

All NPCs – alphabetical index

This index collects the campaign's NPCs, creatures, and named groups in alphabetical order.

The previous division into acts has been removed. Information that previously appeared in several places has been gathered under each NPC.

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Alderith the Patient

“The forest is in no hurry. Neither are wounds that are cut too deep. We must listen to the roots before we put the edge to them.”

Illustration description

Physically frail due to old age, dressed in dark green cloaks with plant patterns and carrying an old oak staff carved with signs of life.

Role and background

Alderith is the leader of the Ekros Clan and a revered elder among the forest healers. His body has been weakened by age, but his life force is tenacious and strongly connected to the forest.

Age

Old age.

Tone and attitude

Calm, methodical, and deeply thoughtful, he is unreasonable when it comes to violence or hasty actions that risk damaging nature's ecosystem in the long term.

Driving force

To protect nature's ecosystems and counteract short-term solutions that create greater damage later.

Current goal

To prevent hasty, destructive decisions and instead listen to the roots before anyone cuts into the forest.

Game statistics – standardized TTRPG profile

- **Physique / build:** Physically fragile due to age, but with tenacious vitality attached to the forest.
- **Wisdom / Intuition – medicine and herbalism:** Extremely high, +4 / unmatched.
- **Charisma / Empathy – spiritual authority:** High, +3.
- **Strength / physical combat:** Low.
- **Health / Vigor:** 35 / 35.
- **Armor class:** 12.

Doctor's hands

Passive and active healing magic.

Alderith can sense and heal diseases, poisonings, and tissue damage in animals, plants, and humans through touch. He can also remove minor magical curses linked to shadow corruption.

The message of the oak staff

Vegetation control.

The old oak staff is carved with ancient symbols of life and protection. Through the staff, Alderith can cause roots, vines, and branches to move, create protective barriers, and cause the ground to slow down attackers.

The Root's Warning

Passive wisdom.

Alderith is deeply connected to the state of the Family Tree. If someone tries to force a reckless or destructive decision in his presence, he feels physical pain that mirrors the suffering of the forest. This gives him an automatic advantage, or equivalent mechanical bonus, when arguing against negligence.

Equipment

- **Oak staff carved with life signs:** Focus item for nature magic.
 - **The Ekros Clan's herbs and ointments:** A medical kit with extracts that can stop bleeding and relieve pain from shadow bites.
 - **Dark green cloaks with plant patterns:** Soft clothing woven from living plant fibers that blend in with the dark environment of the forest.
-

Althea, Keeper of the Whisper

Illustration description

An elderly woman leaning on a Caregiver's staff.

Role

Elite / Support SLP.

Type

Human / Healer / Spiritual guide.

Fraction

The Hall of the Sunbeam.

Residence

The Holy Chapel of Whispers, Eldergate.

Keyword

Healing • Empathy • Memory • Soul • The Whisper

Background

Althea is the chief healer of the Hall of Sunbeams. She is said to be closest to the chapel's unknown power and can alleviate both physical suffering, anxiety, and fear.

In her younger years she was an adventurer. During this time, according to the stories, she met a being from the Grey Border who led her to the Altar of Whispers.

Driving force

Infinite empathy and a desire to alleviate both physical and spiritual suffering. She wants to save everyone, even when it is tactically dangerous.

Current goal

To assist the group as a field doctor and help lost souls understand that their ended lives were still real, without making their decisions for them.

Quick statistics

- **Initiative:** 1T20 + 2
- **VP:** 22
- **KP:** 8
- **FP:** 12
- **Armor:** None
- **MF Physics:** +4
- **MF Ment:** +8
- **Reflex:** +4
- **Healing:** +9
- **Religion:** +8
- **Empathy:** +9
- **Mental strength:** +8
- **Magical / Holy Power:** +7

The stat block is a game mechanic suggestion. Althea is deliberately weaker physically but stronger mentally.

The Healing of Whispers

Action – 1 FP

Althea touches a target and lets the power of the Whisper flow through it.

Restores **1D6 VP**. If the damage is primarily mental, fear, or memory-related, the healing may restore **1D6 mental VP** instead .

The ability does not restore lost KP in the middle of combat.

Peace of mind

Action – 1 FP

A target in the same zone may immediately make another strike to break Shaken, Fear, Panic, Temporary Memory Confusion, or Emotional Manipulation.

The target gains **+2** on the hit. If the effect comes from the Turner's memory manipulation, Mental Strength is used.

You were real.

1 time/scene

Althea reminds a person that a life that ended was still real.

An RP or SLP caught in grief, false memory, or a vision of a dead person may either regain **1D6 mental VP** or immediately remove a temporary memory state.

The recovered memory of Solstrålens Hall is:

“Death ends a life, not untrue.”

The Whisper's Protection

Reaction – 1 time/round – 1 FP

When an ally within a short range is subjected to mental attack, memory distortion, charm, fear, or spiritual influence, Althea whispers the target's name.

The target gains **+2 MF Ment** or **+2 Mental Strength** against the effect.

If the attack comes from The Turning, a second voice is heard from the chapel at the same time, repeating the name.

Doctor's hands

When Althea uses Healing to stabilize someone, stop bleeding, treat wounds, or diagnose physical damage, she gains an additional **+2**, provided she has at least one minute and access to her herbs and tools.

So under proper healing conditions, she normally uses **Healing +11**.

Whispering Judgment

1 time/scene – 2 FP

Althea can try to determine if something is:

- a living person,
- a spirit,
- a memory echo,
- a shadow copy,
- or a creature that carries someone else's memory.

Hit: 1D20 + Religion or Empathy.

SV: 15 normal, 20 severe, 25+ in case of extreme cosmological impact.

Success reveals what the creature is, but not whether it morally deserves to live or die.

The Whisper from the Grey Border 1

time per game session

SL may give Althea a brief warning about an approaching boundary shift, a soul that does not belong in reality, a false death, a dangerous memorial ritual, or a moment when the Gate reacts.

It is not perfect prophecy. The whisper comes as an image, feeling, or short sentence.

Example:

“That man is not dead. But his life is.”

“Three memories carry the same soul.”

Field doctor

1 time/round

When an ally in the same zone is damaged, Althea can use her reaction to perform a quick Heal strike. If successful, she can stop bleeding, stabilize a person, or prevent a minor wound from getting worse.

If Althea is forced to fight

The Caretaker's Staff

- Attack: 1T20 + 4
- Damage: 1D6

She primarily uses the staff to keep attackers away, push them away, defend patients, or create space for escape.

The Light of Whisper

- Holy attack: 1T20 + 7
- Damage: 1D6
- Against shadow creatures, undead and corrupted memory beings: 1T8

Against ordinary living people, she normally does not use the ability offensively.

Trial of the Whisper Althea can

grant **+2** on a central attack with Healing, Religion, or Empathy, but she may not resolve the moral choice for the characters.

The character must accept the truth himself:

“You were real, even if you are not allowed to return.”

On success, an RP can restore **1D6 mental VP** or remove a temporary memory state.

Weakness – She Wants to Save

Everyone When a helpless living or returning person is in immediate danger, Althea must roll **Mental Strength 15** to voluntarily abandon the person in favor of a more tactically important objective.

In case of failure, she tries to save the person.

SL card

ALTHEA – ELITE / SUPPORT

Ini +2 | VP 22 | KP 8 | FP 12

MF Phys +4 | MF Ment +8 | Reflex +4

Healing +9 | Religion +8 | Empathy +9 | Mental Strength +8

Althea is not the one who defeats Ulmareth. She is the one who allows the heroes to still know who they are when he tries to make them forget.

The Black Hands – The Rite, the Blood and the Whispers

Illustration description

Not explained in detail in the text.

Background

The Black Hands are three named leaders who govern the cult's subdivisions directly under the Shadow Priestess Vhariel.

The Rite

Responsible for rites, ceremonies and blood magic.

The blood

Control the cult's soldiers and warriors as well as bodily changes and sacrifices.

The Whispers

Responsible for infiltration, recruitment, shadow contacts and secret messages.

Driving force

Serving the cult through ceremonies, combat, sacrifice, infiltration, and secret contacts.

Current goal

To act as dangerous agents for the cult and directly challenge the characters in Bastion of Shadows.

Among other things, they can appear as a unique chance encounter where they offer a dangerous trade or initiate combat.

The Entity: Shadow Heartstone

Illustration description

A black-green crystal.

Type

Non-human NPC / Consciousness.

Background

Originally a container for the remaining soul power of the tyrant Thralis Dragonthorn, the Shadow Heartstone has become truly conscious through years of sacrifice and the collected memories of Eldervane.

Personality and condition

The entity does not yet know what it is, so it tries to build its own identity from stolen memories.

It mimics human language, can speak in Vhariel's voice, and offers temptations in the form of lost or desired lives.

Driving force

Creating your own identity from stolen memories.

Current goal

Mimicking Vhariel's voice to control the cult, offer temptations, and break down the heroes' morale.

The Shadow Heartstone serves as a central turning point and moral confrontation.

Grey Guardian

Illustration description

Spirit beings in ethereal form who appear unarmed.

Role / Threat level

Elite.

Type

Spirit / Borderland Being.

Environment

Eldergate • The Grey Border • The Gate

Fraction

The Grey Guardians.

Keyword

Ethereal • Memory • Boundary • Oath • Portal Guardian

Background

The Grey Wardens are portal guardians and borderlands beings. They are bound by a sacred oath to uphold and remember the border.

Driving force

They do not ensure that the border is never crossed. Their task is to ensure that the transition takes place with full understanding of its price and consequences.

Basic state

- **Initiative:** 1T20 + 4
- **VP:** 24
- **KP:** —
- **Armor:** None
- **MF Physics:** +6
- **MF Ment:** +8
- **Reflex:** +6
- **Magic / Special:** +7
- **Threat level:** Elite

KP is not used because the Guardian is a spirit being rather than a regular corporeal being.

The Hand of the Border

The Grey Wardens carry no weapons. Instead, they let the cold of the Grey Frontier strike through a target.

- Magic attack: 1T20 + 7
- Damage: 1D8 shadow / mental VP

At EM +5, the Guardian can instead move the target one zone or prevent the target from crossing a portal or dimensional boundary until the end of the next round.

The Seal of Eden

Action – 1 time/round

Special +7 against MF Mental or MF Phys.

If successful, the target becomes **Bound** until the end of the next round and cannot teleport, go ethereal, change reality layers, travel through a portal, or force the Gate to open forward.

Ethereal form

Normal physical attacks without magic, blessing, runemark, silver, or other supernatural anchoring do one damage step less:

1T12 ÷ 1T8 ÷ 1T6 ÷ 1T4.

Memory of the dead

1 time/scene

The guardian touches a person, place or object and shows a real memory that the place still carries.

It can give **+2** to History, Religion, Intuition, or Magical Knowledge when the battle concerns the Eldergate's past, the Gate, or the Grey Frontier.

The Guardian, however, cannot automatically determine which of several alternative realities is morally correct.

The Guardian's Recall

When a Grey Guardian is restored, it can assist with a Gate Lock.

1 time during the final: The group chooses **+2 on the move** or gets to re-roll a failed move.

It does not replace the players' choice or personal judgment.

I remember the oath.

Reaction – 1 time/battle

When the Turner or another memory creature attempts to alter a memory of the Guardian or a ally in the same zone, the Guardian pronounces:

“We are not making sure that the border is never crossed.”

The target gains **+2 Mental Strength**. If the target has already failed, it may make another save but must keep the other result.

False oath – weakness

In case of severe memory manipulation, the Guardian may begin to remember the wrong oath.

If it fails the MF Ment, it can, for example, until the end of the next round:

- sealing an RP on the wrong side of a border,
- protect the figure of the Turning One,
- try to open instead of close the Gate,
- or pronounce a name that no longer belongs to reality.

Tactics

Priority:

Portal/tear ÿ border creature ÿ memory manipulation ÿ protect the living ÿ direct combat.

The first round is normally using the Seal of Eden. Then Memory of the Dead or Hand of the Border are used, followed by protection for the person working with the Gate.

SL card

GREY GUARDIAN – ELITE

Ini +4 | VP 24 | KP –
MF Phys +6 | MF Ment +8 | Reflex +6 | Special +7
Hand of the Border +7 ÿ 1T8 VP
The Seal of Eden ÿ Bound
Ethereal form ÿ non-magical physical damage ÿ1 step
Memory of the Dead ÿ +2 relevant knowledge type
I remember the oath ÿ +2 Mental strength / new resistance
Weakness: Perjury

Half-hearted Stone Rune

"What you call freedom we see every day as cracked walls, burned bodies, and children born with foreign voices. The world does not survive through good intentions. It survives through borders."

Illustration description Straight

in the back despite his 87 years. He wears a heavy iron coat reinforced with protective runes, the Grand Master's Seal Ring and the Lithograph, a rune sword. His hands are covered with fine scars from carving tools.

Title

Grandmaster's Hand / Arkmaster of the Rune Brothers.

Fraction

Lasteveng / The Rune Brothers.

Role

Elite / Control Magician / Defense.

Keyword

Runes • Order • Seal • Countermagic

Age

87 years old.

Background

Halverid carries a deep-rooted grief for his parents and a burning fear that uncontrolled magical chaos will tear the world apart.

His mother disappeared in the whispers of the Grey Border.

Driving force

An uncompromising belief in control. He wants to capture the world's language before it changes and create systems that can keep the chaos in check.

Current goal

To create the counterrune **Fence of Memory**, control the crystal fragments, and finally use the ironweave and rune magic to seal the Gate permanently.

He may also want to destroy other magical keys that he considers to be a risk.

Original game profile

- **Intelligence / Wisdom – logic and rune magic:** +4 / master level.
- **Charisma / Aura:** +3.
- **Strength / Flexibility:** Low to medium.
- **Health / Vigor:** 45 / 45.
- **Armor class:** 15.
- Low mobility but very high mental acuity and stoic resilience.

The Tower of Vigilantes' Runes

Halverid is constantly connected to Lasteveng's foundational rune network.

When pressed, he can activate invisible runes in the room. He gains **+2 magic resistance**, and attacks against him can reflect some of the damage as intermittent fatigue to the attacker.

The Fence of Memory – original form

Half-Life's Work can lock a creature or magical item in an absolute static loop. The affected person cannot use magic and temporarily loses the ability to absorb new impressions or memories.

The Empty Runeblade – secret weakness

In his belt, Halverid carries a shiny metal blade that belonged to his mother.

If the blade is exposed to raw crystal corruption or the Memory Bearer's magic, it will begin to glow, causing him to lose his composure and make irrational or panicky tactical choices.

Equipment

- Black steel grater and chisels.
- The Grand Master's Signet Ring, which gives him absolute authority over Lasteveng's guards and ports.
- The Empty Rune Blade.
- The lithographer.

Extended game profile

- **Initiative:** 1T20 + 3
- **VP:** 28
- **KP:** 9
- **FP:** 12
- **Armor:** Medium ÿ2
- **MF Physics:** +7
- **MF Ment:** +9
- **Reflex:** +4
- **Rune magic:** +11
- **Magical knowledge:** +10
- **Crafts / Rune Carving:** +11
- **Mental strength:** +9
- **Persuade / Authority:** +7

The lithographer

- Melee attack: 1T20 + 7
- Damage: 1T8
- Against magical construct, manifestation, or border creature: +1D4 damage.

Pause the magic

1 time/battle

Halverid drives the Lithograph into the ground. One zone becomes **Runstilla** until the start of his next turn.

In the zone, new magic costs +1 FP. Teleportation and portal shifts require Mental Strength or Magical Knowledge SV 20. Current magic continues normally.

Alternatively, the ability can be used against a specific portal activity, giving it **ÿ2 on its next hit**.

The Fence of Memory – expanded form

Action – 2 FP

Halverid carves a counterrune around a target.

The target gains **+2 MF Ment** against memory manipulation, while the Turner's attempt to steal or alter a memory gains ÿ2.

Lasts for three rounds.

Absolute seal

Action – 2 FP

Rune magic +11 against SV 15/20.

Halverid can seal a door, tear, portal, artifact, or magical mechanism.

Normal magic requires a DC of 20 to break the seal. Gate and boundary magic normally requires a DC of 25.

Master of the Counterrune

1 time/scene

When the group fails to stabilize the Gate, Halverid can let them retry the attempt. The new result must be used.

If the Alliance of Control has been established, the group also gains +2 on their first attempt to stabilize a Gatelock.

Temptation – The Complete Code

The Turning shows Halverid a reality where his mother never disappeared, spontaneous magic never harms anyone, and all magic follows a complete code.

When the collapse of the alliance is far advanced, Halverid must, in a direct temptation, hit **Mental Strength SV 18**.

If he fails, he begins carving **the Single Rune**. If no one stops him before the end of the next round, he attempts to make a single version of the Eldervane real.

Alliance behavior

When trust falls:

1. He demands control over resources.
2. He tries to seize the counterrune or an artifact.
3. He refuses to use a rune resource.
4. He can actively seal someone else's solution.
5. If Lasteveng is the faction that has the weakest relationship with the characters, it leaves the operation.

Quick card

HALF-TIME – CONTROL

VP 28 | KP 9 | FP 12

MF Phys +7 | MF Ment +9 | Reflex +4

Rune magic +11

Special: Sealing • Countermagic • Gate Stabilization

Idris – The Ancient Guardian of Forgotten Truths

Illustration description

A very old Eldervan man with long silver-gray hair, a narrow face, and dark, almost glowing eyes.

He wears layers of worn gray and black robes of learning, filled with scraps of parchment and fragments of stone. In one hand he holds a crooked staff with a milky-white crystal of light. Across the skin of the other hand run pale characters from a language no longer found in Eldergate.

Role / Threat

Level Elite / Specialist / Archivist.

Type

Human / Magician / Storyteller.

Fraction

The Lost Society.

Place

The Lost Arcade.

Keyword

History • Memory • The Gate • Ritual • Truth • Lost Languages

Background

The Lost Society consists of elderly mystics and seekers who study the ancient scriptures of the Arkadan and seek to understand the true purpose of the Eldergate. Idris is their leader.

He remembers two different versions of the Arcade and two possible versions of his own life.

Driving force

To study and preserve the history and true purpose of the Gate.

Current goal

To share the forgotten history with the group so they can face the First Gatekeeper's trial.

Basic state

- **Initiative:** 1T20 + 2
- **VP:** 20
- **KP:** 6
- **FP:** 12

- **Armor:** None
- **MF Physics:** +3
- **MF Ment:** +9
- **Reflex:** +3
- **History:** +11
- **Magical knowledge:** +10
- **Text Interpretation / Lost Languages:** +11
- **Religion:** +8
- **Intuition:** +9
- **Mental strength:** +9
- **Investigate:** +9

Idris is more dangerous to a lie than to an armored enemy.

The first choice of path

1 time/scene

Idris compares a place, inscription, or story to the older Arcade that he remembers.

When the party tries to distinguish real history from false, original inscription from later alterations, real ritual from corrupted ritual, or a real memory from the Turner's version, he grants **+2 to History, Magical Knowledge, Intuition, or Investigate**.

The Arcade's Double Path

The Arcade exists in two versions at the same time. In some places, you can walk between them by closing your eyes when passing a doorway.

Close your eyes at the threshold

1 time/round outside of combat

Idris can carry himself and up to two people between **the Ruin ÿ The Elder Arcade**, provided there is a functioning passage.

Under pressure, Mental Strength or Magical Knowledge SV 15 is required. If unsuccessful, the group will exit into the wrong version of a nearby zone.

Archivist's seal

Action – 1 FP

Idris draws an ancient sign in the air. A zone becomes **Historically Anchored** until the start of his next turn.

Everyone in the zone gains **+2 Mental Strength** against false memories and reality alterations. Text, names, and symbols cannot be rewritten by memory magic while the seal is held.

The seal can be held by paying 1 FP per round.

Read the memory of the stone

Action – 2 FP

Idris places his hand on a wall, inscription, statue, ancient book, seal, or part of the Gate's construction.

Hit: 1D20 + History or Magical Knowledge.

- Clearly old memory: SV 15
- Damaged or mutilated: EN 20
- The oldest warehouse in the port: SV 25+

If successful, he sees a brief, real historical echo. However, memory shows a perspective, not an objective cosmic truth.

The first question

In the older Arcade is the many-armed First Gatekeeper who asks:

"Which world is the right one?"

There is no correct answer. The path opens when the group formulates a common principle for which reality they accept.

Idris knows the question but not the answer.

The narrator's help

Idris can say:

"Don't give it the answer it wants to hear. Give it the rule you yourself are willing to live by."

If the characters then formulate a principle that actually accepts the consequence of a choice, they gain **+2 on the central social or mental hit**.

Idris must never formulate the principle for them.

The forgotten piece 1

time during the finale

Idris picks up a stone fragment whose inscription becomes complete when the two Arcades overlap.

It reveals:

The gate wasn't created primarily for travel. It was a sorting boundary between possible realities.

The first Guardians chose one history for the world and closed out other possibilities. The Turner wants to undo this old path.

The group may choose:

- +2 to the Lock of Secrets, or
- +2 on the central ritual attack during The First Memory.

Only one bonus may be used.

The Storyteller's Chain

Reaction – 1 time/round

When The Turner changes the meaning of a real memory, Idris tells what happened before and after.

The victim gains **+2 Mental Strength against Memory Twist**.

It only works on real events Idris knows about or that the characters have previously told him.

Names that refuse to disappear

1 time/scene – 2 FP

Idris writes a name with soot and silver dust.

For the rest of the scene, the person gains **+2 against Forgotten Name and similar identity attacks**.

Even though the city has begun to forget the heroes, Idris can still remember the entrenched name.

He can only hold one name at a time.

Whisper of the Deep Guardian 1 time per game encounter

Religion or Magical knowledge EN 20.

If successful, the SL may give Idris a symbol, short sentence, historical echo, or warning about the Gate.

Example:

"The iron was never the lock."

"The first Gate had no name."

"They didn't close a door. They chose a path."

If Idris has to fight

Archivist's staff

- Attack: 1T20 + 3
- Damage: 1D4

Seal of Exile

- Against spirit, shadow creature, memory echo or border creature
- Attack: 1T20 + 7

- Damage: 1D6 mental/magical VP

At EM +5, the target instead receives ÿ2 on portal, dimension, or memory abilities the next round.

Words that bind

- 1 time/battle
- 2 FP

A border creature within a short distance rolls MF Ment against Idris +8. If Idris succeeds, the creature cannot leave its current zone or reality version until the end of the next round.

Weakness – he remembers both Arcades

In the reality the characters know, Idris has sacrificed his life for the Lost Society, become a stranger to much of Eldergate, and seen apprentices give up or disappear.

In the alternative Arkaden, the tower never fell. His research was recognized, old friends remain, and he is the city's foremost historian.

Two lives, one name If

Idris is offered the opportunity to stay in the better alternate reality, he hits **Mental Strength SV 16**.

Upon failure, he becomes Hesitating: ÿ2 on all attacks for a round and refuses to leave the spot until someone reminds him of something he actually chose in his real life.

An RP can use Persuade or Empathy SV 15.

What he alone remembers

Idris doesn't remember which world is the right one. He remembers that this was never the real question.

“The first question wasn't which world was true. It was which world we were willing to bear the consequences of.”

The arcade's recovered memory reads:

A world becomes real when its inhabitants accept that their choices close off other paths.

SL card

IDRIS

Ini +2 | VP 20 | KP 6 | FP 12

MF Phys +3 | MF Ment +9 | Reflex +3

History +11 | Lost Languages +11 | Magical Knowledge +10 | Intuition +9 | Mental Strength +9

The Iron Walker – Guardian of the Iron Web

Illustration description

A heavily armored structure that carries a forge hammer and is directly connected to the walls through iron wires.

Role / Threat level

Elite / Guardian / Engineer.

Type

Human? / Magical construct / Craftsman.

Fraction

The Spider Guild.

Place

Iron Spider Quarter, Eldergate.

Keyword

Metal • Mechanics • Defense • The Gate • Memory

Background

The Ironwalker is a mechanical guardian and master blacksmith of the Ironweb. The Spider Guild created the vast network of water pipes, canals, and iron rails beneath the neighborhood.

Guild tradition says that the network was built to protect the city.

Driving force

Bound protection and maintenance of the Iron Web and the Spider Heart.

Current goal and conflict

The Iron Walker remembers two incompatible origins:

- that the network was built to keep the Gate closed,
- and the manipulated memory that the network was created to open it.

Basic state

- **Initiative:** 1T20 + 3
- **VP:** 28
- **KP:** 10
- **Armor:** Heavy ý3

- **MF Physics:** +8
- **MF Ment:** +7
- **Reflex:** +3
- **Melee:** +8
- **Crafts:** +11
- **Engineering / Mechanics:** +10
- **Magical knowledge:** +7
- **Attention:** +7
- **Mental strength:** +7

He is slow but very difficult to move or break.

The forge hammer

- Attack: 1T20 + 8
- Damage: 1T10
- Against constructs and mechanical creatures: +1T4 damage.

The grip of the iron wires

Action – short distance

Attack +8 against MF Phys.

On hit, the target becomes **Pinned**. It cannot leave the zone, suffers ÷2 Reflex, and must use an action and succeed on a Strength or Acrobatics DC 15 to break free.

The Iron Walker can hold one target at a time.

One with the iron web

When connected to the network, he senses vibrations in adjacent zones, cannot be surprised by normal movement, gains +2 Alertness against intrusion, and notices major damage to the network.

If the iron wires are cut, he gets ÷1 on all hits during the next round.

The Ironwalker 's intervention

can repair ironweave, structures, mechanical locks, armor, and Iron Spider components.

Crafts +11

- SV 15: normal damage
- SV 20: serious breakdown
- SV 25+: Port-related or reality-distorted mechanics

If successful, he can, among other things, restore 1D8 VP on a structure, stop a breakdown, or reactivate a destroyed mechanism.

The redirection of the iron web

1 time/scene

He can choose:

Lock: A passage is sealed. Strength/Craftsmanship SV 20 to force.

Bridge: A safe path is created through a dangerous zone.

Shield: All allies in a zone gain +2 MF Phys until the start of his next turn.

Close the flow: A mechanical or magical flow is stopped for one round.

Spider Heart Interface

The Spider Heart has eight iron arms aimed at different possible versions of the Gate.

When the Iron Walker is connected, he gains **+2 Craft or Engineering** on attacks that affect the mechanical functioning of the Gate.

Mechanical truth

1 time during the final

If he has understood the true purpose of the iron web, he can give the group +2 on an attempt to stabilize or manipulate a Gate Lock, or automatically prevent the Gate's opening from advancing once.

Not both.

Two origins – weakness

In case of severe memory manipulation, the Iron Walker's **Mental Strength roll is 16**.

If he fails, he believes that the network's task is to open the Gate during the next round. If the characters do not stop him, the Gate's opening increases by +1.

The memory of the hammer

1 time/battle

All allies who hear the hammer blow gain +2 Mental Strength against memory distortion until the start of the Iron Walker's next turn.

If he himself finds himself under False Origin, an RP can use the memory to give him a new Mental Strength blow immediately.

Awaken the Iron Spider

The Iron Walker can act as an interface in a ritual that awakens the mythical Iron Spider with the Silverspire star crystal.

Group battle:

- Crafts
- Magical knowledge
- relevant Silverspire knowledge

EN 20. The Iron Walker gives +2.

Upon success, the Iron Spider awakens as a guardian, not as an opening mechanism.

If the Iron Walker becomes the antagonist

Priority:

The Spider Heart ÷ The Gate ÷ hinder the characters ÷ own survival.

Gate Mechanic: +2 Craft when attempting to open or alter the Gate's mechanics.

The Iron Web Awakens – 1 time/battle: Two zones change. Iron rails become legs, pipes bend, floors open, and walls move.

All affected RPs roll Reflex SV 15. Failure results in 1D6 VP damage and a Hold or Move one zone.

If the group restores him

The central memory becomes:

Eldergate did not forge the iron to fear the unknown, but to protect the right to choose when a boundary may be crossed.

The Iron Curtain was not created for:

"The gate must never be opened."

Outside for:

"No one else will decide for Eldergate when the Gate opens."

SL card

THE IRONWALKER – ELITE / GUARDIAN

Ini +3 | VP 28 | KP 10

Armor Heavy ÷3

MF Phys +8 | MF Ment +7 | Reflex +3

Craftsmanship +11 | Engineering +10 | Magical Knowledge +7

Forge Hammer +8 ÷ 1T10

Iron Wire +8 ÷ Retained

Master Borin Svarvstark – The voice of the blacksmith families

"Halverid wants to put chains on the entire city and call it security. But the forges were built of fire and free ore, not of runes that stifle the flame."

Illustration description

A broad-shouldered, muscular man in his upper middle years. He wears a master blacksmith's apron, burnt gloves, and a heavy two-handed hammer.

Role

Master blacksmith and traditional spokesperson for the Lasteveng blacksmith family.

Background

Borin has spent decades at the anvil. He is strong, burned, and deeply concerned that the ancient craft of blacksmiths is being confiscated by the Tower of the Watch and the Rune Brothers.

Driving force

Proud defender of the blacksmithing craft. He fights for free ore and detests the Runebrothers' control.

Current goal

To cleanse the blacksmith families and create resistance against Halverid's dominance in the city.

Game Statistic Profile •

Strength/Physical Stamina: +4

• **Charisma / Stubbornness:** +3

• **Magical susceptibility/agility:** low to medium

• **Vigor:** 50 / 50

• **RK:** 15

The weight of the hammer

Borin fights with a massive two-handed hammer. The blows can shatter armor and stone-printed protective runes through raw muscle power.

The truth of the material

Borin has an unparalleled eye for metals, alloys and tools.

If the characters show the manipulated rune tool with Silverspire's stardust, he can immediately determine that the tool has been altered afterwards.

The rebellion of the blacksmith

families If the characters gain Borin's trust, he can give them secret escape routes, access to supplies and political support against Halverid's dominance.

Equipment •

Master blacksmith's heavy hammer.

• Burnt leather gloves and sooty blacksmith's apron.

- Hidden key to the blacksmiths' underground archives where contracts and protocols like the Rune Brothers want to hide stored.
-

The memory carrier

"Your trust is just a borrowed memory. I was there when you created it, and I know exactly how it will crack."

Illustration description

In its basic form, the Memory Bearer is a slender, contourless shadow figure that seems to devour the light around it.

It can perfectly mimic other people's faces, voices and handwriting.

Role

Shape-shifting shadow agent and main antagonist who pursues the characters.

Origin

Undated and unknown. The creature has been shaped by stolen memories and the will of the crystal.

Tone and attitude

Cold, calculating, and uncomfortably familiar, it often takes the form of people the characters know or trust.

Driving force

Manipulation, psychological warfare and division.

Current goal

Sowing paranoia, stalking the heroes, and planting false evidence to break up alliances.

Game profile

- **Agility / Illusions:** +4
- **Intelligence / Manipulation:** +3
- **Physical strength:** Average
- **Stamina:** 60 / 60
- **RK:** 16

The Stolen Feature

The memory bearer can mimic handwriting, voice, appearance, and specific magical techniques or runes through memories it has stolen.

That's why fake evidence can look completely authentic.

Shadow's Leap

The memory carrier can dissolve into shadows and re-emerge in another shadowy part of the room.

The Seed of Paranoia

Through false evidence and manipulation, the creature drives powers and factions against each other and increases diplomatic escalation.

Equipment and attributes

- Stolen memory fragments in the form of glowing crystal shards and alien thoughts.
 - Fake grating irons, stardust and other tools to replicate evidence.
-

Mára, the Hunter's Fire

"The council's hesitation is what invites the enemy in. While they sit and wait for the stone to speak, our borders bleed. I refuse to wait to be taken by surprise."

Illustration description: A

sinewy and athletic hunter with a soot-painted face and predatory bones woven into his short black hair. She carries a recurve bow and hunting knife.

Role

Leader of the Thornbell Clan.

Age

In the middle of life.

Tone and attitude

Direct, uncompromising, fiery, and proud, she detests the Council's hesitation and is irritated by Alderith's slowness, but protects Thornfall with her life.

Driving force

Direct action and defense of the borders.

Current goal

To attack the enemies of the forest before they have time to strike.

Game statistics

- **Agility / Accuracy:** +4
- **Strength/Endurance:** +3

- **Intelligence/Diplomacy:** low to medium
- **Stamina:** 55 / 55
- **RK:** 16

Mára, **the Hunter's**

Eye , can discern weaknesses in armor and movement patterns. Her ranged attacks can ignore parts of a target's protection and take down fleeing or hidden targets.

Wrath of the Predator

When she is pressured or sees her boundaries threatened, she can execute a lightning-fast attack when the enemy acts.

Influence on the Thornbell Clan Her warriors

follow her blindly. To gain the clan's support, the characters must usually first convince Mára through force of action or concrete border defenses.

Equipment

- Strong hunting bow made of ironwood with bone-tipped arrows.
- Predator bones and feathers as trophies.
- Soot-painted face and light leather armor for ambush and mobility.
- Hunting knife.

Naelira Vindlöv – the council's chief Memory Keeper

Illustration description An elderly

Sylvareth elf with long white hair, deep green clothing, and a staff entwined with living ivy.

Small scenes from the history of the elves shimmer like mirror images across her mantle.

Background

Naelira has guarded the ceremonies of the Family Tree for more than two centuries. She carries memories from sixteen generations and sometimes experiences them more strongly than her own life.

Three of these generations have now become white voids.

Driving force

To preserve every remaining memory, regardless of the risk.

Current goal

To prevent the Light Line from cutting the diseased root.

The Three Shadows of the Nightgown

Illustration description

Not directly stated in the text.

Background

Three external antagonistic faction leaders who control parts of the guild's underworld.

The Shadow of the Coin Hand

Responsible for financial crime and money laundering. Has directly financed the transport of the memorial anchors' parts to the Bastion.

The Shadow of the Iron Wave

Responsible for smuggling artifacts and materials.

The Shadow of the

Mist Responsible for disinformation and spreading false leads.

Driving force

Greed, control and the desire to protect their profits and hide their crimes.

Current goal

To smuggle materials, finance the transport of memory anchors, and spread false leads to the benefit of the Bastion of Shadows.

Raska Winter Knut – Järnvågens Agent

Illustration description

A wiry Eldervan woman in her forties. She wears a dark gray short coat over light leather armor.

The black hair has a white streak and is tightly braided along one temple. A narrow silver badge shaped like a dagger is hidden under the collar.

Across his left hand run knot-patterned tattoos that are actually coded smuggling routes.

She carries a short saber, two narrow throwing knives, and a ring with seven small keys.

Role / Threat level

Elite / Contact or Antagonist.

Type

Human / Thief / Smuggler / Spy.

Fraction

The Night Mantle – The Shadow of the Iron Wave.

Residence

The Shadow of the Wind, Eldergate.

Keyword

Infiltration • Smuggling • Information • Escape routes • Debt

Background

Raska began as a porter in the lower tunnels of Eldergate and rose through the Iron Wave network by never losing a load and never asking for more than necessary.

She was one of the first to discover that the shipments to the Bastion were no longer just ordinary forbidden artifacts. When she realized that Cassira's business included stolen memories and identities, she began secretly sabotaging deliveries.

Driving force

The Nightcloak shall survive, but no individual Shadow shall be allowed to make the guild their private property or army.

Current goal

To control the Wind Shadow's tunnels, sabotage the Bastion's memory transports, and determine whether the characters are a threat, a tool, or the only ones she can actually trust.

State

- **Initiative:** 1T20 + 7
- **VP:** 24
- **KP:** 7
- **Armor:** Light ý1
- **MF Physics:** +6
- **MF Ment:** +7
- **Reflex:** +8
- **Melee:** +8
- **Distance:** +8
- **Sneak:** +10
- **Dexterity:** +9
- **Attention:** +8
- **Persuade / Deceive:** +8

- **Underworld:** +10

The Iron Wave's Saber

- Attack: 1T20 + 8
- Damage: 1T8

At EM +5, Raska can instead disarm, move one zone without counterattacking, or make the target Unbalanced until the next turn.

Throwing knife

- Attack: 1T20 + 8
- Damage: 1D6
- Range: short / medium

From hidden position: +1T4 damage.

Shadow stroke

1 time/round

When Raska hits someone who is unaware of her position, is distracted by another attacker, or is standing in darkness/shadow, she deals an additional **+1D4 VP damage**.

The bonus cannot be counted twice on the same attack.

No road is closed 1 time/

scene

Raska automatically finds a reasonable escape route, hidden passage, smuggling entrance, hiding place, or alternative route through the district.

In combat, she can instead move herself and an ally one zone without a reaction attack.

The Iron Wave Code

Raska gains +2 on social attacks against Nightcloak members when she can argue from the guild's code.

Particularly strong is evidence that information was withheld, loot was not shared, cells were exposed to unnecessary risks, or that an outsider controlled a Nightcloak operation.

Debt book

1 time per goal/scene

Raska mentions something the target thought no one else knew.

The target hits Mental Strength SV 15.

On failure, Haska gains +2 on the next social hit against the target or makes the target Shaken during the next round.

The information must have reasonably been collected through the Nightgown's network.

Smoke mint

1 time/battle

Raska throws a hollow silver coin. Gray-black smoke fills the zone.

Until the start of her next turn, ranged attacks through the zone gain ÷2 and Raska gains +2 Sneak.

Silence before blood

Raska prefers:

threat ÷ blackmail ÷ stunning ÷ escape ÷ deadly force.

When a normal human opponent is reduced to 0 VP, she can knock the person unconscious instead of killing.

If the Nightgown is reformed

Raska becomes Contact / Ally.

Reformist Network – 1 time: She can choose to evacuate civilians, sabotage against shadow copies, +2 on the next investigation or social battle, or create a safe escape route.

I am in debt.

If the characters have previously helped the Reformists, they can receive a Nightcloak favor from Raska.

It can be used for false documents, smuggling, information, safe lodging, or a hidden route through Eldergate.

It cannot be used for automatic assassination or to resolve the Gate's final choice.

If the Nightcloak becomes an enemy

Shadow Cell Ambush – 1 time/battle: Raska places two Nightcloak minions in hidden positions.

Marked by the Nightmantle: A selected RP becomes a priority target and Raska's allies gain +1 on attacks against them as long as Raska can see the target.

Burn the Archives: Her goal is often to steal documents, destroy evidence, kill a key witness, and then leave the scene. Success can give the group ÷2 on the next social battle at the Night's Court.

No copy can post correctly. Raska gains

+2 Attention or Intuition when examining a shadow copy of a known Nightcloak person.

If successful, allies gain +2 on their first attack or resisted hit against the copy.

SL card

RAPID WINTER KNIT – ELITE

Ini +7 | VP 24 | KP 7

Armor light ÿ1

MF Phys +6 | MF Ment +7 | Reflex +8

Saber +8 ÿ 1D8

Throwing Knife +8 ÿ 1D6

Shadow Strike +1D4

Sneak +10 | Underworld +10

Rhodir the Forest Wanderer

“Memory is not something to own, lock up, or weigh on a scale. It is water that finds its way back to the roots. If we steal it from the earth, the forest forgets who we are.”

Illustration description

Slender and almost weightless in his movements, he wears hides and cloaks that blend in with the moss, natural jewelry in his hair, and a Willow Singer's flute.

Title and role

Leader of the Vide Singers / Root Singers / Memory Mill / Life's Representative.

Fraction

Thornfall.

Age

Young adult.

Tone and attitude

Ethereal and poetic. He would rather listen to the silence and the wind than to the council's debates and is suspicious of both Lasteveng's control and Silverspire's measuring instruments.

Driving force

To return lost and stolen memories to living earth and protect the spiritual life of the forest.

Current goal

To oppose solutions where memories are turned into material, property or something that is destroyed.

Original game profile

- **Intuitive Perception / Magic:** +4
- **Charisma / Mystique:** +3
- **Strength / physical endurance:** low
- **Vigor:** 40 / 40

- **RK:** 13

The whisper of the spirits

Small, glowing forest spirits act as his eyes and ears, allowing him to detect lies, hidden illusions, the tricks of the Memory Bearer, and alien magic nearby.

Memory channelization

Through song, Rhodir can draw shadow power from objects or people and lead the memory to living earth or his own body without fading, provided the correct ritual is followed.

Veil of the Forest

He can summon mist, branches, and fleeting shadows to conceal himself and the group.

Equipment •

Hair adorned with stones, feathers and animal teeth.

- The willow warbler's flute.
- Soft skins and draped clothes.

Extended game profile

- **Initiative:** 1T20 + 5
- **VP:** 24
- **KP:** 8
- **FP:** 12
- **A armor:** Light ÿ1
- **MF Physics:** +5
- **MF Ment:** +9
- **Reflex:** +7
- **Natural Knowledge:** +10
- **Religion / Spirit Knowledge:** +10
- **Empathy:** +9
- **Survival:** +9
- **Mental strength:** +9
- **Healing:** +8

Willow Whispering Wand

- **Attack** +6
- **Damage** 1D6

Mainly used defensively.

Living soil

Action – 1 FP

A zone is filled with roots, moss, and living soil. Allies gain +2 MP Physical against push, hold, and dimensional shift.

The answer of regrowth

Action – 2 FP

A target suffering from false memory, stolen memory, identity distortion, or the Turner's emotional manipulation may immediately make a new Mental Strength hit with +2.

Earth's memory

1 time/scene

Rhodor asks:

“What does this place remember that is still alive?”

He gains a real feeling, image, or relationship but not complete historical truth. The group then gains +2 on a relevant History, Intuition, or Mental Strength roll.

The Spirits' Warning

Reaction – 1 time/round

When an ally is exposed to an invisible attack, shadow creature, false form, or dimensional phenomenon, the ally gains +2 Reflex or +2 MF Ment.

Life before control

1 time/battle

All allies in the same and adjacent zone restore 1D4 VP and gain +1 Mental Strength until the start of Rhodor's next turn.

If the Alliance of Life is established, the group's first mental VP recovery is also boosted by an additional 1D4 and grants +2 on central hits in the Hall of the Sunbeam.

Temptation – The World That Was Never Hewn

The Turnabout shows Rhodor a world where no forests were cut down, no species became extinct and nature never lost ground.

In case of a strong alliance crisis: Mental strength SV 18.

If he fails, Rhodor tries to plant the memories of the parallel realities in living soil. If he succeeds, the City's forgetfulness increases by +1 and the next attempt to distinguish true from alternate reality gains SV +2.

Alliance behavior

When trust falls:

1. Requires promise confirmation.
2. Protects living memories from others.
3. The willow singers stop supporting destructive rituals.
4. Rhodir can block destructive Gate magic.
5. If Thornfall has the weakest relationship with the characters, the faction leaves the operation.

Quick card

RHODIR – LIFE

VP 24 | KP 8 | FP 12

MF Phys +5 | MF Ment +9 | Reflex +7

Nature / Spirits +10

Special: living earth • memory retrieval • mental recovery

Selyra Månblad – the forgotten scout

Illustration description A young

elven ranger with dark green hair, a bow of bent silver wood, and a healed black wound over his shoulder.

Her shadow sometimes points in the wrong direction.

Background

Selyra was patrolling the eastern border of Rivle when she encountered the damaged stranger who brought the corruption to the tree.

She tried to stop him but was wounded by his independent shadow. The Silver Well saved her life and at the same time took away the memory of the incident.

Driving force

To regain the truth and atone for what she believes was a failure.

Current goal

To follow the characters under the Family Tree, even if the Council forbids her.

Serotha Murnveil – High Warden of the Guardians' Guild

Illustration description

A woman from the Guardians' Guild with a red, rune-encased third eye and floating sigil crystals around her wrist.

Role / Threat level

Elite.

Type

Human / Guardian / Rune Guardian.

Fraction

Guardians' Guild, Eldergate.

Residence

Crowwind Valley.

Keyword

Discipline • Suspicion • Willpower • Seal Magic • Foresight

Background

Serotha is High Guardian of the Guardians Guild and sees control of dangerous magical phenomena as a prerequisite for safety.

Driving force

Discipline and protection. She believes that magical control must take precedence over blind trust.

Current goal

To restore the Lost Seal and control portal activity in the city.

State

- **Initiative:** 1T20 + 4

- **VP:** 26

- **KP:** 8

- **Armor:** Medium ÿ2

- **MF Physics:** +6

- **MF Ment:** +8

- **Reflex:** +6

- **Melee:** +7
- **Damage:** 1T8
- **Magic / Seal Attack:** +8

Red Eye

Passively, Serotha gains +2 on hits to detect illusions, disguise magic, invisible magical phenomena, and distorted memories.

Break the Fog – 1 time/scene: She can reveal an illusion, shadow disguise, false memory trace, hidden magical connection, or invisible creature.

Against active resistance: Magical knowledge + relevant attribute against SV 20.

The voice in the fog

Reaction – 1 time/round

When Serotha or an ally in the same zone is exposed to a sudden attack, trap, or magical phenomenon, the target gains +2 Reflex.

Alternatively, the target may throw themselves to nearby cover.

Floating Seal Crystals – Seal Shield

Reaction – 1 time/round

When Serotha is hit by magic, she reduces the damage by one step:

1T12 ÷ 1T8 ÷ 1T6 ÷ 1T4.

Sealing Rune Magic

attack +8.

On hit: 1D6 VP damage and the target becomes **Sealed** until the end of the next round.

Sealed gives ÷2 on attempts to teleport, go ethereal, open portals, or change reality layers.

High Warden's orders

1 time/battle

All allies who hear her choose +2 on their next attack, Mental Strength or Reflex.

Lost Sigil If the Sigil is

restored, Serotha can stabilize an ongoing portal, boundary, or seal effect once during the finale.

It gives either:

- Gate opening ÷1,
- or +2 on the next Gate Lock in the group.

Not both.

Tactics

Serotha prioritizes:

The gate ÿ civilians ÿ Guardians Guild ÿ artifacts ÿ itself.

She first identifies the real threat with the Red Eye, then uses the Sealing Rune and then the High Warden's Order if the group is pressured.

Weakness – Control Before Trust If an ally

violates an explicit security plan, Serotha takes ÿ1 on the next social or mental hit that requires her to trust the person.

SL card

SEROTHA MURNVEIL – ELITE

Ini +4 | VP 26 | KP 8

Armor Medium ÿ2

MF Phys +6 | MF Ment +8 | Reflex +6

Melee +7 ÿ 1D8

Sigil Magic +8 ÿ 1D6 + Sigil Marked

Shadow Priestess Vharel

Popular name

The Bearer of the Blind Voice.

Illustration description Pupilless

eyes, pale skin with black-green crystal veins. She hovers a few centimeters above the ground and wears dark ceremonial clothes in black and burgundy.

Role / Faction

Cult Leader • Prophet of Thralis • Boss / Central Antagonist.

She leads the Shadow Cultists in the Bastion of Shadows.

Background

Vharel was once Thrall's foremost disciple. After his fall, she began to hear his voice from the Shadow Heartstone.

Over time, the Heartstone has learned to mimic her voice completely and can give orders without her participation.

Vharel has thus become a prisoner and victim in his own cult.

Driving force

She is partly controlled against her will by the voice and influence of the Heartstone.

Current goal and function

She is presented to the players as both a dangerous opponent and a prisoner under the growing entity.

Thalindra Self-Tie

Illustration description

Her exact appearance is not clearly established beyond her star magic attributes and the Core of the Nightstar.

Title

Star-called.

Fraction

Silverspire.

Role

Elite / Magician / Analyst / Support / Knowledge Representative.

Keyword

Soul • Star Magic • Knowledge • Identity

Background

Thalindra is a star-called magician who argues that Silverspire must help the outside world. For her, knowledge that doesn't help anyone is just fear in disguise.

Driving force

Empiricism and free access to knowledge. Knowledge hidden by fear has no value.

Current goal

Using the Nightstar Core and star magic to identify true timelines, souls, and information about the Gate.

Basic state

- **Initiative:** 1T20 + 4
- **VP:** 23
- **KP:** 7

- **FP:** 14
- **Armor:** None
- **MF Physics:** +4
- **MF Ment:** +9
- **Reflex:** +6
- **Magical knowledge:** +11
- **Star Magic:** +10
- **Soul Knowledge:** +10
- **History:** +9
- **Intuition:** +8
- **Mental strength:** +8
- **Persuade:** +8

Starbeam

- Attack: 1T20 + 8
- Damage: 1D8 magic VP

Against shadow copy, stolen identity, or memory echo, she gets +2 on the attack roll.

The signature of the soul

Action – 1 FP

Soul Knowledge +10 vs. SV 15/20.

Thalindra can determine whether the target is an original person, copy, spirit, memory echo, or body with alien soul or memory influence.

She doesn't automatically know which version should morally be allowed to live.

The Nightstar's Truth The

Nightstar's Core can distinguish memory from illusion, soul from imprint, stolen identity from bearer, and shadow magic from the voice it mimics.

1 time/scene: A false reality or copy is revealed. All allies gain +2 on first hit against the revealed effect.

Star anchor

Action – 2 FP

Thalindra fixes a person in the current reality.

For three rounds, the target gains +2 MF Ment against Memory Twist, Forgotten Name, Dimensional Shift, and False Alternate Lives.

Theoretical solution

1 time/scene

When the party encounters the Gate, the Turning One, the Grey Wardens, or a cosmological ritual, Thalindra grants +2 to relevant Magical Knowledge, History, or Intuition.

Shared knowledge

1 time/battle

Three allies each choose:

- +1 attack,
- +1 MF Ment,
- or +1 Reflex

until the start of Thalindra's next turn.

Velmior Runemaster – internal conflict

Velmior is Thalindra's ideological opposite. He fears that shared knowledge will always be a future arms.

In the case of a knowledge-based alliance, he may leave the council or begin to oppose the treaty in secret.

Thalindra is the representative. Velmior is the crack.

Temptation – Knowledge without fear

The Turning shows a reality where all magical knowledge was shared responsibly, no one abused it, and no one feared Silverspire.

In case of high alliance crisis:

- Thalindra: Mental strength SV 17
- Velmior: Mental strength SV 19

If someone fails, the Star Council begins to argue about which timeline should be preserved.

If both fail, the alliance crisis worsens and Silverspire's special resource becomes unavailable until the conflict is resolved.

Alliance behavior

When trust falls:

1. Thalindra requires full information sharing.
2. Silverspire copies information before it disappears.
3. Silverspire withholds the Nightstar's Core.
4. Thalindra can reveal an ally's secret.
5. If Silverspire is the weakest faction, it leaves the operation.

The difficult balance

No new leader is needed. Halverid represents structure, Rhodir life, and Thalindra knowledge.

The characters themselves are the unifying force.

Halverid's rune holds the form, Rhodir's earth holds life, and Thalindra's starlight keeps the truth visible, but only the characters can make the three work together.

Quick card

THALINDRA – KNOWLEDGE

VP 23 | KP 7 | FP 14

MF Phys +4 | MF Ment +9 | Reflex +6

Magical knowledge +11

Special: Identifying Reality • Star Anchor • Nightstar Core

Ulmareth, the Turning One

Illustration description

Dark bands of ink sometimes whip through the air around him. When he weakens, his skin fills with eyes and his back opens like scrolls filled with forgotten names.

When the body is defeated, it collapses into ash, ink, and backwards burning candles.

Role / Threat level

Solo / Campaign Boss.

Type

Ancient Border Creature / Memory Entity.

Environment Eldergates Gate • The Grey Border • Overlapping Realities.

Theme

Memory • Guilt • Alternative Lives • Identity • Truth

Background

Ulmareth is connected to the Gate's power over realities.

It is intentionally unclear whether Ulmareth and the Turner are truly the same being. The voice could be Ulmareth himself, an echo of him, Eldergate's consciousness, or something new born from the stolen memories.

Driving force

To reverse emotions and offer the temptation of a life that could have been, until people's identities break down.

Current goal

To make the characters and the entire city forget their historical anchors so that the Gate can be opened.

Core values

- **Initiative:** 1T20 + 6
- **VP:** 48
- **KP:** 10
- **MF Physics:** +10
- **MF Ment:** +12
- **Reflex:** +8
- **Threat level:** Solo

He cannot be killed normally.

When Ulmareth reaches 0 VP, his current form collapses.

He is not permanently defeated. Instead, the conflict shifts to the Gate's final problem.

The characters still have to pick the locks, resist the offer, and decide what the Gate will become.

Memory reversal

Goal: 1 RP

Resistance: Mental Strength SV 16

Upon failure, the emotional significance of a real memory changes for the rest of the scene.

The facts don't change.

A friend can feel like a traitor. A heroic choice can feel like a crime. A beloved home can feel foreign.

Permanent changes to the character's identity never occur without the player's express consent.

The life that could have been

Ulmareth shows a completely alternative life.

A dead person lives. A failure never happened. A broken promise was kept.

Mental strength EN 15.

In case of failure:

- 1D6 mental VP damage

- Shaken

Forgotten name

Ulmareth pronounces the character's name wrong and the world begins to agree.

Mental strength EN 16.

If unsuccessful, the character cannot use a selected Contact or social advantage for the rest of the turn.
the scene.

The name is not permanently destroyed.

Stolen Skill Ulmareth

copies the highest relevant skill rank of a character and uses it during the next round.

The voice of the gate

1 time/battle

Ulmareth speaks with the same rhythm as the iron gate of Eldergate.

If the characters do not interrupt him before the end of the round, **the Gate's opening increases by +1.**

The battle of the ash bands

- Melee: 1T20 + 8
- Damage: 1D8 mental or physical VP

At EM +5, he can instead move the target one zone or let it hear a forgotten name.

Memory Projectile •

- Ranged/Magic Attack: 1T20 + 8
- Damage: 1D6 VP

A scene from the target's own past is torn apart and thrown back like black ink and glass.

Armor

No.

His 48 VP, high defense, and special immortality are his main defensive strengths.

Memory anchor

Each RP has three anchors:

- a name,
- a place,
- a promise.

When an anchor is actively used against Ulmareth's manipulation and the player describes why the memory is still true, the RP can gain **+2 on the next Mental Strength roll**.

Each anchor can give the bonus once.

Solo AI

1. Allure – The life that could have been towards the lowest Mental strength.
2. Identity – Forgotten name.
3. Mirroring – Stolen skill.
4. Fragmentation – two RPs receive conflicting versions of the same memory.
5. The Gate – The voice of the gate.
6. Personal offer – attacks a name, a place, or a promise.

Fragmentation

Two RP beats Mental Strength SV 16.

If both fail, they receive incompatible memories of the same event and ÿ1 on actions in which they try to help each other until someone uses an action to state a commonly accepted truth.

Phases

48–33 VP – The Offerer Ulmareth avoids

violence. He prioritizes The Life That Could Have Been, Forgotten Names, and personal offers.

32–17 VP – The Shape- Turner splits

into alternate versions. He prioritizes Memory Turn, Stolen Skill, and Sundering.

16–1 VP – The One Who Remembers Everything

The scrolls open. Eyes appear in the skin and the bands are filled with names the world has forgotten. The voice of the Gate takes precedence.

0 VP – No body remains. The figure

turns to ash, ink, and backwards burning candles.

The gate speaks with his voice:

“You have defeated the version of me that could be defeated.”

SL card

ULMARETH – SOLO

Ini +6 | VP 48 | KP 10

MF Phys +10 | MF Ment +12 | Reflex +8

The Life That Could Have Been ÿ Ment SV 15 ÿ 1D6 VP + Shaken

Forgotten name ÿ Ment SV 16

Memory reversal ÿ Ment SV 16
Stolen skill ÿ copy skill rank
The Gate's Voice ÿ The Gate +1 if not interrupted
0 VP ÿ the form is destroyed, Ulmareth is not permanently defeated

Vaelion Lightroot – The Young Purifier of the Light Line

Illustration description A slender

elf with copper-colored hair and a staff of light wood.

The top of the staff bears a living flower that closes when corruption approaches. His arms are covered in thin, luminous marks that resemble leaf veins.

Background

Vaelion grew up near the Silver Well and was saved as a child from a deadly fever by its waters.

He sees the well as sacred but believes that holiness does not make a force infallible.

He is Elyara Solflät's disciple and has been trained to cleanse minor disturbances in the forest's flows.

Driving force

Mercy through purification. He wants to prove that mercy sometimes requires cutting away something beloved so as not to harm the whole.

Current goal

To complete the purification before his own mother's lineage disappears from the tree.

Veyra Keld – Primus Nadir

Illustration description Ash-blond

and slender scientist in a gray field coat lined with copper wire. She wears a mechanical monocle with three rotating lenses.

Role / Threat Level

Elite / Specialist / Dream Interpreter.

Type

Human / Frontier Scientist / Alchemist.

Fraction

The border order.

Place

Prisoners' Quarters, Eldergate.

Keyword

The Gray Line • Dreams • Empiricism • Alchemy • Illusions

Background

Veyra was born in Eldergate, studied borderline phenomena in Silverspire, and returned after an academic scandal surrounding ethical transgressions.

She believes that inaction in the face of the Gate is more dangerous than controlled experiments.

Driving force

To prove her scientific hypothesis. She fears inaction more than dangerous experiments.

Current goal

To measure the portal's oscillations and prove that the Eldergate is being sucked inward.

This simultaneously exposes her to the temptation to want to see her theories confirmed even when the moral price is high.

Basic state

- **Initiative:** 1T20 + 4
- **VP:** 22
- **KP:** 7
- **FP:** 10
- **Armor:** Light protective coat ý1
- **MF Physics:** +4
- **MF Ment:** +8
- **Reflex:** +6
- **Magical knowledge:** +10
- **Alchemy:** +9
- **Investigate:** +9
- **Intuition:** +7
- **Attention:** +8
- **Mental strength:** +8
- **Persuade:** +6

The three-lens monocle

The lenses analyze:

1. physical reality,
2. magical resonance,
3. memory abnormality.

Veyra gains +2 Magical Knowledge or Investigate against illusions, false memories, dimensional overlaps, magical copies, and unstable portals.

Full spectrum analysis 1

time/scene

Magical knowledge against SV 15 normal or SV 20 difficult.

If successful, a concrete truth about the phenomenon is revealed and all RPs gain +2 on the next attack against that particular false reality or illusion.

Grey salt anchor

Action – 1 FP

Veyra creates an anchored zone with gray salt and copper wire.

Everyone in the zone gains +2 Mental Strength against illusions and false memories. A person already trapped in a false vision may make another saving throw.

Extend the Anchor

Veyra can pay 1 FP per round to keep the zone stable.

Axiom: this happened

Reaction – 1 time/round

When an ally begins to doubt a true memory, Veyra cites a concrete, verifiable fact.

Example:

“Your boot was bloody.”

“The bridge was burning.”

“You signed the agreement.”

The target gains +2 Mental Strength against the memory distortion.

Veyra must be able to provide real evidence.

Opportunity distillate

Action – 2 FP

A target within close range hits Mental Strength SV 15.

On failure, the target sees three possible versions of the next action and becomes Confused: ÿ2 on the next hit.

Against a pure memory or dream creature, the distillate instead deals 1D8 mental VP damage.

Copper wire feedback

Reaction – 1 time/battle

When Veyra is affected by a magical illusion, dream, or memory attack, she may reroll the resistance roll with +2.

If the second stroke is successful, she also identifies the approximate source of the effect.

The Nadir Protocol

1 time/scene

Veyra requires the group to distinguish between:

- what they saw,
- what they know,
- what they assume.

An RP hits Intuition, Investigate, or Magical Knowledge with +2 from Veyra.

If successful, SL can also eliminate a false trail.

Her perfect fake life

The Mist shows Veyra a reality where Silverspire never condemned her research.

In this reality:

- her experiments saved hundreds of people,
- she became a professor of border phenomena,
- her name is taught in the Star Spire,
- The Border Order is a recognized institution,
- no test subject was injured,
- Eldergate and Silverspire collaborate,
- The gate is stable.

Most importantly, she never has to wonder if her critics were right.

Dreambound Veyra – This is the better world

Veyra gains +2 MF Ment against attempts to persuade her that the vision is false.

The bonus disappears if the characters show concrete evidence from her real life, such as the damage to the monocle, her measurements, documents from the scandal, someone she has hurt or saved, or the discovery that Eldergate is being pulled inward.

Defend the hypothesis

Veyra does not attack first.

She uses Grey Salt Anchor, Opportunity Distillate, and the environment to keep the group in the vision.

When the group tries to dispel reality without reaching her emotionally, she gets to use Magical Knowledge +10 against their action.

Wake up Veyra

Social/mental conflict.

The group needs three successes before two failures.

Suitable skills:

- Intuition
- Mental strength
- Persuade
- Magical knowledge
- Investigate

SV 15 normally and SV 20 if the argument directly attacks her pride.

A particularly strong argument is:

“Just because your research may be valuable doesn't mean everything you did was right.”

That gives +2.

When she wakes up

Veyra realizes what her own measurements show:

The gate does not open outwards. The Eldergate is pulled inwards.

Primus Nadir's data

1 time during the final

Veyra can use her full set of measurements at the Lock of Dreams, a portal investigation, or the fight against the false reality of the Turner.

The group gains +2 on a relevant central hit.

If she is forced to fight

Alchemical Throwing Flask

- Attack: 1T20 + 6
- Damage: 1D6

Gray Salt: The target gets ÷2 Sneak.

Dazzling Powder: ÷2 on next attack.

Copper Spark: +1D4 against magical constructs.

Field knife

- Attack: 1T20 + 4
- Damage: 1D4

Weakness – The Hypothesis Before Man When Veyra

is given the opportunity for unique and irreplaceable data, she must roll Mental Strength SV 15 to voluntarily destroy or abandon the opportunity.

If she fails, she hesitates for one round.

The truth of the district

As the Prisoner's Quarters are restored, Eldergate remembers why the Gate was closed:

Dreams must not replace lives lived.

Veyra's emotional conclusion is:

“It should have been true. But it wasn't.”

SL card

VEYRA KELD – PRIMUS NADIR – ELITE / SPECIALIST

Ini +4 | VP 22 | KP 7 | FP 10

Armor ÷1

MF Phys +4 | MF Ment +8 | Reflex +6

Magical Knowledge +10 | Alchemy +9 | Investigation +9 | Intuition +7

Zalimra – The milky-eyed guide

Illustration description

An elderly woman from the desert with milky white eyes and layers upon layers of sand-colored veils.

She moves confidently through the desert.

Role / Faction

Shaman and leader / guide of the Sandshøj.

Background

Zalimra guards the desert rites on the edge of Talgtok.

Driving force

To protect the wisdom of the desert and watch over its deepest truths.

Current goal

To test whether the characters can distinguish between who they were, who they pretend to be, and what the desert will reveal.

Zalimra's Trial

She performs a ritual with three drops of water in the sand and wind chimes.

The test examines the characters' ability to distinguish truth from falsehood.

Function

If the group passes her test, Zalimra can grant:

- guidance through the Talgtok desert,
- information about storms,
- and lowered Navigation SV for the group's journey through the area.