
Dodge ○	1d6
Timing ○	1d6
Speed	4/2
Action Points	4

Special Abilities:

- Group up: 4 AP, May imitate a Swarm until their next turn begins.
- Hide: 2 AP, Becomes undetectable until their next turn begins
- Scrounge: 2 AP, heal 1d6+1
- Gas: 4 AP, Nova 2. Release a pungent stench. Guts check 5 vs poisoned 1 round to all hostiles in range

Basic Attacks:

- Scratch: 2 AP, deals 1d4 damage
- Bite: 3 AP, deals 1d6 damage
- Hurl Self: 3 AP, moves up to 3 units, dealing 1d6 damage to any target within range.
- Dart: 4 AP, 3 unit range. Deals 1d6 damage to target, guts check 5 vs poisoned 1 round.

RAGGABOND

This abomination is the result of irresponsible radioactive disposal. What was once several people is now a shambling mutant, intent on surviving at any cost. It's body riddled with open wounds, it bleeds and oozes indiscriminantly, spreading a pungent miasma in its wake.

The **Raggabond** is aptly named, covering itself with anything that fits well enough - and a "Strong Bond" keeping them all together. While they are often regarded as a simple brute, they are more intelligent

than they appear. Capable of critical thinking and problem solving, The **Raggabond** is a force on its own to respect.

Special Abilities:

- Isotropic Stench: Any breathing creature that begins their turn within 3 units of the Raggabond must make a Guts save vs 6. On a failure, they must either make a standard move action away or lose 2 Action Points that turn.
- Multi-Armed: Make make a Basic melee attack on its turn for 0 Action Points
- Standing leap: The Raggabond may move its full speed on its turn for 0 Action Points. This movement does not Exploit the raggabond, and is unaffected by Rough Terrain.

<i>Skillsaves</i>	<i>Total</i>	<i>Dubs</i>
Power	5	✓
Reflexes	4	✓
Guts	2	
Charm	1	
Smarts	2	
Wits	2	
Psyche	0	

Health:	99
DR/Physical	4
DR/Ether	4
Dodge ○	1d6+1
Timing ○	1d6+4
Speed	7/4
Action Points	7

Basic Attacks:

- Punch: 1 AP, 1d6+3 damage
- Jab: 2 AP, 2 unit range, 1d6+3 damage
- Smash: 3 AP, 3d6 damage
- Hug: 2 AP, Power Check Vs. target cannot move away from Raggabond the end of their next turn
- Crush: 3 AP, If hugging someone, deal them 5d6+3 damage.

Some notes:

- Creatures don't have to follow the same rules as Players. As such, some of their abilities or descriptions or attacks may be similar or different to what you would find from other information in this game system. Try not to stress it.
- Poison deals 1d6 damage at the beginning of a players turn. If they fall unconscious and still have poison damage to take, just ignore it and roll death saves as normal.
- Bleeding: Sometimes creatures bleed. Bleeding stacks as a number, growing with each instance of Bleed accumulated. Bleeding creatures take 1 damage for each Bleed stack at the beginning of their turn. Bleed can be removed by healing. Any amount of healing removes All Bleed.
- Infected: It means that you cannot be healed until the Infection is removed. Health = 0 = Dead
- Death saves are: Roll 2d6, get a matching number. If you are healed by any means, you stop dying immediately and are prone. If you fail 3 times, you die.
- Grappling is a whole Thing I don't want to get into. It's simply (Cannot move away until the end of their next turn) - which allows the grappler to try again or others to pull someone away. It's more forgiving and threatening at the same time this way, while being simpler.
- Swarms attacks cannot be dodged or have their damage reduced. Swarms can share a targets Unit/Square/Space. Swarms spread damage amongst themselves, adding to group survival.
- Techniques is a Keyword - Techniques can be used Once Per Combat.
- Ether Abilities - Similar to Techniques, but can be used Once Per Rest
- Nova: All squares around self, expanding outwards. Nova 1 hits the 8 immediate squares around the user, Nova 2 hits 16 more, and expanding out from there.
- Wave: Often 4 units, deals damage to all units in that line. If used on a diagonal, deals half damage to any targets. Cannot be bent.
- Cone: Often 4 units, can take on two forms: L-Shape OR T-Shape, where there are 3 units in a line and 1 unit offset from the 3.
- Bomb: has a 2x2 unit area. Often a range of 4 units, it can reach that 5th unit due to its size.
- Ray: Straight line, often has great range. Hits the first thing it can.
- Hit is a keyword. It means that the attack has reduced Health Specifically. A variety of things look for this keyword to trigger - sometimes attacking doesn't deal damage, so no Hit!

Note: If there is ever a case of halving a number, you always round down

Note: For any Skillsave Check between Creatures, any ties Always go to the Defenders favor.

Everything in this publication has been made without the use of A.I.

Artists were paid out of money earned literally picking up trash. This document and its existence are fueled solely by the willpower to make them and to keep pushing forward.

Thank you to everyone who has been a part of this now, and going forward.

Thank you to people I don't even know, like whoever put up this royalty-free cool green background I found online. I have no idea who you are, and this is a small example of what it takes sometimes to just make things happen. I don't want to forget anyone on the path, but the path is long and requires many hands - many of which I will not remember in the moments to come.

Please don't steal my stuff. I would most likely be glad to coloborate with you. If you have greater interest in this stuff, I would love an angel investor. I've got alot of content I would really like to share, but I only have so much time and Life has its own demands. Long story short, Money talks every language. Protip for all players and GMs alike: Bribing NPC's is often easy and helpful in any campaign or setting.

I sincerely appreciate if you've read this far. I would love to give you more, and to see you join into the crew. If you're still here, you might as well join the discord and get in early!

In the final words of Super Mario 64: Thank you so mucha for to Playing My Game