L O A A

Enemies of the Kept Fire

SCRIPT

2026-11-26



TYPE	Enemy families and bosses of one story arc
LOCATION	the Klanac, the Store and the Forge, Cinerata, Ognjena
STORY	The Kept Fire
BOSSES	Sergeant Rampino, the Storekeeper, the Foreman, Captain Ferrante in the Pattern
STATUS	**Proposal** for the full game (planned; nothing built). Part one is Act 2; part two is Act 3 and *Unconfirmed — awaiting the director*

Cast



STALVAN

The party's tank and its heart: a huge, bald barbarian from Meneferu, warm, simple and honest, who knows he isn't clever and doesn't mind.



VELLA

The party's warlock and its mind: dry, curious and never saying everything she knows, with a pact mark on her hand that flares when something old is near.

THE STORY, AS YOU PLAY IT

These are what you fight in The Kept Fire.

The Unpaid. First comes a hired company of diggers and old soldiers: slow picks, slingers, planted shields, and a hook on a chain that drags one of you out of line. Sergeant Rampino is the first boss.

The night shift. Some of the diggers work in the dark and never speak. Knock one down and his fist glows. Take what is in it, or he stands up again.

The suits. Three hundred suits of armour with no eye slits move in step, and strike where you were a moment ago. Stalvan works out why: "Then somebody else was looking."

The mountain *(Act 3)*. The ground hisses before it bursts, and dust runs across the path before the rocks do.

HOW IT ENDS SPOILERS

The suits are empty. They see only through a Watcher, a dead man with a lantern; blind him and they stop. The night shift are the company's own dead, raised by the puppet silver in their fists. The last boss is Captain Ferrante inside the armourers' master suit, the Pattern, which fights on after she has stopped.

The enemies of the Kept Fire are a design proposal for the full game (planned, not built).



8 · Armour for no one. *The Store under Orljak: three hundred suits with no lining and no eye slits (A5). Picture to come.*



17 · The question. *The gate is down; Ferrante in the Pattern, the dead digger who speaks, Zanze at the wall: Act 3's climax (B6). Picture to come.*

FAMILIES

No body is ever tinted. The Puppeteer's hand shows as a thin line of the thread's own light where a helm meets its collar, or at a dead fist. (The wiki has the threads pale gold, a working colour. If the jungle beasts' blue becomes his colour, the same blue shows here. One colour everywhere: question F7.)

The Unpaid (living). *Pick Hand:* a slow overhead swing; the pick goes up and hangs for most of a second before it falls. *Slinger:* the sling whirls three times, then the stone; breaks off if hit. *Pavise:* a tall shield planted in the ground; blocks the front, slow to turn. *Grapnel:* throws a hook along a line marked on the ground and drags one party member out of formation.

The night shift (the Unpaid's dead). They dig until someone is in reach. They are silent. A night-shift man who falls gets up again unless the puppet silver is taken from his fist: the fist glows for five seconds, and any hit or an interact on it ends him. Leave it and he stands.

The cohort (the hollow suits). Nothing is inside them. *Rank Suit:* sword and shield, advances in line, armoured in front, open at the unlaced back. *Pike Suit:* a long thrust along a marked line. *Drum Suit:* beats its shield; the suits near it step faster in time. **The rule of sight:** the helmets have no eye slits, so the suits see only what a **Watcher** sees, a dead man with a lantern on a high place. Kill or blind the Watcher and the suits near him stop, then strike at where the party was. Stalvan: "Then somebody else was looking."

The mountain (Act 3). *Vents:* the ground darkens and hisses for a second and a half, then bursts. *Ash fall:* slows everyone alike. *Tremor:* a line of dust runs across the path before the rocks come down on it.

The gorge and the spring. Wolves, the boars of the wallow, the Košara three (they throw rocks and run).

BOSSES (EACH WITH A FIXED TOP BAR)

- **Sergeant Rampino** (A4, the arches). On the Arms Road's bridge, 4 m wide. *Hook:* a marked line, then a drag to the bridge's edge. *Sweep:* the chain goes round in a full circle after a wind-up the whole party can see. *Whistle:* slingers on the cliff loose a marked volley. At half health he hooks a pier and swings to the far arch; the party follows over a gap. He yields at a fifth.
- **The Storekeeper** (A6, the Store). The keeper's suit with a tally hook. *Count:* he strikes a rack and four suits step off it; the hooks rattle first. *Bar the Door:* a shield rush along a marked lane. He has no Watcher: the thread is on the body itself. Vella sees the man he was, standing apart and pointing at his own back plate; when she calls it, a weak point opens there for a few seconds. At the end she lays him to rest: "He says he's still on duty. I told him he's relieved."
- **The Foreman** (B2, mini-boss). Berto, dead, with a lantern: the Watcher of the tunnels. While his lantern is lit the night shift fights as one; knock it out of his hand and they dig again.
- **Captain Ferrante in the Pattern** (B6, the great hall). *Phase 1, the captain:* she fights as herself and gives orders the player can hear ("Pikes." "Close."); each order is a marked line or a marked ring. *Phase 2, the suit:* the Pattern's helm closes. She stops giving orders. Three Watchers light lanterns on the upper walkway, and the Pattern hits harder and never misses while any lantern burns. Stalvan: "She's not swinging that. It's swinging her." *Phase 3, the mountain:* vents open in the hall floor; two party members must hold damper wheels (Stalvan takes one without being asked) while the rest finish it. *Choice at the end:* Manfred can unlace the Pattern from behind if the party holds it still for ten seconds; then Ferrante lives, and answers for herself in Valponte. Or the suit is broken with her in it.

THE END

Sources: docs/plan/full_game/island1_fire_acts2_3.md (VOLCANO-STORY, 2026-11-18). Pictures: eighteen slots under wiki/_images/isl1_fire/, not painted yet.

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