L O A A

Quests of the Kept Fire

S C R I P T

2026-11-26



TYPE	Main line in two parts, ten side quests, the roll talks
MAIN QUEST	The Kept Fire
LOCATION	the Klanac (G1–G5), the Bocca (S1–S5), Island 1
ACT	Act 2 (part one and all side quests); Act 3 (part two, proposal)
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



HERO

TLOAA's player character and the leader of the party: a mercenary who takes the mayor's contract to free Stara Luka with Vella and Stalvan.



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.



MANFRED

Manfred, written Manfred by the director and on screen, is an inventor in Meneferu, distracted, enthusiastic and always in the middle of a project, who joins the party in Chapter 4 and drives them to Papyria in a car he built himself.

F

FERRANTE

T

THE VOICE

N

NEVIA

C

CLELIA



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.



ZANZE

A paladin and librarian-detective, the Keeper of the Library of Papyria (its lead librarian and sworn protector) and Manfred's partner, who joins the party in Chapter 5 of the prologue.

A

ANSELMO

T

THE WAKEFUL

G

GEMMA

Š

ŠIME

The miller of the Studena mill, below the falls.

THE STORY, AS YOU PLAY IT

These are the quests of The Kept Fire: its main line, five side quests in the great gorge and five at the river's spring.

The main line. In Act 2 you follow grey water to the spring, meet the hermit who counts the mountain's smoke, walk the gorge and open a store of armour under Orljak. In Act 3 *(a proposal)* you enter the burned city, climb the volcano and go down into the Forge.

The gorge. A scholar cannot make his aqueduct behave. A toll-keeper charges you by the pound and weighs Stalvan's axe as a second man. A mother wants to know who takes the bread she leaves on a ledge. A basket comes down a cliff on a rope, asking for your purse.

The spring. You clean the spring's grate, move a soap-eating salamander the length of a boat, and find out who moved the gate that splits the cold water from the warm.

HOW IT ENDS SPOILERS

The aqueduct is a road. The bread's taker is the hermit himself. Nobody moved the stone: the ground tilted. Two of them, *The Dry Aqueduct* and *Cold and Warm*, open the third ending at the volcano, where the river holds the fire.

The quests of the Kept Fire are a design proposal for the full game: planned, not built. The story itself is on The Kept Fire.



4 · Paid by the pound. *Šime weighs Stalvan's axe by itself at the Sospiro bridge (G2). Picture to come.*

THE MAIN LINE

Trackers in *italics*. Every objective names something the player can walk to or do. No step can dead-end: every roll's worst tier still moves on (FLOW-1). Chests are of the act's band by the items plan; all numbers are proposals.

PART ONE, ACT 2: GREY WATER

Step	Where	Objective	Fight or talk
A1	Valponte	*Look at what the river brought*	talk; Gerardo's roll
A2	the Bocca	*Follow the grey water to the spring*	boars or Unpaid scouts
A3	the Counter's Seat	*Find the hermit who watches the mountain*	the roll talk *The Count*
A4	the Klanac	*Follow the old road down the gorge*	Unpaid patrols; boss: Sergeant Rampino
A5	the Store	*Find a door Gemma's key fits*	none: the hall
A6	the Store	*Stop Ferrante*	boss: the Storekeeper
A7	the Klanac → Valponte	*Get to Valponte before the cohort*	the bridge, by choice

A1 · Grey Water. *Giver:* Gemma, on the river stairs under Valponte's bridge, wash day. *Do:* look at the grey wool, the scale, then the key in Gerardo's smithy (he uses it as a doorstop). Manfred rings the two together: one note. *Roll (Gerardo):* why his key has wax in its teeth. Success: he admits the print and describes the buyer's captain. Fail: he throws the party out and Gemma tells them on the road instead. *Reward:* XP; the scale opens the collection *What the River Brings* (S5). *Unlocks:* the spring's quests.

A2 · What the River Brings. *Giver:* Zita at the Bocca. *Do:* walk up the river by the polje road and the Bocca steps (5.7 min; the old road on the north bank is 3.3 min and passes the gate first), see her shelf, take the lane past the terraces up to the Forge gate (0.8 min), read it (Stalvan: the hinges; Zanze: the marks on the frame are a count, not a name: "It says how many went in. Forty-two."). Fresh pick marks on the forecourt: someone has tried the gate. *Fight:* an Unpaid scout party on the forecourt, or, on the lane below the terraces, the boars at the wallow. *Reward:* a chest behind the forecourt's fallen pier. *Unlocks:* the Counter's Seat.

A3 · The Count. *Giver:* Anselmo. *Do:* the roll talk . He gives the Arms Road and the Store in every tier. *Choice (the hero):* keep his silence, or tell Guido. Told: the east polje starts packing early and B1's hearing is easier, but Anselmo will not speak to the party until B1. Kept: Anselmo gives his spare cord (the Count shows in the tracker from here). *Reward:* the watchtower: the old tower 1.8 min up his road, where he climbs to see what his chair cannot show.

A4 · The Dry Road. *Do:* down the gorge by its stops . Beppe saw the company's wagons go down. Patrols at the fulling mill and the old basin. At the arches Rampino holds the Arms Road's bridge with slingers on the cliff. *Boss:* Sergeant Rampino. At a fifth of his health he drops the chain and asks terms. *Choice:* let him walk (he is gone for good and the Unpaid at B2 are fewer); hand him to Sergeant Mirko's toll post (Valponte's council trusts the party in B1); or Stalvan talks trade with him (a roll: he names the hirer's seal, a plain knot, and Ferrante's promise). *Reward:* **Rampino's Grapnel**, which opens the grapnel points of the Arms Road: the gorge's high way back. *Unlocks:* the Store's forecourt.

A5 · The Hatch. *Do:* at Orljak, Duje has seen lights in the gate at night; Jure's ram walks out of the scree wearing an old-empire helmet and cannot get it off. Where the ram came out is the hatch. Gemma turns the key. *Inside (no fight, each member reads the room):* Stalvan and the suits; Zanze counts ("Seventeen racks. Eighteen to a rack. Three hundred and six." … "Three hundred and five. One hook is empty."); Manfred finds the wagon ramp and, at its top, the walled-up cart arch; Vella stops at the chair: "He's still here. He's sitting where his bones are." The hero reads the room last and picks up the tally. *Reward:* a chest under the counting table; five bars of **store bronze** (kept for the Forge).

A6 · The Last Order. Ferrante comes in by the hatch the party opened, with ten living and six dead. She is civil: "I've no quarrel with you. You've saved me a month." *Choice (the hero):* stand in her way, let her look, or let Stalvan speak to her (K3). In every branch the threads come down before anything is settled, and they do not come to her hand. *Boss:* the Storekeeper, in the keeper's suit from the empty hook. Vella's sight is the fight's key . Then the racks empty. The cohort forms on the forecourt and marches. Ferrante watches her army leave without her and follows it. *Reward:* **the Tally Hook** (a polearm; proposal: Act 2's best two-hander, +1 rarity over the band).

A7 · Ash on the Fair. *Do:* get ahead of the column by the Arms Road. At Šime's bridge the cohort starts across in step, making for its own road on the far wall. The rope bridge takes a few at a time, and the rest of the column keeps to the low path; if *Paid by the Pound* was done, the party knows what the bridge bears, cuts nothing, and watches forty suits go into the river with it (forty fewer at B6). At Valponte, at night, the low column comes to the bridge, to cross to its road on the north bank. *Choice:* hold the bridge (a hard rear-guard fight, the mills and the stairs unharmed, the cohort fords upstream) or stand aside (no fight, the fair's stalls on the bridge trampled, nobody hurt: they do not turn their heads). It ends in the

picture: ash on the fair's awnings, the last suits climbing east toward a red line on the mountain, Anselmo's cord in the hero's hand. Vella: "My mother's sweeping the step. Look at her. As if it were flour."

PART TWO, ACT 3: NOON UNDER ASH (PROPOSAL, UNCONFIRMED)

Step	Where	Objective	Fight or talk
B1	Valponte	*Speak at the loggia*	the hearing (a roll talk)
B2	Le Braci → Cinerata	*Find a way into the burned city*	the night shift; mini-boss: the Foreman
B3	Cinerata	*Find out what burned the city*	the sighting; Vella's walk
B4	Ognjena	*Climb to where the shadows point*	slingers, vents, a tremor
B5	the Forge	*Go down into the Forge*	the Wakeful (a roll talk)
B6	the great hall	*Hold the hall*	boss: Ferrante in the Pattern
B7	the damper floor	*Decide what happens to the fire*	the choice

B1 · The Bell Nobody Rings. The island has changed: ash on every roof east of Valponte, the suits working a ram at the Forge gate day and night, the count past a hundred. Anselmo comes down for the first time in twenty years, and the loggia will not hear the man who cried run. *Roll (one member speaks for him):* Zanze lays out his thirty-one years of cords as a ledger; Vella speaks as a Castellani; Stalvan says what a road looks like when people leave too late; the hero asks Guido what he would give to have been wrong twenty years ago. Success: the east polje is cleared in order. Fail: it is cleared late, by families one at a time, and Le Braci stays. *Unlocks:* Le Braci.

B2 · Tilde's Holes. *Giver:* Tilde, who will show the way in for a price: find her father. *Do:* down her well shaft into the diggers' tunnels. The night shift is at work there in the dark, and keeps digging until the party is in arm's reach. *Mini-boss:* the Foreman, a dead man with a lantern, whom the others dig by. He is Berto. Vella sees him standing behind his own body: "He says the pay was good. He says don't tell her that." *Choice:* what Tilde is told (the truth; "he's gone to the mainland"; or nothing, and give her his coin purse, emptied of the puppet silver). She guides the party on in every branch; her last line changes.

B3 · The Standing City. *Do:* the opened streets. Stalvan: "Nobody ran. Nobody covered a face. Fire comes down a street and a whole city stands to attention." Zanze counts the ovens and the looms: about eleven thousand people, and bread three weeks old. Manfred asks for three sighting rods; the player sets them at three scorched walls (an interact puzzle), and the three lines meet high on the

south flank. Vella walks the square with her sight open and finds nobody, then one: the woman at the fountain. *Choice:* she asks, through Vella, whether "he" is still standing. The hero answers yes, no, or "we don't know yet". The answer is remembered for B7. *Reward:* a chest in the governor's house; **3 dark glass** from the bath's lamp niches.

B4 · Where the Shadows Point. *Do:* the crater path from the spring to the Noon Gallery (5.8 min of climb in three stages). Vents open in the path . One tremor drops a rock line across it. Slingers of the Unpaid hold the last turn. In the gallery: the whole of Cinerata under your feet, every opened street in line with the slot; the spent lens, clear as water; the cradle's mount, with the same two-socket bronze foot as the Lamp's. Vella: "They built two. This is where the other one went." Behind the cradle a hoist shaft drops into the mountain, a stair wound round it. *Reward:* the watchtower; a chest behind the cradle.

B5 · Forty at Their Benches. *Do:* down the shaft: about 225 m by the wound stair, three landings, the hoist's chains hanging slack down the middle. Stalvan, at the first landing: "Hoist for the load. Stair for the crew." (beat) "Days of work, getting it up here. Nobody does that in a temper." Then the upper walkway, the hall. Stalvan: "Forty at their benches. Laid out, hands folded. One by the door, any way she fell." Gemma finds the tallyman's mark on the last smith's bench and says nothing for a while. Manfred finds the dampers: "It's a stove. The whole mountain. Somebody put a damper on a volcano." At the wheels, the Wakeful. *Roll talk (K4):* what he tells, and whether he will stand aside from the wheels when the fight comes. Gemma lights one forge. *Reward:* **the first forging** .

B6 · The Question. The gate comes down. The cohort files in and stands to both sides. Ferrante enters in the Pattern, the armourers' master suit, a head taller than the rest. A dead digger at her shoulder speaks (K5). While he talks, four of the night shift walk to the north wall with chisels: *protect the wall while Zanze copies it* (a 90-second hold). *Boss:* Ferrante in the Pattern, three phases . The fight breaks two of the six wheels.

B7 · The Kept Fire. The choice . Then the way out, and the island afterwards .

THE CHOICE AT THE FIRE SPOILERS

Two wheels are broken, and the fire is coming up. Manfred gives the three ways; the hero chooses.

	A · Bank it	B · Let it out	C · Give it to the river
Needs	nothing	nothing	the spring's divider mended (S4) and *The Dry Aqueduct* finished (G1)
What you do	The Wakeful takes the four good wheels. The party leaves and bars the gate from outside.	Open the sea dampers. The fire runs north through the old channels into the sea.	Send the Bistrica's cold water down the quench channel onto the shafts, through Manfred's float valve.
The Wakeful	stays at his work, a prisoner and a keeper. He asks one thing: to be told when it is evening.	is buried with the Forge. "I don't know if stone is enough. I'd like to find out."	walks out for the first time. He goes to the fountain in Cinerata and sits down.
The mountain	smokes as before; the count goes back to forty	goes quiet for good; a new black tongue of rock on the north shore, steam where it meets the sea	steams white from the gate for ever; the count stops meaning anything
The cost	the Puppeteer knows where he is and can come back with another question	Acquatinta's warm springs go cold: the dyers lose their water; one forging only, before the fire dies	the Bistrica runs at half below the spring: Valponte's mills slow, the gorge's river drops
The Forge	burns: all five forgings	cold	burns low: three forgings
Stalvan	"I've held doors. Never one from this side."	"Three ways out of the hall. Two by the time I finish this sentence."	"He's kept one fire longer than this island's kept anything, with nobody to complain to. Let the man sit down."

In every ending the threads let go when the question has been asked: the cohort falls where it stands, and the forecourt is a field of empty armour. In every ending Zanze has the price, and the party knows the stones were carried from here to three shores.

SIDE QUESTS

Rewards are small (CLAUDE.md "Items and trade"). Each has its own mechanic and one tie to the main line.

THE GORGE (G1-G5)

#	Quest	Giver	The tone
G1	The Dry Aqueduct (a chain of three)	Dottore Quaglia	the gorge's own mystery
G2	Paid by the Pound	Šime	funny
G3	The Bread on the Ledge	Nevia	sad
G4	The River's Colours	Tonka	a choice that changes a place
G5	The Basket	(none: it finds you)	a fight and a lair

G1 · The Dry Aqueduct. *Giver:* Dottore Quaglia at the arches. *The mystery:* his aqueduct runs level for a kilometre, has no lime on its bed, and ends at a mountain with no town. *Do, step 1:* hold the pole at three marked stones along the gorge (the fulling mill, the Sospiro, the arches): the party walks the gorge. *Step 2:* climb to the channel (a grapnel point). Manfred: "No scale. Not a drop ever ran here." Stalvan kneels at the two grooves: "Cart ruts. Same gauge

the whole way. Heavy loads, one direction." It is a road. *Step 3:* light the signal platform's old bronze mirror; far to the north-east something on the volcano's flank flashes back once (the Noon Gallery's cradle: a clue for B4). *Decision:* Quaglia asks the party not to tell Ragosa's academy yet that he was wrong for six weeks. *Reward:* **the watchtower** (the signal platform; once lit it ties to Valponte's tower, a quick way between the gorge and the town); Quaglia's level (a trinket: +1 to Investigation rolls on old-empire works); the Arms Road opens end to end, the gorge's way back. *Tie:* needed for ending C (his levels and the road's counterweight drawings).

G2 · Paid by the Pound. *Giver:* Šime, at the Sospiro. He weighs every traveller on a steelyard and charges by the pound, because he has reckoned what the bridge bears and nobody believes him. Five in armour come to more than the bridge. *Do:* get five across without paying five fares or breaking his rule. Manfred checks his sums (they are right, to the pound); Zanze finds he has under-charged his own goat for eleven years; the party crosses in two lots, and Stalvan goes last. *Šime:* "The axe goes on by itself." *Stalvan:* "Fair. It does most of the work." *Reward:* a season pass (free crossings); small coin if Zanze's goat arithmetic is pointed out kindly. *Tie:* the bridge's limit is a fact the party uses in A7.

G3 · The Bread on the Ledge. *Giver:* Nevia, at the fulling mill. Every week for twenty years she has left a loaf in the niche where her daughter fell. Every week it is gone, and no animal takes the cloth it is wrapped in. She wants to know who. *Do:* watch the Ledge from dusk (a quiet wait; the party talks). The taker comes down the gorge path from the east, after the mill's hammers have stopped: Anselmo, who walks nine hours there and back so that she will think something answers. *Decision:* tell her; tell her nothing was seen; or carry her message up to him. *Nevia, if told:* "Lucia was six. The road was full because a man on a hill said run. I've hated him twenty years. Tell him I'm tired of it." *Reward:* the **Fulling** skill (wool and fuller's earth make felt: a lining for one armour piece). *Tie:* if her message reaches Anselmo, he comes down in B1 without being asked.

G4 · The River's Colours. *Giver:* Tonka, in Pržina. The river comes down red, blue or yellow from Acquatinta's vats, and the fish taste of it. The old basin in the gorge was built to settle the Forge's wash; its sluice still turns. *Do:* clear the sluice (Stalvan on the wheel, a fight with what nests in the basin). *Decision:* open it, and the river runs clear from the basin to the sea, but the fulling mill's race drops and Nevia's wheel stops; or leave it, and Pržina's nets stay empty on dye days. A middle way exists only with Mastra

Orsola's word to dye on three days a week (a roll at Acquatinta). *Changes a place:* the river's colour in the lower gorge and at Pržina, Nevia's wheel turning or still, for the rest of the game. *Reward:* by the side taken: Tonka's net weights (a sling's bullets) or a bolt of fulled cloth.

G5 · The Basket. On the low path below the west wall a basket comes down on a rope with a note pinned in it by a knife (no writing shown: a drawing of a purse). *Stalvan:* "A robbery with a rope. If we don't pay, what do they do? Pull it up?" A rock lands beside him. "Ah. That." *Do:* pay, or reach the cave from above by the Arms Road and a grapnel point. *Fight:* the Košara three, who are bad at it. *Decision:* turn them in at Sergeant Mirko's post, or take Luce's offer: the three know every ledge and will carry word up and down the gorge. *Reward:* a chest in the cave; if hired, the basket becomes a lift between the low path and the high road. *Lair:* the wolf den across the river is on the way down (a beast lair with its own chest).

THE SPRING (S1–S5)

S1 · The Shelf. *Giver:* Zita. The grate is fouling faster than she can rake. *Do:* go into the spring's cave behind the grate (a short wade, three chambers) and clear the old-empire catch basin. In the last chamber the quench channel's mouth: a square bronze pipe, warm. *Reward:* the **Spring Salts** skill (sulphur flowers, spring water and a vial make a draught that restores health out of combat); a chest in the cave.

S2 · The Soap Thief (funny). *Giver:* Donna Clelia. Something in the top warm pool eats the bath house's soap. It is a salamander the length of a rowing boat, very old, entirely harmless, and the dyers' children call it the Duke. *Clelia:* "Every week. A whole cake." *Stalvan:* "Clean animal." *Do:* move it to the ninth pool without hurting it (a lure of soap, a walk with a wet blanket, an Animal Handling roll). On a fail it goes back by itself overnight and Clelia buys a lid. *Reward:* free baths (a rest spot beside the spring).

S3 · The Ninth Pool. *Giver:* Senbi or any bather. The top pool "takes years off" and is forbidden. *Do:* Manfred's thermometer in all nine pools, morning and evening. The ninth is near boiling, and hotter each day. *Decision:* tell Clelia (she ropes it off and the baths lose custom) or tell Anselmo first. *Reward:* a healing spot at the eighth pool; *tie:* a second measure of the mountain for B1.

S4 · Cold and Warm. *Giver:* Mastra Orsola. Somebody is stealing her warm water: the divider between the two mouths has shifted, and the cold spring is getting the warm. She blames Valponte. *Do:* watch it at night (nobody comes), then let Manfred lay Quaglia's level or his own on the sill. Nobody moved it. The ground under it has tilted. *Decision:* reset it to the old marks or to today's ground. *Reward:* Orsola's red (a dyed cloak, small armour, a look item); *tie:* a mended divider is half of ending C.

S5 · What the River Brings (a collection). Twelve bronze scales lie in the river between the spring and the sea, one at each stop. *Giver:* Zita's shelf. *Reward:* at six, Zita's rake (a staff); at twelve, Gemma rivets them into **the River Coat** (proposal: a medium chest piece of Act 2's top band, one of a kind).

Where things sit. *Profession skills:* Fulling (G3), Spring Salts (S1), Old-Empire Smithing (B5, Gemma). *Watchtowers:* the signal platform (G1), the old tower above the Counter's Seat (A3), the Noon Gallery (B4). *Beast lairs:* the wolf den (gorge), the boar wallow (spring). *Chests, Act 2 band:* the Forge forecourt, the spring cave, the Košara cave, the wolf den, the lower pool's rock, the Store's counting table, the signal platform. *Chests, Act 3 band:* the governor's house, the bath, behind the lens cradle, the hall's upper walkway, the damper floor.



2 · The Klanac. *The great gorge: the gorge path low by the river, the Arms Road's ledge high on the same wall, as it runs below its bridge. Picture to come.*



3 · The dry aqueduct. *The arches, Dottore Quaglia and his pole, the signal platform on its spur (G1). Picture to come.*



5 · The Bocca. *The Bistrica's spring: the grate, Zita's shelf, Acquatinta's warm terraces, the Forge gate above. Picture to come.*

REWARDS AND THE FORGE

All numbers are proposals. The armoury is the home of the game's best crafted arms, and they are earned, not found.

- **What the party can take:** nothing wearable from the racks. The suits have no lining and no straps a living hand can reach: "armour for no one". Five bars of store bronze (A5). Dark glass: 15 pieces in all (3 in B3, 2 in B4, 4 in the hall, 6 from side quests and chests).
- **What it can earn:** the Tally Hook (A6), Rampino's Grapnel (A4), the River Coat (S5), three profession skills, three watchtowers.

- **What it can forge:** at Gemma's fire in the Forge, one **forge-kept** piece for each member. Each costs 3 dark glass, 1 store bronze and a night's rest in the hall. Proposal: item level at the top of Act 3's band, one rarity above anything a chest of that band can drop, and one line each:

Member	Piece	Its line (proposal)
The hero	a forge-kept sword	*Kept Light:* once a fight, the next hit on a threaded enemy cuts its thread; it does not get up
Stalvan	a new head for his axe	his taunt also turns suits that have no Watcher
Vella	a dark-glass focus	Lay to Rest reaches twice as far
Zanze	her blade re-edged	her first hit on each Watcher blinds it for 4 s
Manfred	a spring-bronze prod for his crossbow	the first bolt of a fight pierces a shield

- **What it costs:** the ending. A: all five. C: three, the player's pick. B: one, forged while the hall shakes. The player who buries the Forge gives up four of the best items in the game, and knows it before choosing.

THE ROLL TALKS

The roll talk *The Count* is written out in full on the story page. The other rolls: Gerardo and the wax in his key (A1); Rampino's terms (A4); Stalvan and Ferrante (A6); the hearing at the loggia (B1); the Wakeful and his wheels (B5); Mastra Orsola's dye days (G4); the salamander (S2). In every one the worst tier still moves the quest on.

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.
Last updated: 2026-11-19 (FIRE-FIT-MAP: places, walks and sight lines brought to the planning map; earlier VOLCANO-STORY)