L O A A

The Kept Fire

SCRIPT

2026-11-26



TYPE	Story arc in two parts: *Grey Water* and *Noon Under Ash* (working names)
ACT	Part one: Act 2, last on Island 1. Part two: Act 3, first on Island 1 (proposal)
LOCATION	Island 1: Valponte, the Bocca, the Klanac, the Forge and its Store, Cinerata, Ognjena
PARTY	All five: the hero, Vella, Stalvan, Zanze, Manfred
FOES	the Unpaid, the night shift, the cohort, the mountain
BOSSES	Sergeant Rampino, the Storekeeper, the Foreman, Captain Ferrante in the Pattern
LENGTH	Part one about 3–4 hours with the side quests; part two about 2–2.5 hours
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

You are back on Island 1, all five of you: the hero, Vella, Stalvan, Zanze and Manfred. You are resting in Valponte, Vella's home town, when the river turns grey.

Grey water. On wash day the Bistrica, Valponte's river, comes down the colour of ash. Gemma, the smith's daughter, picks a scale of old bronze armour out of the shallows. Her family keeps a bronze key that fits no door in town. Scale and key are the same metal.

The spring. You follow the river up to its spring, the Bocca, at the foot of Ognjena, the island's volcano. Zita, who keeps its grate clean, shows you what the water brought: scales, rivets, one bronze finger. Above the spring a black gate as tall as a tower stands in the mountain's side. People call it the Forge. It has no handle. Stalvan looks at the hinges: "Bar on the inside. That's a door for people who weren't planning to leave."

The Counter. Anselmo, a hermit, lives in a hut that faces the volcano. Every dawn he counts the mountain's puffs of smoke and ties the number into a cord. It was forty for thirty-one years. This spring it is fifty. He says the Forge sent its work down an old road through the great gorge, to a store under the mountain Orljak. He asks you not to tell Valponte his count.

The gorge. The Klanac, the great gorge, is a long walk between cliffs above the river. A hired company digs here under Captain Olimpia Ferrante, who lost her last army over pay. Her sergeant, Rampino, holds the old road's bridge: the first boss.

The Store. Under Orljak a second gate stands shut. Gemma's key opens a small hatch beside it. Inside hang three hundred suits of armour, never worn. Stalvan turns one over: "No lining. No padding." The helmets have no eye slits. The storekeeper's bones face the door he barred. Zanze reads his last tally line: "One door. For the Forge. To bar from within." Then Ferrante walks in behind you with her diggers. Some of them are dead.

The cohort. Glowing threads come down out of the dark. The dead storekeeper stands up in his armour: the second boss. Then every suit stands up. They march out past you, up the gorge, toward the volcano. "They're not attacking," says Stalvan. "They're reporting." That night ash falls on Valponte like the first snow. Act 2 ends here.

The burned city *(Act 3, a proposal)*. The suits are breaking down the Forge's gate, and the mountain shakes. You seek another way in through Cinerata, the old empire's city under the ash. Tilde, a girl of ten from the ash village of Le Braci, guides you. Everyone says the volcano burned this city. But ash figures stand in its streets in straight rows, and not one ran. Vella, who sees the dead who wait, walks the whole city. "There's no one here."

The Noon Gallery. Every scorch mark points at one place high on the mountain, and it is not the crater. A shaft there, a stair wound round it, drops into the Forge.

HOW IT ENDS SPOILERS

The city burned itself. A governor of the old empire woke three dark stones here and became a ruler who never dies. His city was the price. Every person in it went onto threads: standing, smiling, gone. He ordered the Forge to arm them. Its smiths refused. At noon they burned the empty bodies with a lens full of stored daylight, the twin of the west coast's Lamp. They carried the three stones away to three shores and barred themselves inside with him. The mountain's ash fell afterwards.

The Wakeful. He is still there, blind, at the great dampers that hold the volcano's fire down. The last smith taught him the work before she died. "Is it still noon?" he asks.

The question. The gate falls. Ferrante comes in wearing the master suit, and soon it moves her. A dead digger speaks in the Puppeteer's voice. He has one question for the only man who ever did what he plans. Did they come back? "She stood," says the Wakeful. "That is not what I asked." "It is the only answer there is." On the wall behind them nobody has ever cut out the words, and Zanze reads the price in full.

The choice. The dampers are broken and the mountain wakes. You can leave the Wakeful at his work and bar the door from outside. You can open the sea dampers: the fire goes north into the sea, and the Forge and its keeper are buried. Or, if you mended the old water works, the river can hold the fire and he can walk out into the evening. Each ending changes the island.

The Kept Fire is a proposed main quest line of the full game on Island 1, across Act 2 and Act 3. It ties the river's spring, the great gorge, the abandoned armoury by the volcano, the volcano itself and a burned city into one mystery, and into the main plot of the Puppeteer. Its quests are on Quests of the Kept Fire.

> ***A design proposal, planned for the full game and never the prologue. Nothing is built; every name is a working name.*** *Part two (Act 3) is Unconfirmed — awaiting the director: Act 3 is not designed yet, and this is its first piece.*



7 · **The Forge gate.** *Fourteen metres of bronze with no handle, no keyhole and its bar on the inside (A2). Picture to come.*

THE IDEA IN SHORT

Question	The obvious answer	The true answer
Why was the armoury abandoned?	Its people fled the volcano.	Nobody fled. The smiths barred it **from within** and stayed, to keep one man in.
What was it arming, and for whom?	An army of the old empire.	The governor's own city, already dead on threads: three hundred suits with no lining and no eye slits, "armour for no one". The smiths never delivered them.
What burned the city?	The volcano.	The city's own smiths, at noon, with a lens of stored daylight. Nobody alive was in it. The ash fell cold, afterwards.
What is the volcano?	A danger.	A furnace the old empire tapped and then had to keep damped for ever. The thing sealed in the armoury is what keeps the island from burning.
What does the Puppeteer want?	The suits: an army.	An answer. The Wakeful is the only one who ever woke the three stones together. The Puppeteer wants to ask him whether the dead came back whole, and how it was done.
What does the party fear?	The eruption.	Valponte, Vella's family and the whole polje are under it, and the one way west is a gorge that takes one cart at a time.

Used from what exists, nothing new invented where an old thing would do: the three dark stones and "a ruler who never dies" (prologue, Chapter 5); the price, "A ruler who never dies rules a people who never live", and the hand that cuts it out of every text (the Puppeteer's page); threads that move a body and cannot keep a soul; the dead who cannot use keys; puppet silver that raises the man who dies holding it; the letters sealed with a plain knot (The Weighmaster's Funeral); the Lamp's lens of dark glass that stores

daylight and its bronze mount with **two sockets, one empty** ("They built two": Where the Day Ends, note 2, paid off here); Vella's grave-sight; the map's own hooks (the hermit who faces the volcano, the diggers "not all of them alive", the lights in the Orljak gate, the sheep lost inside it, the scholar at the arches).

New lore, each one a proposal for main : the old empire worked Ognjena's black glass into the daylight lenses; the three stones were woken together in the Forge's hall and carried from it to three shores; a governor who cannot die is still inside; the volcano is damped by old-empire works.

WHERE IT SITS



Island 1 with the fire line (planning map, draft 2, 2026-11-19). *North is up. The fire line of Acts 2 and 3 on Island 1's planning map: Valponte on the Bistrica, the great gorge (the Klanac) with its stops and the Arms Road's bridge, the Store under Orljak, the Forge gate and the spring (the Bocca) at the volcano's south foot, the burned city Cinerata, Le Braci, the Noon Gallery and the crater rim. A proposal, Unconfirmed; where the map and the story's distances differ, the map is the newer.*

Act 2, last on Island 1 (proposal, question F1). The order stays as decided (D-REG3-ORDER, D-REG3-FIT): Under the Green Crown → The Keeper of Ragosa → Where the Day Ends → The Masked Ball (two visits) → ***Grey Water***. It starts in Valponte in the days after the Count falls, when the party rests at the Castellani villa. Its last picture (ash on the fair, the cohort climbing toward the mountain) closes Act 2 on this island.

Act 3, first on Island 1 (proposal, Unconfirmed). *Noon Under Ash* opens Act 3 here: the mountain is the clock, and the rest of Act 3 can leave and come back while the count on Anselmo's cord climbs. It ends with the party holding two things the final act needs: the price in full, and the Wakeful's answer.

Seeds in the earlier stories (already written, no change needed): the volcano's smoke, the ash ruins and the diggers' tents seen from Valponte's tower (The Weighmaster's Funeral); the island's real tremors (The Keeper of Ragosa); the Lamp's empty second socket (Where the Day Ends); the old powder fort (The Masked Ball). **Seeds to add as one line each (proposals):** the river "running a colour a day" turns grey for an hour during the fair; from the Count's carriage at Pržina, lights on Orljak at night.

Length: part one about 100–120 minutes on the main line, 3–4 hours with the gorge and the spring; part two about 120–150 minutes.

THE MYSTERY

#	Question	Raised	Answered	The answer
Q1	Why is old armour coming out of a spring?	A1	B5	The Forge's quench drain runs into the Bocca, and something is moving in there again.
Q2	Why is a gate barred from within?	A2	A6, B5	To keep something in.
Q3	Armour for whom?	A5	A6, B3	For the dead: no lining, no sights. They were steered.
Q4	Where is the cohort marching?	A6	A7	To the Forge's gate, to break it. The dead cannot use keys, but they can swing a ram.
Q5	What burned Cinerata?	B2	B3, B4	Stored noon, from the Noon Gallery. Not the crater.
Q6	Why did nobody run?	B3	B5	Nobody was there. The city was on threads.
Q7	Who keeps the mountain quiet?	A3 (the count)	B5	The man the door was made for.
Q8	What does the Puppeteer want here?	A6	B6	One answer from the Wakeful. He gets it and does not believe it.

Point	What the player believes	What re-reads it
A1–A4	Treasure hunters have broken into an old armoury and stirred the mountain.	The gate has no outside.
A5–A6, turn 1	The Puppeteer wants an army, and you just opened its cupboard.	The suits march away from every town.
A7	They are going to free something terrible.	Anselmo's count; the tally's "to bar from within".
B3, turn 2	The volcano never burned the city. Somebody aimed.	Every shadow points at the Noon Gallery. Vella sees no dead.
B5, turn 3	The smiths did it, to their own city, and it was a mercy. The prisoner is the keeper of the fire.	Forty laid out at their benches; the dampers; "Is it still noon?"
B6, turn 4	The Puppeteer never wanted the suits. He wanted a word with the only man who knows.	"That is not what I asked."



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



9 · The cohort. *The suits march up the gorge toward the volcano and leave their captain behind: Act 2's turn (A6–A7). Picture to come.*

THE MAIN QUEST LINE

Every step, with its giver, choice, fight and reward, is on the quests page.

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



1 · Grey water. *Wash day on Valponte's river stairs: the Bistrica runs grey, and Gemma holds up a bronze scale (A1). Picture to come.*



10 · Ash on the fair. *Valponte the morning after: ash on the awnings, the last suits climbing east (A7). Picture to come.*

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



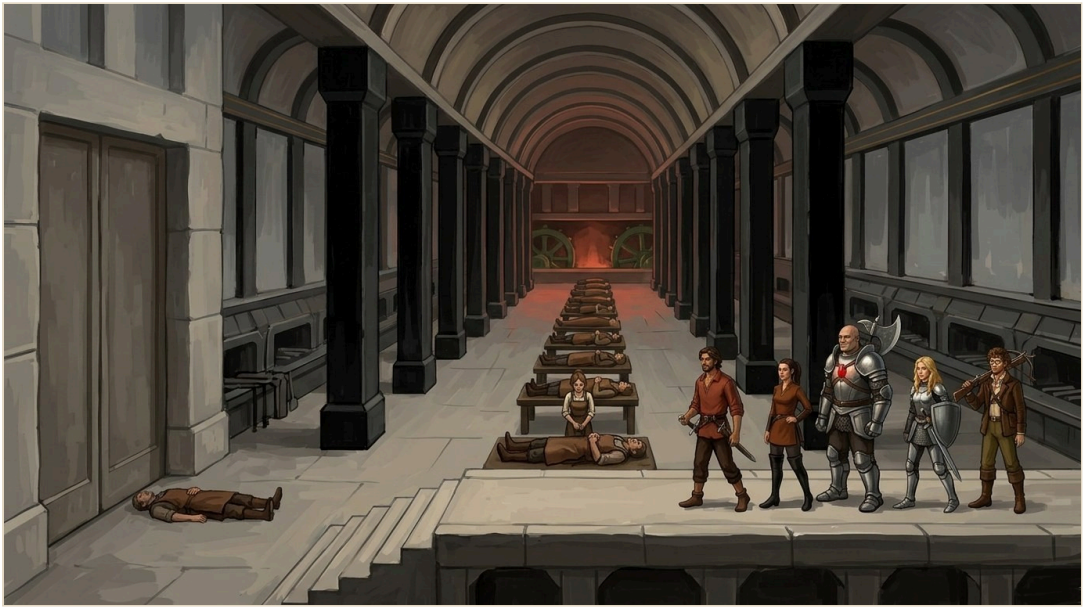
11 · The standing city. *Cinerata's square: ash figures in straight rows, and not one of them ran (B3). Picture to come.*



12 · No one here. *Vella at the fountain, and the one dead woman in a city of eleven thousand (B3). Picture to come.*



14 · From the gallery. *The Noon Gallery with its spent lens, high on the crater path under the rim; Cinerata and the polje below (B4). Picture to come.*



15 · The great hall. *Forty smiths laid out at their benches, one by the door (B5). Picture to come.*

THE TRUTH, AND THE CHOICE SPOILERS

THE TRUTH, IN ORDER OF TIME

1. **The Hearth.** The old empire, before our time, tapped Ognjena's heat through six shafts and built the Forge on them. From the mountain's black glass its smiths made lenses that drink daylight and give it back: two of them stood in the Lamp on the west coast.

2. **The stones.** The island's last governor had three dark stones brought to the Forge's hall and woke them together. He became a ruler who never dies. The price came in one season: his city,

Cinerata, eleven thousand people, on threads. They stood, walked, smiled and did not speak. He ordered the Forge to arm them.

3 **The last order.** The smiths made the suits, because refusing at once would have got them replaced. They made them for bodies that feel nothing and see nothing. They sent three hundred and six down the Arms Road to the Store, and the storekeeper barred it and never shipped one.

4 **Noon.** The smiths took the second lens out of the Lamp, full of years of stored day, and set it in a gallery above the city. At noon they opened it. The standing bodies burned in one breath. The light took the governor's eyes. In that hour three smiths took the stones out of his hand and carried them to three shores.

5 **The door.** The forty-two who were left carried the governor into the Forge and barred the gate from within: one door, to keep one man in for good. To cover the city they opened the dampers once, a little, and the mountain laid its ash over everything, cold. Then they closed them, and found the mountain would no longer stay quiet by itself.

6 **The keeper.** They worked the wheels in turns for the rest of their lives. The last of them had nobody to hand them to, so she taught the prisoner. He has turned them ever since.

7 **This spring.** Letters under a plain knot hired Ferrante. Her diggers broke into the quench channel under the gate, the first movement in the Forge in an age, and the river began to bring out scales. The mountain felt the dig.

WHAT THE PUPPETEER WANTS

He has read "woken together, a ruler who never dies" until he no longer sees what it says. He believes the stones will give him back Dora and Mila whole. One man alive has done it. The Forge is barred from within, and his dead cannot use keys, so he needs a ram, three hundred suits to swing it, and a living hand to open the Store for him. He gets his answer in B6 and calls it bad workmanship: "Then you did it badly." He is heard here once, in Act 3, through a dead man (Act 2 keeps him to the jungle: D-REG3-FIT).

THE CHOICE (B7)

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.



13 · Noon. *A memory picture: the smiths open the lens above their own city (the reveal). Picture to come.*



16 · The Wakeful. *The last governor at the damper wheels (B5). 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.*

KEY SCENES

Sample lines. Stalvan is dry and professional throughout.

K1 · THE GATE (A2)

STALVAN
Hinges on the inside. Bar on the inside.

(beat) "That's a door for people who weren't planning to leave."

MANFRED
Or one for keeping something in.

STALVAN
Same door.

ZANZE
The marks on the frame are a count. Forty-two.

VELLA
Forty-two what?

ZANZE
It doesn't say. It only says they went in.

K2 · THE COUNT (A3): THE ROLL TALK IN FULL

Anselmo at his chair, knotting. He has not spoken to a stranger this year.

ANSELMO
Forty a morning for thirty-one years. Fifty this spring.

(He holds up the cord.) "You'll want to know what that means. So would I."

ROLL: how the party gets the rest.

> **Zanze: read his cords back to him (Investigation).**
>
> **Stalvan: tell him what you saw at the gate, as one sentry to another (Insight).**
>
> **Vella: name the Castellani, and the year the polje emptied (History).**
>
> **The hero: ask what he is afraid of (Persuasion).**

On a critical success:

ANSELMO
I stopped at ninety last week. The cord ran out.

He gives the road, the Store, the year of the false alarm and the child's name, and hands over his spare cord. *After:* the Count shows in the tracker; G3's taker is half-known already.

On a success:

ANSELMO
The Forge never sold a blade on this island. It sent its work west, down the dry road, to a store under Orljak. If there's a door that opens, it's that one.

After: the road and the Store.

On a fail:

ANSELMO
You're from the town.

He turns his chair back to the mountain. Tilde, selling ash dolls at his fence, tells the party about "the road with no water" for a coin. *After:* the road and the Store, a coin poorer, and Anselmo's door shut until B1.

On a critical fail:

ANSELMO
Did Guido send you? Tell him I've nothing to say. I said it once.

He goes inside. *After:* as the fail; in B1 he will not look at the party when he speaks, and the hearing's roll is one step harder.

In every tier:

ANSELMO
One thing. Don't tell them the number.

/

HERO (CHOICE)
You have my word.

or "They live under it."

K3 · TWO CAPTAINS (A6, IF STALVAN SPEAKS)

FERRANTE
Stalvan. They said you'd gone north and not come back.

STALVAN
Came back. You lost the Third Company, I heard.

FERRANTE
They voted.

STALVAN
Over pay.

FERRANTE
Over patience.

(She looks down the racks.) "They don't eat. They don't desert. They don't ask."

STALVAN
They don't volunteer, either.
You'll miss that.

ROLL (Stalvan, Insight): who hired her.

> *On success:*
>
> **FERRANTE**
> Letters. A plain knot in the wax. Old silver, on time, every month. First employer I ever had who paid early.
>
> *On fail:*
>
> **FERRANTE**
> You know better than to ask a captain that.

– *(The threads come down. They pass her raised hand and go to the racks.)*

FERRANTE (QUIETLY)
Those are mine.

STALVAN
Check your contract.

K4 · THE WAKEFUL (B5)

THE WAKEFUL
Is it still noon?

CHOICE (the hero):

> HERO **It's evening.**
>
> **THE WAKEFUL**
> Then it's later than I thought.
>
> (He turns a wheel a hand's width.) "It usually is."

HERO **It's been a long time.**

THE WAKEFUL
I know how long. I don't know what time.

VELLA
You woke them. All three.

THE WAKEFUL
I had a city. I asked it to stay.

(beat) "It stayed."

THE WAKEFUL
They stood where I put them. They smiled when I looked. Nobody ever asked me for anything again.

MANFRED
And the wheels?

THE WAKEFUL
She gave me those. I had ruined everything I was given to rule. She said: then keep one thing.

(beat) "I've kept it."

STALVAN (TO THE HERO, LOW)
All that time at one post. No relief, nobody to complain to.

(beat) "I'd hire him."

ROLL: will he leave the wheels when the fight comes, so that nobody can use him as a shield? One option per member; in every tier he tells the party which two wheels matter most.

K5 · THE QUESTION (B6)

A dead digger at Ferrante's shoulder lifts its head. The voice is calm, warm, a little amused.

THE VOICE
Forgive the door. I did knock, in my way.

I have one question, and then I'll leave you to your work. When she stood up. Your wife. Did she know you?

THE WAKEFUL
She stood.

THE VOICE
That is not what I asked.

THE WAKEFUL
It is the only answer there is.

- *(A pause. The dead man tilts his head, the way a man does at a badly made joint.)*

THE VOICE
Then you did it badly.

- **Zanze** (at the wall, not turning round): "It's all here. Nobody cut it." (She reads.) "'A ruler who never dies rules a people who never live.'"

THE VOICE
Librarians.

(The dead man falls.)

K6 · STALVAN, ELSEWHERE

(A5, a suit in his hands) "No lining. No padding. No straps you could reach yourself." /

MANFRED
So somebody else dressed them.

/

STALVAN
And never asked if it pinched.

(A5, a helmet) "No sights." /

VELLA
They didn't need to see.

/

STALVAN
Then somebody else was looking.

- (A5, the chair) "Barred it and sat down facing it. Paid to guard the stock. Nobody told him he could stop."

(A6)

HERO
What are they doing?

/

STALVAN
They're not attacking. They're reporting.

- (A3, the hut) "One chair. Faces the mountain." (beat) "He's not watching it. He's on guard."
- (B1, the loggia) "Three ways out of the polje. The gorge takes one cart at a time. Count on two."

(B5, the forge lit)

GEMMA
It'll cost you the glass, the bronze and a night.

/

STALVAN
First honest price on this island.

PARTY MOMENTS

- **The hero:** five choices that the story remembers: Anselmo's silence (A3), Rampino (A4), the bridge (A7), the answer at the fountain (B3), the fire (B7).

Vella: the storekeeper only she can see, and the weak point he shows her (A6). The walk through Cinerata with her sight open, expecting eleven thousand and finding one (B3): "There's no one here." /

ZANZE
Eleven thousand, by the ovens.

/

VELLA
Not one. They'd gone before the fire. Nobody was home.

And the stake: it is her town under the mountain.

- **Stalvan:** reads every door, suit and road as a tradesman ; knows Ferrante's kind; takes a damper wheel in the last fight without being asked.
- **Zanze:** she counts and she reads. The frame's forty-two, the racks' three hundred and six less one, the ovens' eleven thousand, the hall's forty-one benches. She reads the last order (A5) and the price (B6). In B1 she turns thirty-one years of knots into a ledger a council can follow.
- **Manfred:** the one note of key and scale (A1); the road that was never an aqueduct (G1); the three sighting rods (B3); the dampers, "a stove"; the float valve of ending C; the ten seconds at the Pattern's laces.

THE ISLAND AFTERWARDS SPOILERS

Later states add or block props; no path moves.

- **In every ending:** the gate lies open, or barred from outside (A). The forecourt and the slope below are strewn with three hundred empty suits. Ash lies a hand deep east of Valponte for a season; Le Braci's vines come up through it. The diggers' camp is empty tents.
- **A:** the plume as before. A new timber bar across the gate. Anselmo's chair is turned round, its back to the mountain.
- **B:** no plume. A black tongue of new rock on the north shore and a standing cloud of steam (the north shore has no paths). A rockfall closes the crater path above the Noon Gallery. Acquatinta's terraces are dry and white, the racks half empty.
- **C:** white steam from the gate, day and night. The Bistrica is low from the spring to the sea: stepping stones show at Valponte's stairs and in the gorge; two of Valponte's three mill wheels stand still. An old man sits by the fountain in Cinerata. Tilde brings him bread.



18 · The island afterwards. *A painted map of the region after the story: the two gates, the Arms Road, the gorge, the fallen suits (ending A). Picture to come.*

HOOKS USED

Hook	Where
A question in the first minute	old armour in the wash water (A1)
A door you cannot open, seen early	the Forge gate from A2 to B5
A clock on screen	Anselmo's count in the tracker from A3
Each member's trade reads a clue	the Store (A5), the city (B3)
A turn about every half hour	the mystery table
A second route as a reward	the Arms Road
Collection with a finish line	twelve scales, the River Coat
Choices the world shows	the bridge, the river's colour, the wheel, the three endings
A price on the best loot	the forgings against the ending
A set piece about every fifteen minutes	the wash stairs; the gate; Rampino's bridge; the racks standing up; the march through Valponte; the tunnels; the square; the climb; the hall; the gate falling; the wheels

LINKS TO THE OTHER STORIES

What this story leans on (unchanged): the three stones, the price, the threads' rules, puppet silver, the plain knot (the prologue, the Puppeteer, The Weighmaster's Funeral); the Lamp's lens and its empty second socket (Where the Day Ends); Acquatinta, Orsola, Clelia, Senbi, Beppe's mill, Gerardo, Guido, Sergeant Mirko (The

Weighmaster's Funeral); the island's real tremors are Ognjena's (The Keeper of Ragosa: untouched; this fire is not a dragon and nobody in it says one); Castel Notturno is a ruin when part one starts (The Masked Ball).

What it bends, a little: the map's "old-empire aqueduct arches" become a bridge of the Arms Road (Quaglia thinks it is an aqueduct, so The Weighmaster's Funeral's line "under the old-empire aqueduct arches" still reads true to anyone walking under it). The map's Orljak "armory" becomes the armoury's Store. Gerardo gets a family. The Lamp's second lens was taken out by the old empire's own smiths, which Where the Day Ends left open.

Seeds proposed for the other files (one line each, their owners' call): Where the Day Ends' coda: the river runs grey for an hour. The Masked Ball's carriage ride: lights on Orljak. The Keeper of Ragosa: nothing.

What changed nowhere else: the prologue; the act order; the Puppeteer's identity, wants and end; where the three stones are today; any other story's plot.

OPEN QUESTIONS

Ten questions for the director (F1–F10) are on Open questions.

THE END

Sources: docs/plan/full_game/island1_fire_acts2_3.md (VOLCANO-STORY, 2026-11-18); docs/towns/world/island1_map.py; docs/decisions.md (D-VOLCANO-1, D-REG3-ORDER, D-REG3-FIT). 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)