

Entropia

An Adventure Between Worlds

ENGLISH EDITION • A DAGGERHEART ONE-SHOT

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WELCOME ABOARD

A voyage beyond certainty



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01 GAME MASTER'S GUIDE

The truth between memories

A DAGGERHEART ONE-SHOT • 5 PLAYERS • LEVEL 1 • 4–5 HOURS

Player synopsis

You awaken in chains on the lower deck of the Paralaxe, a magical ship that travels between worlds. Your last memories are fragmented, and the crew believes one of you may have sabotaged the vessel. Before your imprisonment, you were part of the mission. Now you must escape, prove your innocence, and discover why everyone's certainties are beginning to unravel.

Premise and the GM's secret

The Paralaxe left the Port of the Vigil in search of the Beacon of Last Hope, a tower in an interdimensional plane that holds the Sacred Protective Light. Its eternal flame must be brought back to the kingdom to restore the magical barriers protecting the land from the horrors of the umbra.

During the crossing through the ether, two psychic Observers infiltrated the vessel. Invisible to ordinary perception, they alter memory, perception, and behavior to turn the crew against itself.

Before the story begins, someone sabotaged the sails under the Observers' influence—possibly a player character. On Day 2, a mysterious murder occurs: Sava kills Liri during a psychic blackout. The following night, Zigfur partially saws through the mast and remembers nothing of it. The physical clues are real. Memories may be false, even when a crew member speaks with absolute sincerity.

Enough truths to run the game

• The Paralaxe is the only guarantee of a return journey. Losing the ship means being stranded between planes.

• The characters remember who they are, but must piece together the mission and recall who the other crew members are.

• Under psychic pressure, every account sounds sincere. If someone rolls Instinct to detect a lie, let them roll: whatever the result, the character believes the NPC is telling the truth.

• The characters' equipment has been confiscated and locked in the storeroom.

• Let the horror grow through small inconsistencies until reality breaks down completely.

Structure and pacing

The adventure is divided into days. Treat them as scenes within the session. Everything before combat revolves around investigation and roleplay with the NPCs. Each NPC profile provides their description, personality, role, fixed information, and what they reveal each day. Keep these profiles at hand throughout the adventure.

Embrace inconsistencies and errors in continuity or logic, weaving them into the investigation. Expose the players to these fractures so they can form theories about what is happening.

Prelude. The PCs awaken imprisoned and accused of sabotage. Tone: disorientation.

Day 1. Social investigation; nothing “major” happens. Meet the crew and explore the ship. Tone: suspicion.

Night 1. A nightmare: running through the ship, pain at the base of the skull. Tone: intrusion.

Day 2. Liri vanishes and is found dead, stabbed at the base of the skull. Tone: fear.

Night 2. Liri points to the mainmast. Tone: foreboding.

Day 3. Incompatible accounts. The mast falls and kills Maelis. Tone: paranoia.

Day 4. The enemy is revealed. Combat begins.

02 PREPARATION

Before setting sail

Character	Class / ancestry	Role	Evasion	Thresholds	Armor	Main attack
Marlowe Fairwind	Elf sorcerer	Magic / burst	10	7 / 14	3	1d6+3 mag
Barnacle	Ribbet rogue	Stealth / damage	13	6 / 12	3	1d8+1 phy + sneak
Garrick Reed	Human warrior	Melee pressure	11	7 / 14	3	1d10+3 phy
Khari Nix	Giant guardian	Tank / protection	8	9 / 17	4	1d10+3 phy
Varian Soto	Katari ranger	Ranged / control	13	7 / 14	3	1d6+3 phy

Quick preparation

• Set out each player's character sheet and cards.

• You can use the pregenerated characters from the Daggerheart starter kit, published in Brazil by Jambô Editora, or create your own characters.

• Have the three Paralaxe deck plans ready, along with miniatures or tokens for the 12 crew members, two Observers, and each player character.

• The NPC profiles are your main resource for understanding and running the adventure. Place crew members wherever you like and move them as the days pass. For example, the captain might be at the helm on Day 1 and in his private cabin on Day 2.

Content and safety

Entropia features paranoia, altered memories, temporary loss of agency, murder, graphic violence, and a real possibility of character death. Before play, briefly and clearly establish your group's lines and veils.

The Paralaxe: three levels

Lower deck. A large, continuous space. The cell where the characters begin is in the bow; the kitchen/tavern is at the rear.

Middle deck. Storeroom/pantry, an outside area with stairs, the captain's cabin, and his private balcony at the rear.

Upper decks. The foredeck holds the bell/alarm; the larger stern deck holds the helm.

These room assignments are not fixed on the included maps, leaving you free to decide where each area of the ship belongs.

Reference material

The three maps are on pages 21–23. The crew profiles on pages 15–20 contain all the clues and social difficulties from the table reference. Player sheets and cards are separate resources available with the Daggerheart Core Rulebook from Jambô Editora; they are not included in this volume.

03 MECHANICS

Investigation and horror

Basic information and deeper clues

NPCs offer basic information naturally when it is relevant. A social roll comes into play when the characters apply pressure, earn trust, notice an inconsistency, or seek details an NPC would rather hide. The master reference table lists difficulties and possible sources of advantage.

Success with Hope. Gain the deeper information at no additional cost.

Success with Fear. Gain the information, but introduce tension: the NPC shuts down, someone interrupts, or the memory carries a disturbing detail.

Failure with Hope. Provide the basic information and keep the clue available through another approach.

Failure with Fear. The NPC's contaminated memory takes over the conversation. Advance Entropic Pressure or introduce a narrative consequence.

Entropic Pressure

After roughly three meaningful interactions with NPCs—or at the end of a major scene beat—everyone makes an Instinct Reaction Roll. Reaction Rolls generate neither Hope nor Fear; here they represent resistance to psychic intrusion.

• Failure: mark 1 Stress. Failure by 5 or more: mark 2 Stress.

• If a character already has 4 or more Stress marked when they fail, give them an Intrusive Memory: a brief, false certainty that contradicts another clue.

• Critical success: the character experiences a moment of clarity and gains advantage (1d6) on their next investigation or interaction roll during this cycle.

Difficulty by stage

Day 1: 12.
Day 2, before finding Liri: 13.
Day 2, after finding Liri: 14.
Day 3, before the mast falls: 15.
Day 3, after the mast falls: 16.

Intrusive Memories

Roll 1d6 or choose a memory that suits the moment.

1. “I saw Zigfur leaving the storeroom.”
2. “Liri never boarded the Paralaxe.”
3. “Dagna gave me my weapon yesterday.”
4. “Maelis admitted cutting the ropes.”
5. “The captain ordered us to abandon the mission.”
6. “I was awake all night. I didn't dream.”

04 PRELUDE

The chained ones

The characters awaken in chains at the front of the Paralaxe's lower deck, without their equipment. Nearby, Dagna speaks with Lord Aurelian. He looks at the prisoners, shakes his head, mutters “deplorable,” and walks away. Dagna makes it clear that the ship's safety comes before any individual, then returns to the upper deck.

READ OR PARAPHRASE

> *The wood groans around you. The air smells of iron and lamp oil. The sounds outside do not seem to come from an ocean, but from a constant, churning turbulence. There is no moisture in the air. The last few hours are a blur—but you recognize the Paralaxe, recognize one another, and know you should be carrying out a mission, not locked belowdecks.*

Introducing the characters

Bring the characters into focus one at a time. Each player describes their appearance, their posture as they awaken, and the first sensation or fragment of memory that crosses their mind. Avoid explaining the sabotage before everyone has introduced themselves. After a while, Liri arrives.

What Liri tells them

• Liri brings the characters water.

• Someone tried to sabotage the sails during the characters' watch on deck.

• Korvarimm ordered their preventive confinement because no one could explain what had happened.

• Their equipment was collected and locked in the storeroom.

• To get out without making matters worse, they must convince the captain they are innocent.

Escaping or being released

Break the chain or cell lock—Strength 18. Failure makes noise: mark 1 Stress or attract attention.

Pick the lock with an improvised object—Agility 15. On a failure, the tool breaks or gets stuck.

Find a weakness in the mechanism—Finesse 14. Success grants advantage on the next physical attempt.

Slip out of the manacles—Agility 16. Possible for small or flexible characters; failure causes pain and noise.

Convince Liri to fetch Korvarimm—Presence 13. She hesitates, but returns with water and more information.

Convince Liri to release them—Presence 16. She risks her own position; on Fear, Dagna finds out.

The first crack

If the characters escape without permission, not everyone reacts as they should. One crew member might say, “So you proved you were innocent?” Another asks, “Prisoners? Who was imprisoned?” Keep it subtle: nobody notices their own contradictions or lapses. Use this whenever it helps the story keep moving, allowing the players to feel they are exploring an open world without losing the narrative thread. Forgetfulness and distorted memories are your allies.

If a player asks for an Instinct roll to detect a lie, allow it. Resolve Hope or Fear as usual. Under psychic pressure, the account sounds sincere whether the roll succeeds or fails. To discover what happened, the group must compare that account with the other clues.

05 DAY 1

The Paralaxe



Purpose of the scene

Introduce the crew, the mission, and the ship's physical layout. Keep the horror in the background: small inconsistencies, lapses, and slightly different accounts of the sabotage.

The mission

The Paralaxe left the Port of the Vigil. The flame protecting the city from the horrors of the umbra is fading. Ancient records speak of the Beacon of Last Hope, an observatory lost beyond the current plane, where an eternal flame could sustain the magical barriers of the entire kingdom. Recovering it could save the world.

Running the scene

• Let the players explore freely. Use the NPC reference table to distribute clues.

• Korvarimm forbids weapons. From Day 1 onward, the PCs may try to recover them themselves or negotiate their return. The captain's answer depends on the conversation.

• Favor clues showing that the sabotage was real, but strangely amateurish or interrupted.

• End the day once most NPCs have been introduced or the investigation starts repeating information.

• Use abrupt time skips if needed to heighten the sense of broken memory. After an NPC interaction, narrate: “You awaken on the lower deck again. A new day begins, but time feels strange, different. You cannot tell whether one night has passed, or an entire week.”

• Use the three scenes/days before combat to draw down the players' resources. As a special condition, these troubled nights do not allow rests. If they have spent too many resources by Day 3, let them take a short rest.

Night 1—the dream

READ OR PARAPHRASE

The Paralaxe vanishes beneath a reddish mist. You see yourselves walking through the ship. Then running. Up, down, through the same corridor again and again—as if you were in many places at once. Then a sharp pain pierces the base of your skull. You wake with a start.

06 DAY 2

Where is Liri?

Before the discovery

The ship's routine begins almost normally, but Liri does not appear. Let her absence emerge naturally: Maura needs her in the kitchen; Aurelian complains that his meal has not arrived; Korvarimm was expecting a message. After the characters explore the ship, the storeroom is the only place still locked.

• Dagna has the main key; Liri also had authorized access.

• The players can persuade Dagna or Korvarimm, steal the key, or use access they obtained earlier.

• When they open the storeroom, they find Liri dead. The door shows no clear signs of forced entry.

Liri's body

Liri has a puncture wound at the base of her skull, exactly where the pain struck in the dream. There is blood, but little sign of a struggle. The weapon is missing. Marks on the floor suggest someone larger than her was there. Sava killed Liri during a psychic blackout and remembers nothing of it.

Optional variation. If the answer seems too obvious and you want to complicate the mystery, assign Sava's part in the murder to another crew member. Adjust the memory lapse, the testimony, and Mícel's gesture accordingly.

The crew assembles

The bell/alarm summons everyone to the deck. Pim tries to ease the tension with a poem or speech honoring Liri, then inevitably spoils the moment with an inappropriate joke. After the farewell, Korvarimm speaks:

READ OR PARAPHRASE

> *Whoever did this is still aboard this ship. And they will answer for their crimes. Maelis and Sava will lead the investigation under my supervision. Anyone without work on the upper deck stays below. Nobody goes anywhere alone.*

The players can investigate covertly or try to convince Korvarimm to let them help. He may be more receptive if they have already convinced him they are not saboteurs. Either way, he stresses that everyone must be investigated.

Night 2—the omen

READ OR PARAPHRASE

> *Liri skips through the ship, smiling, carrying a tray laden with food and rum. She stops. Her smile fades. Her clothes are stained with blood. Her eyes widen. Without a word, she raises her hand and points to the mainmast.*

THE CLUES ARE REAL. THE MEMORIES DISAGREE.



07 DAY 3

Was she ever here?

Incompatible memories

From this point onward, shared reality fragments. Some NPCs mourn Liri. Others say it is a shame she never came aboard. Others believe she is alive and busy with some task. Do not correct these contradictions: play every memory as sincere.

The mast falls

Whenever the PCs leave the outside deck area, make the Paralaxe's timbers roar. The mainmast snaps and crashes down, killing Maelis. A physical investigation reveals that its base was partially sawn through hours earlier; the ship's movement finished the job.

• Dagna breaks down emotionally and becomes more aggressive. Two deaths have occurred under her protection, and the ship has suffered serious damage.

• Orven confirms that the cut required time and a good tool.

• Zigfur recognizes marks consistent with a saw from his workshop and discovers sawdust on his own clothes.

• Zigfur was the saboteur, but acted in a trance and believes he was performing routine maintenance. He remembers nothing.

Who do you think did it?

At the end of the day, Korvarimm summons the group to his cabin and asks for a name. After hearing the players' theory, he orders the suspect arrested on the spot. Whether the players are “right” does not matter: their choice becomes part of Day 4's tragedy. Korvarimm insists until they offer at least a suspicion, however uncertain, and reacts disproportionately by arresting anyone they name.

Recovering the equipment

The PCs can recover their equipment at any time: steal the key, sneak into the storeroom, or convince someone with access to return their weapons. Korvarimm may authorize their return depending on the conversation. If the group is still unarmed when combat begins, use the guidance on page 10.

Night 3

No dream. No mist. No voice. They close their eyes and the next day simply begins, without rest—only a dreadful silence. After two nights of intrusion, the complete absence of dreams should feel wrong.

08 DAY 4

Entropia

The execution

The characters awaken to activity on the upper deck. The crew has assembled, and Korvarimm leads the suspect named on Day 3 toward the plank.

The surrounding conversations do not match. Someone asks what is happening. Another says the condemned prisoner killed one of the player characters—even though that character is standing alive before them. Someone carries on working as if nothing were happening. Another weeps for Liri. Shared reality is gone.

READ OR PARAPHRASE

> *For your crimes against this crew and against the Paralaxe, I sentence you to death. Walk the plank.*

The manifestation

As the condemned prisoner reaches the end of the plank, an impossible lurch throws them overboard unless the players intervene quickly. Suddenly, an Observer's Annihilation Ray strikes Dagna and disintegrates her instantly.

A second psychic pulse makes the remaining combatant NPCs see one another as enemies, triggering a general brawl. The noncombatants flee to the lower deck. For the first time in four days, all the players see the same thing: two Observers floating above the Paralaxe.

If the weapons are still in the storeroom

Dagna's key falls among her remains. The characters can retrieve it or try to break into the storeroom. Treat this as a meaningful action: while some of the group runs to fetch their equipment, the Observers gain room to act. Allow the Observers one or two actions while the players recover their weapons—roughly two turns.



09 FINAL COMBAT

A gaze into the void



A severe encounter

This encounter is intended for five level 1 characters. It is meant to be long, severe, and potentially lethal. Both adversaries use Tier 2 Solo statistics, deliberately above the party's tier.

Balancing reference

Party: five level 1 characters.
Base budget: 17 Battle Points.
Two or more Solos: −2 Battle Points.
Dangerous/long encounter: +2 Battle Points.

At-the-table statistics

Difficulty 16, thresholds 12/22, 15 HP, 8 Stress, attack +3, and a standard ray dealing 2d8+3 magic damage.

Battle Points do not automatically compensate for the difference in tier. This pair is an encounter designed specifically for this adventure.

Combat reference

Both Observers share a Countdown of 7. At zero, the GM can spend 1 Fear to activate their combined Disintegrating Ray. Resolve the shot through the narrative. When either Observer falls, the countdown and the ray end.

ADVERSARIES • TABLE REFERENCE

Observer of Dissonance

TIER 2 • SOLO

The predator of memories. A floating entity from the ether that invades memories and distorts its victims' perceptions.

Motives & tactics: isolate, manipulate perception, feed terror, break resistance.

Difficulty 16 | Thresholds 12/22 | 15 HP | 8 Stress
ATK +3 | Standard Ray: Far | 2d8+3 magic
Experience: Cosmic Knowledge +3

Aberrant Synchrony — Passive

While both Observers live, each can be spotlighted at most once per GM turn. After one dies, you may spend Fear to spotlight the survivor up to twice.

Playing with Their Prey — Passive

Shared Countdown (7). Activate it the first time either Observer is spotlighted. Tick it down whenever either is spotlighted. At zero, the pair can use Disintegrating Ray.

Disintegrating Ray — Combined Action

When the Countdown reaches zero, spend 1 Fear. Both Observers aim at the same point in the air and fire simultaneously. Where the beams meet, a sphere of energy forms. A single ray leaps from it. Choose or randomly select a target within Far range. The ray hits without an attack roll. An NPC is disintegrated. A player character makes a Death Move. After the shot, reset the Countdown to 7. As soon as one Observer falls, end the countdown: the survivor cannot form the sphere or fire the Disintegrating Ray.

Severed Bond — Reaction

When one twin marks their last HP, the survivor clears 2 HP and 2 Stress and gains Relentless (2): they can be spotlighted twice per GM turn. Spend Fear as usual for additional spotlights.

Feeding on Dread — Passive

The first time in each GM turn that an Observer hits a character or causes a character to mark Stress through an ability, gain 1 Fear. Shared limit for the pair: 1 Fear per GM turn.

Dissonance Ray — Action

Mark 1 Stress and attack a target within Far range. On a success, deal standard damage; the target makes an Instinct Reaction Roll (14). On a failure, they mark 1 Stress and become temporarily Vulnerable.

Fractured Memory — Action

Spend 1 Fear. A target within Far range makes a Presence or Instinct Reaction Roll (14). On a failure, they lose 1 Hope and receive an Intrusive Memory; if they have no Hope, they mark 1 Stress.

Psychic Tentacles — Reaction

When hit by an attack within Melee range, mark 1 Stress to deal 1d8+3 magic damage to the attacker and push them to Very Close range.

Devastating Ray — Action

Mark 1 Stress and make a standard attack. On a success, the damage is direct.

Annihilation Ray — Action

Spend 2 Fear to eliminate or remove a visible, vulnerable NPC from the scene. For significant NPCs, describe a mortal or incapacitating wound instead of resolving HP. Dagna is the initial demonstration of this power.

Rupturing Tail — Reaction

When a character enters Melee range, mark 1 Stress and make an attack. On a success, deal 2d8+4 physical damage and push the target to Close range.

ADVERSARIES • TABLE REFERENCE

Observer of Rupture

TIER 2 • SOLO

The executioner of the void. A floating entity from the ether that invades memories and distorts its victims' perceptions.

Motives & tactics: isolate, manipulate perception, feed terror, break resistance.

Difficulty 16 | Thresholds 12/22 | 15 HP | 8 Stress
ATK +3 | Standard Ray: Far | 2d8+3 magic
Experience: Cosmic Knowledge +3

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Rupturing Tail — Reaction

When a character enters Melee range, mark 1 Stress and make an attack. On a success, deal 2d8+4 physical damage and push the target to Close range.

10 CONCLUSION

The Beacon of Last Hope



Epilogue

READ OR PARAPHRASE

The silence after the battle is almost as strange as the screams. The Paralaxe sails on, wounded, but still moving. Hours later, on the impossible horizon between worlds, a light appears: distant, steady, and warm. For the first time since you set out, no one disagrees about what they see. The Beacon of Last Hope.

After the crossing

The battle concludes Entropia. Arriving at the Beacon opens the way for another adventure. Revisit the names of the survivors and the consequences of the group's decisions. Let the players describe how their characters face the silence after the battle.

The strange Mícel can be an ace up your sleeve if you wish to resurrect a player character. After combat, the creature can reappear through the ship's timbers, first as a tiny shoot that rapidly grows around the fallen character's body, bringing them back to life.

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APPENDIX A • CREW 1/6

Voices of the Paralaxe

Dagna Ferrabrava

PROFILE • CLUES • MEMORIES

Protector of the Paralaxe; head of security; keeper of the storeroom key.

A short, very stocky dwarf in heavy armor with ram motifs, carrying an enormous hammer. Austere, disciplined, protective. The ship comes before any individual.

Fixed information

The PCs' equipment is in the storeroom. Only she and Liri have authorized access. She imprisoned the group on the captain's orders.

Social mechanics

Presence 16 to admit memory lapses. Arguments about the Paralaxe's safety grant advantage.

DAY 1

Confirms the sabotage happened during the PCs' watch. **Deeper:** Nobody actually witnessed the act, but the PCs were found disoriented near the mast.

DAY 2 • BEFORE DISCOVERY

More tired; says she doubled her patrols. **Deeper:** For a few minutes, she cannot account for the whereabouts of her key.

DAY 2 • AFTER DISCOVERY

Furious and guilt-ridden. Insists nobody could enter the storeroom. **Deeper:** Her key vanished from her belt briefly, then reappeared. She simply cannot remember that interval.

DAY 3 • BEFORE THE MAST FALLS

Remembers Liri's death perfectly and becomes angry with anyone who forgets her. She is growing obsessive.

DAY 3 • AFTER THE MAST FALLS

Examines the mast: it was sabotage. **Deeper:** Accepts that the cut required a proper tool and begins to suspect Zigfur.

DAY 4

Utterly convinced the execution is necessary. May claim to have heard a confession that never happened. Pulverized by the Observers' opening attack.

Liri Três-Nós

PROFILE • CLUES • MEMORIES

Helper, messenger, cleaner, kitchen assistant, and general hand; has storeroom access.

A small, agile halfling with tied-back hair and simple, pocket-filled clothes. Helpful, curious, discreet; knows everything because nobody notices she is there.

Fixed information

Moves through almost the entire ship and knows its schedules and routines.

Social mechanics

Presence 15 to make her reveal something she believes could cause trouble. Kindness or helping with her chores grants advantage.

DAY 1

Explains why the PCs are imprisoned and where their equipment is. **Deeper:** Saw a PC walking near the sails in the small hours “as if asleep with their eyes open.”

DAY 2 • BEFORE DISCOVERY

Last sighting: busy and in a hurry. Mentions needing to visit the storeroom later. **Deeper:** Dagna spent a few minutes looking for her key that morning. By the time the search begins, Liri has already vanished.

DAY 2 • AFTER DISCOVERY

Dead in the storeroom.

APPENDIX A • CREW 2/6

Voices of the Paralaxe

Korvarimm

PROFILE • CLUES • MEMORIES

Captain and builder of the Paralaxe.

A massive dwarf with a long beard, a commander's clothes and armor, and a great axe. Authoritarian, experienced, rational; loves the ship as a memorial to his late daughter.

Fixed information

Knows the entire Beacon of Last Hope mission and the ship's rules. Trusts Zigfur completely.

Social mechanics

Presence 15 to negotiate; 16 to admit uncertainty. Technical arguments or protecting the mission grant advantage.

DAY 1

Explains the mission, the Beacon, and the weapons ban. **Deeper:** The interplanar route has been corrected. The sabotage can only be an inside job.

DAY 2 • BEFORE DISCOVERY

Worried about minor delays and missing tools. **Deeper:** Remembers summoning Liri, but not whether she arrived.

DAY 2 • AFTER DISCOVERY

Delivers the speech about Liri's death and puts Maelis and Sava in charge of the investigation. **Deeper:** Frightened because he cannot reconstruct part of the morning.

DAY 3 • BEFORE THE MAST FALLS

Alternates between remembering Liri clearly and hesitating at her name. Tries to hide it.

DAY 3 • AFTER THE MAST FALLS

Summons the PCs to his cabin and asks whom they suspect. Orders that person arrested. May return the players' weapons.

DAY 4

Presides over the execution. Claims to have “evidence” that he cannot explain when questioned.

Maelis Varga

PROFILE • CLUES • MEMORIES

Mercenary buccaneer; specialist in seamanship and sails.

A tall, athletic human in light combat clothing, with a sword and nautical gear. Pragmatic, sarcastic, professional; has no emotional attachment to the mission.

Fixed information

Understands rigging, masts, sails, and naval sabotage better than almost anyone.

Social mechanics

Presence or Knowledge 14; 16 for technical analysis. Professional talk about seamanship grants advantage.

DAY 1

Says this really was no accident: someone is trying to sabotage the mission. **Deeper:** The cuts in the rigging were strange and inefficient, as if made by someone who did not know what they were doing.

DAY 2 • BEFORE DISCOVERY

Helps inspect the deck. Says Liri is probably busy with some chore.

DAY 2 • AFTER DISCOVERY

Examines the storeroom with Sava. **Deeper:** Someone may have used a key; there are no clear signs of forced entry.

DAY 3 • BEFORE THE MAST FALLS

Says the mast is “singing a different tune.” **Deeper:** Feels an irregular vibration but cannot locate the problem.

DAY 3 • AFTER THE MAST FALLS

Dies when the mast collapses.

APPENDIX A • CREW 3/6

Voices of the Paralaxe

Sava Nahr

PROFILE • CLUES • MEMORIES

Mercenary buccaneer and scout.

A slender, feline katari with a hood, two blades, and silent movements. Observant, suspicious, sparing with words; always looking for exits.

Fixed information

Newly hired; knows little about the crew's internal relationships.

Social mechanics

Presence 15; 17 to get past her defenses. Instinct can reveal contradictions.

DAY 1

Thinks the PCs might be innocent. **Deeper:** The sabotage seems "too wrong"—too amateurish for experienced fighters.

DAY 2 • BEFORE DISCOVERY

Says she saw Liri carrying things to the kitchen. **Deeper:** Has a gap of about twenty minutes in her own morning and becomes angry when she realizes it.

DAY 2 • AFTER DISCOVERY

Takes over the investigation with Maelis. **Deeper:** Knows a detail about the body's position before anyone mentions it; immediately claims she "deduced" it.

DAY 3 • BEFORE THE MAST FALLS

Visibly more withdrawn. Denies entering the storeroom. **Deeper:** Cannot explain the missing twenty minutes.

DAY 3 • AFTER THE MAST FALLS

Furious after Maelis's death and very vulnerable to accusations. Cannot find a link between the two acts of sabotage.

DAY 4

Depending on her altered memories, may swear Liri was alive that morning or say she never knew her.

Orven Rusk

PROFILE • CLUES • MEMORIES

Stevedore, farmer, hunter, fisher, and food-supply specialist.

A strong, bearded human in work clothes, carrying simple tools. Practical, patient, attentive to physical details; always thinking about survival.

Fixed information

Manages part of the supplies and understands wood, rope, tracks, and organic matter.

Social mechanics

Presence 12; Instinct/Knowledge 13 for analysis; 14 to make him publicly contradict another crew member.

DAY 1

Says the provisions will last for the round trip if there are no delays. **Deeper:** Found cut fibers on deck; they were not torn by the wind.

DAY 2 • BEFORE DISCOVERY

One of the first to notice that a task assigned to Liri has not been done.

DAY 2 • AFTER DISCOVERY

Notes that nothing in the storeroom suggests a long struggle. **Deeper:** Spots fresh marks on the floor that do not match Liri's small feet.

DAY 3 • BEFORE THE MAST FALLS

Remembers the death clearly. Later in the same conversation, may say, "If Liri had come with us…" without noticing the contradiction.

DAY 3 • AFTER THE MAST FALLS

Examines the mast and states firmly, "This was sawn through." **Deeper:** The mast is thick and sturdy; cutting it like this would take considerable time and a good tool.

DAY 4

Tries to organize food and water amid the chaos. Seems one of the few still focused on concrete tasks.

APPENDIX A • CREW 4/6

Voices of the Paralaxe

Zigfur Brasa Ardente

PROFILE • CLUES • MEMORIES

Blacksmith, armorer, and maintenance specialist.

A muscular dwarf in work armor and a helmet, with a hammer and tools. Gruff, brilliant, direct; prefers machines and metal to people.

Fixed information

Has unrestricted access to Korvarimm's cabin and the maintenance tools.

Social mechanics

Presence 13; 16 to discuss his own memory lapses. Shared technical knowledge grants advantage.

DAY 1

Confirms the sails were sabotaged by hand. **Deeper:** Finds the work odd, as though the saboteur “forgot halfway through” what they meant to do, dropped everything, and left in a hurry.

DAY 2 • BEFORE DISCOVERY

Complains that a fine maintenance saw is out of place. Thinks some idiot took it without asking.

DAY 2 • AFTER DISCOVERY

Inspects the storeroom lock: it was not forced. **Deeper:** That requires a key or someone extremely skilled.

DAY 3 • BEFORE THE MAST FALLS

Irritable and tired. **Deeper:** Has sawdust on his clothes and cannot explain exactly where it came from. He sawed through the mast during a psychic blackout.

DAY 3 • AFTER THE MAST FALLS

Recognizes marks on the mast consistent with a tool from his workshop. This genuinely terrifies him.

DAY 4

May alternate between admitting he “must have done something” and violently denying everything.

Lord Aurelian Voss

PROFILE • CLUES • MEMORIES

Expedition financier and privileged passenger.

A human in luxurious clothes, with an aristocratic bearing and an immaculate appearance. Vain, condescending, self-centered; fascinated by his own image as an innovator.

Fixed information

Financed much of the Paralaxe and considers the mission part of his legacy.

Social mechanics

Presence 12; 15 to separate truth from self-promotion. Flattery grants advantage; direct confrontation gives disadvantage.

DAY 1

Claims he always suspected the PCs. **Deeper:** Only saw one of their silhouettes walking. Saw no sabotage at all.

DAY 2 • BEFORE DISCOVERY

Furious that Liri has not brought his meal. This helps draw attention to her disappearance.

DAY 2 • AFTER DISCOVERY

Immediately blames mercenaries and “people without pedigree.” **Deeper:** Admits his own memory of the previous night is blurred.

DAY 3 • BEFORE THE MAST FALLS

Insists Liri never boarded and everyone is confusing her with a helper from another voyage.

DAY 3 • AFTER THE MAST FALLS

After the mast falls, demands an immediate arrest and execution to “restore order.”

DAY 4

May claim a PC was murdered, even while speaking directly to that character.

APPENDIX A • CREW 5/6

Voices of the Paralaxe

Mícel

PROFILE • CLUES • MEMORIES

Mascot/crew member without an official role.

A fungril with a small fungal body, a large cap, and plantlike and coral-like growths. Curious, gentle, inscrutable; communicates through sounds and gestures.

Fixed information

Moves freely and reacts unusually to disturbances in the ether.

Social mechanics

Not exactly social: Instinct 10 to understand intent; 19 to interpret a specific pattern of sounds or gestures.

DAY 1

Restless near the mast, producing two discordant notes. **Deeper:** Imitates someone walking stiffly in the small hours.

DAY 2 • BEFORE DISCOVERY

Looks for Liri in her usual places and makes questioning sounds.

DAY 2 • AFTER DISCOVERY

Recoils near the storeroom and emits a shrill noise. **Deeper:** Points at Sava, then covers its own face, without making a comprehensible accusation.

DAY 3 • BEFORE THE MAST FALLS

Touches the mast and repeatedly moves its hands as if sawing.

DAY 3 • AFTER THE MAST FALLS

After the collapse, avoids Zigfur but also tries to approach him, as if afraid for him rather than of him.

DAY 4

Just before the revelation, looks at an apparently empty point above the deck and begins to scream.

Pim Luarte

PROFILE • CLUES • MEMORIES

Bard, fool, and the crew's entertainer.

A short, stocky human with extravagant clothes, instruments, and props. Friendly, tactless, compulsively funny; uses humor to deny the horror.

Fixed information

Hears everyone's gossip and moves freely during downtime.

Social mechanics

Presence 10; 13 to get a serious answer. Joining in the joke first grants advantage.

DAY 1

Jokes about the imprisoned PCs. **Deeper:** Says he saw “a sleepwalker giving the sails a haircut.” If pressed, admits it was a PC but did not see their face clearly.

DAY 2 • BEFORE DISCOVERY

Jokes that Liri must have run away to avoid serving Aurelian.

DAY 2 • AFTER DISCOVERY

Offers a sincere tribute, then ruins it with a joke: “You can hardly call it a great loss. She was only about two feet tall.” **Deeper:** Remembers light footsteps, then much heavier footsteps, near the storeroom.

DAY 3 • BEFORE THE MAST FALLS

Jokes about people forgetting Liri, but is clearly frightened. “Soon they'll forget me, too.”

DAY 3 • AFTER THE MAST FALLS

After Maelis's death, his humor starts to fail. For the first time, a joke ends in silence.

DAY 4

Laughs and cries at once during the execution. Cannot distinguish rumor from memory.

APPENDIX A • CREW 6/6

Voices of the Paralaxe

Dario Tonne

PROFILE • CLUES • MEMORIES

Rum master and kitchen assistant.

A human in simple, tidy clothing, surrounded by bottles and fermentation tools. Cordial, methodical, observant; believes drink keeps morale up.

Fixed information

Spends much of his time in the kitchen and sees who crosses the lower deck.

Social mechanics

Presence 10; 13 for details. Helping in the kitchen or sharing a drink grants advantage.

DAY 1

Remembers a PC appearing in the kitchen very late, looking confused. **Deeper:** The PC could not remember why they had come.

DAY 2 • BEFORE DISCOVERY

Complains that Liri still has not come to collect Aurelian's tray.

DAY 2 • AFTER DISCOVERY

Says he saw Sava shortly before the body was discovered. **Deeper:** She was pale, did not touch the rum she ordered, and seemed not to recognize where she was.

DAY 3 • BEFORE THE MAST FALLS

Serves drinks to calm everyone down. **Deeper:** Saw Zigfur moving around before dawn with tools.

DAY 3 • AFTER THE MAST FALLS

After the collapse, remembers that Zigfur smelled of resin and fresh wood that morning.

DAY 4

Hands out rum while people argue about whether someone died. Becomes completely passive in the face of the absurd.

Maura Tonne

PROFILE • CLUES • MEMORIES

Head cook.

A human with a firm bearing, tied-back hair, an apron, and a knife always nearby. Strong, friendly, bossy; treats the kitchen as sovereign territory.

Fixed information

Knows almost everyone's schedule because she manages meals and eating shifts.

Social mechanics

Presence 11; 14 to share her suspicions. Helping in the kitchen or showing respect for Liri grants advantage.

DAY 1

Says the PCs never struck her as saboteurs. **Deeper:** One entered the kitchen in the small hours looking “feverish, but without a fever.”

DAY 2 • BEFORE DISCOVERY

The first to ask, “Where is Liri?” **Deeper:** Liri was supposed to fetch provisions from the storeroom shortly before she vanished.

DAY 2 • AFTER DISCOVERY

Devastated. **Deeper:** Remembers Liri leaving after someone called her, but cannot recall the voice.

DAY 3 • BEFORE THE MAST FALLS

Always remembers Liri and becomes aggressive toward anyone who claims she never existed.

DAY 3 • AFTER THE MAST FALLS

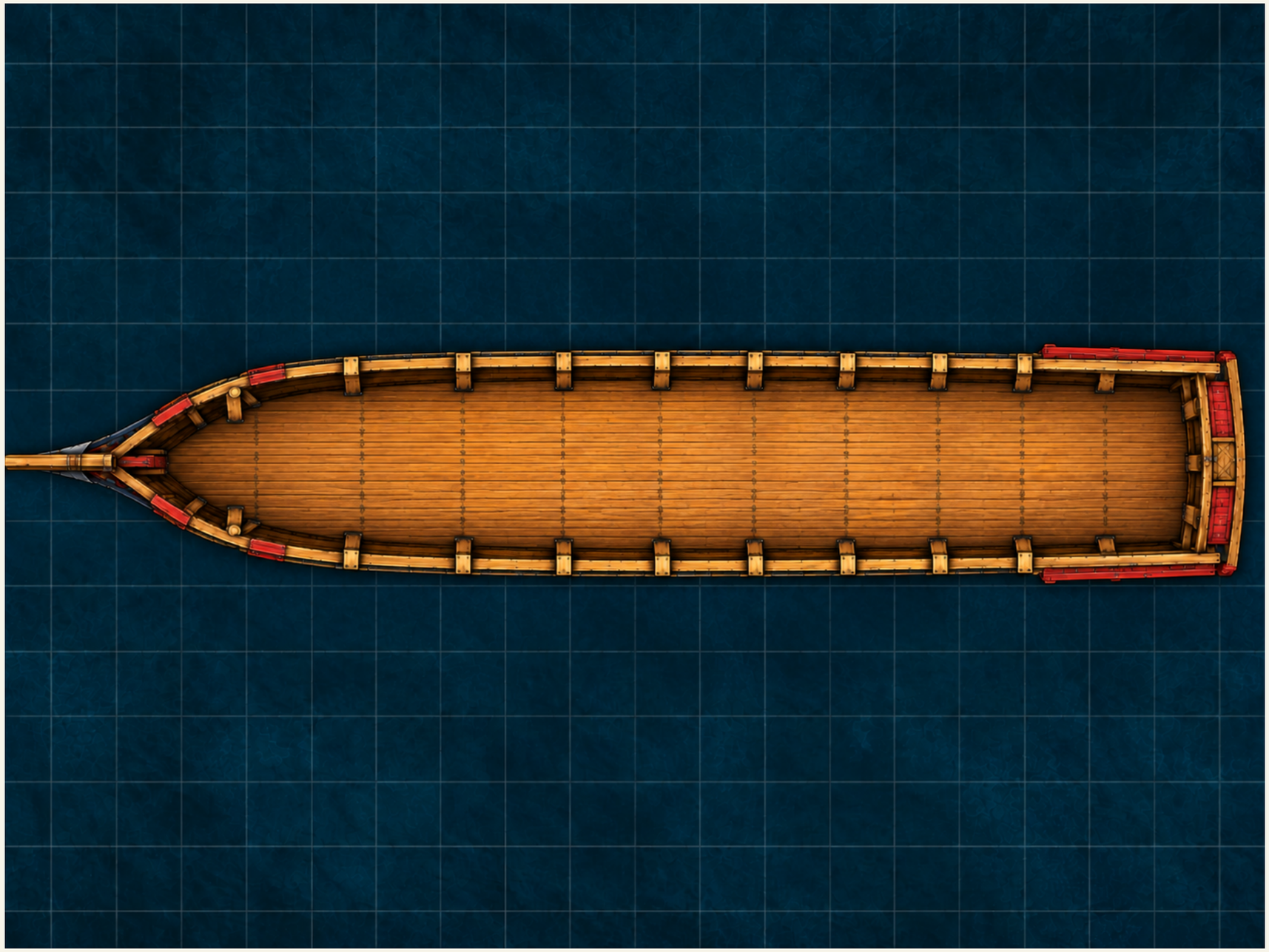
After the mast falls, concludes nobody should be alone. Gathers the noncombatants in the kitchen.

DAY 4

When the execution starts, immediately realizes everyone is “telling different stories” and tries to get people away.

APPENDIX B • MAP 1/3

Lower deck

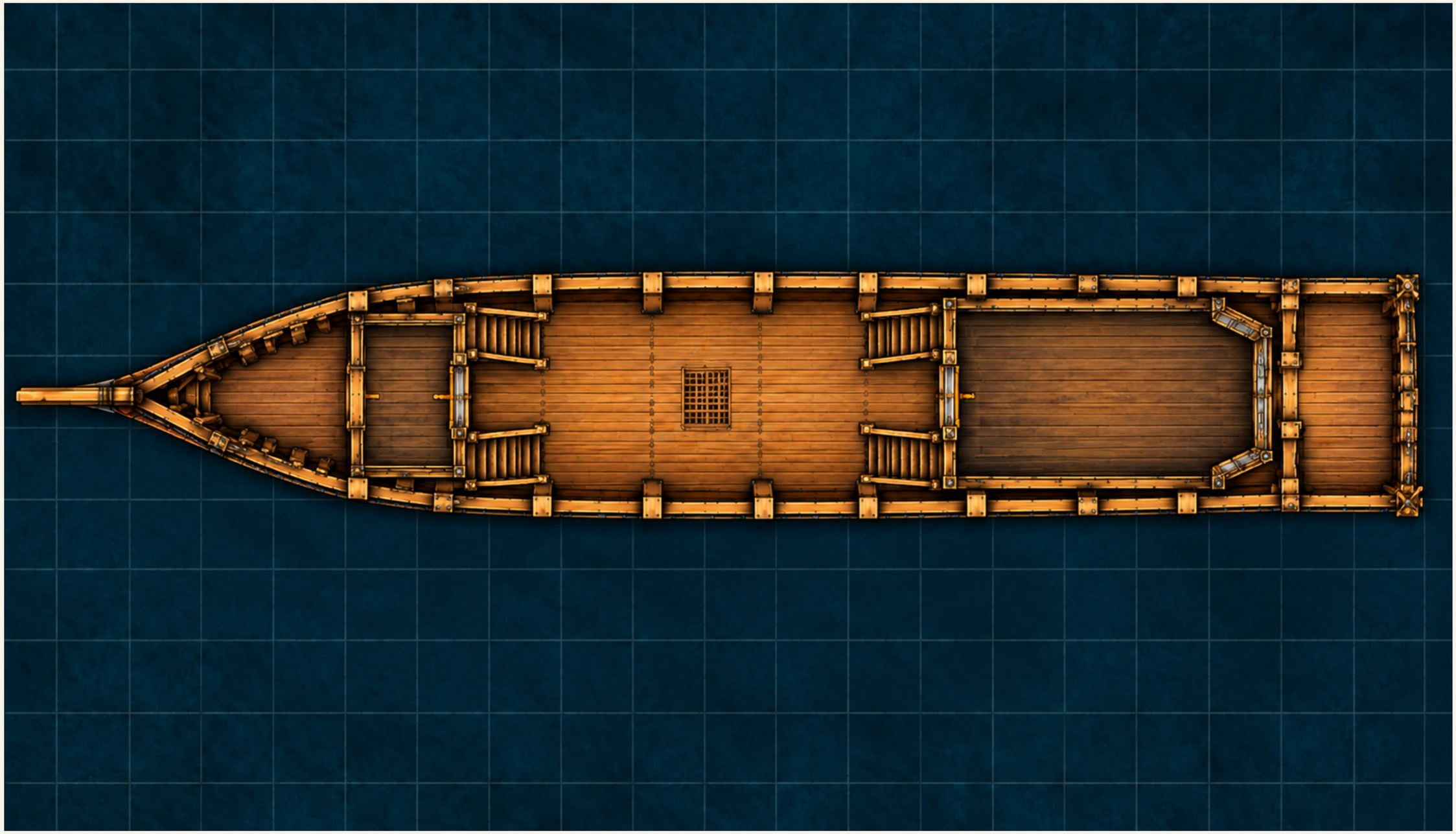


A continuous hull: kitchen/tavern at the rear, confinement area toward the bow.

Grid shown for visual reference. Use narrative ranges and adjust the scale when printing.

APPENDIX B • MAP 2/3

Middle deck

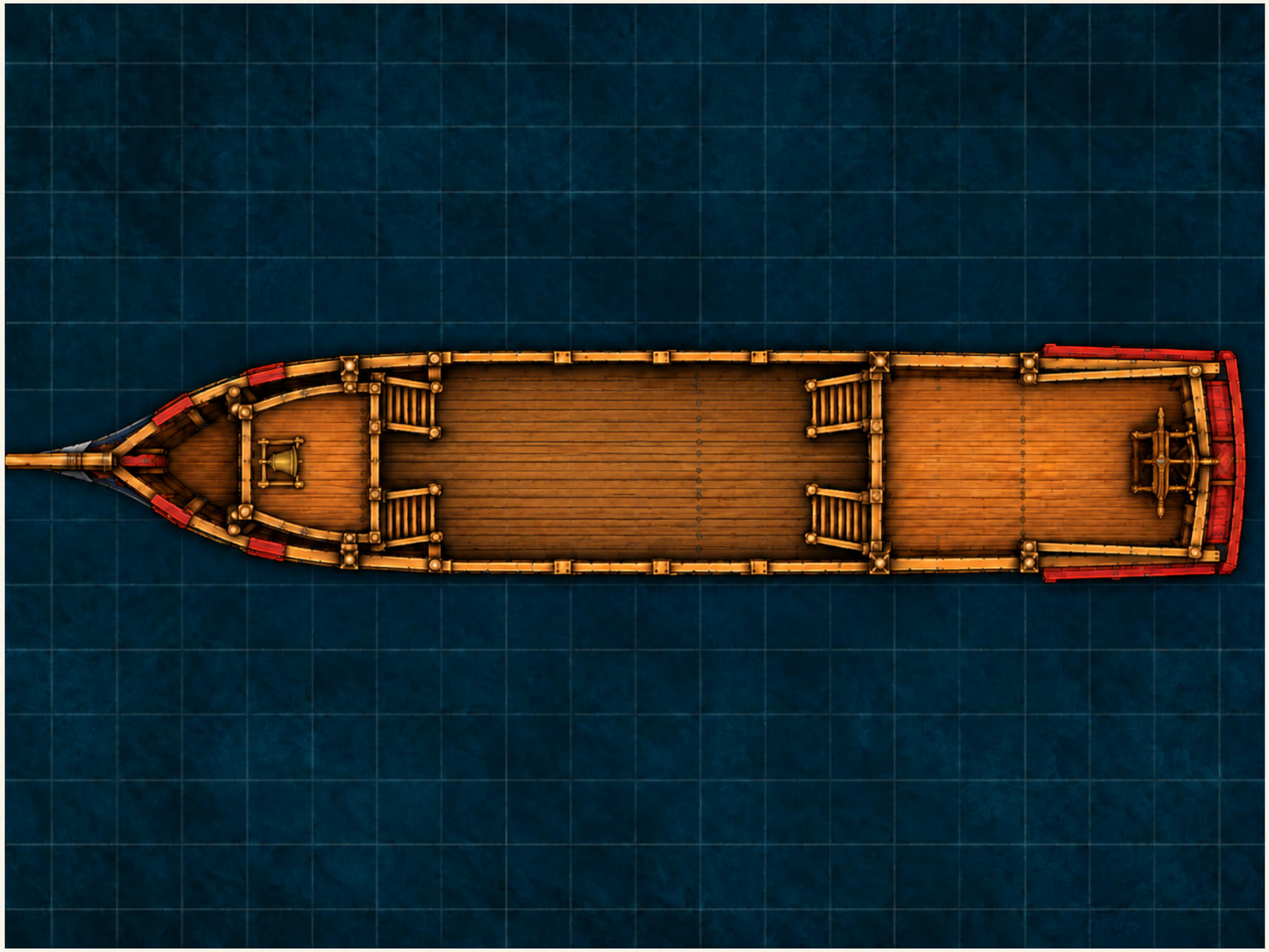


Storeroom/pantry, outside walkways, captain’s cabin, and private balcony.

Grid shown for visual reference. Use narrative ranges and adjust the scale when printing.

APPENDIX B • MAP 3/3

Upper decks



Foredeck with the bell/alarm; stern deck with the helm.

Grid shown for visual reference. Use narrative ranges and adjust the scale when printing.

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Credits and sources

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Author

Matheus • Mestre Matheus RPG
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Acknowledgments

Aurora Games Hobby Store
auroragames.com.br

Contact

mestrematheusrpg.com.br/en/
Instagram: @mestrematheusrpg

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SRD: www.daggerheart.com/srd/
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APPENDIX C • QUICK REFERENCE

Crew, roles, and social clues

NPC / page	Role, appearance, personality	Fixed information	Social mechanics
Dagna Ferrabrava p. 15	Protector of the Paralaxe; head of security; keeper of the storeroom key. A short, very stocky dwarf in heavy armor with ram motifs, carrying an enormous hammer. Austere, disciplined, protective. The ship comes before any individual.	The PCs' equipment is in the storeroom. Only she and Liri have authorized access. She imprisoned the group on the captain's orders.	Presence 16 to admit memory lapses. Arguments about the Paralaxe's safety grant advantage.
Liri Três-Nós p. 15	Helper, messenger, cleaner, kitchen assistant, and general hand; has storeroom access. A small, agile halfling with tied-back hair and simple, pocket-filled clothes. Helpful, curious, discreet; knows everything because nobody notices she is there.	Moves through almost the entire ship and knows its schedules and routines.	Presence 15 to make her reveal something she believes could cause trouble. Kindness or helping with her chores grants advantage.
Korvarimm p. 16	Captain and builder of the Paralaxe. A massive dwarf with a long beard, a commander's clothes and armor, and a great axe. Authoritarian, experienced, rational; loves the ship as a memorial to his late daughter.	Knows the entire Beacon of Last Hope mission and the ship's rules. Trusts Zigfur completely.	Presence 15 to negotiate; 16 to admit uncertainty. Technical arguments or protecting the mission grant advantage.
Maelis Varga p. 16	Mercenary buccaneer; specialist in seamanship and sails. A tall, athletic human in light combat clothing, with a sword and nautical gear. Pragmatic, sarcastic, professional; has no emotional attachment to the mission.	Understands rigging, masts, sails, and naval sabotage better than almost anyone.	Presence or Knowledge 14; 16 for technical analysis. Professional talk about seamanship grants advantage.
Sava Nahr p. 17	Mercenary buccaneer and scout. A slender, feline katari with a hood, two blades, and silent movements. Observant, suspicious, sparing with words; always looking for exits.	Newly hired; knows little about the crew's internal relationships.	Presence 15; 17 to get past her defenses. Instinct can reveal contradictions.
Orven Rusk p. 17	Stevedore, farmer, hunter, fisher, and food-supply specialist. A strong, bearded human in work clothes, carrying simple tools. Practical, patient, attentive to physical details; always thinking about survival.	Manages part of the supplies and understands wood, rope, tracks, and organic matter.	Presence 12; Instinct/Knowledge 13 for analysis; 14 to make him publicly contradict another crew member.
Zigfur Brasa Ardente p. 18	Blacksmith, armorer, and maintenance specialist. A muscular dwarf in work armor and a helmet, with a hammer and tools. Gruff, brilliant, direct; prefers machines and metal to people.	Has unrestricted access to Korvarimm's cabin and the maintenance tools.	Presence 13; 16 to discuss his own memory lapses. Shared technical knowledge grants advantage.
Lord Aurelian Voss p. 18	Expedition financier and privileged passenger. A human in luxurious clothes, with an aristocratic bearing and an immaculate appearance. Vain, condescending, self-centered; fascinated by his own image as an innovator.	Financed much of the Paralaxe and considers the mission part of his legacy.	Presence 12; 15 to separate truth from self-promotion. Flattery grants advantage; direct confrontation gives disadvantage.
Mícel p. 19	Mascot/crew member without an official role. A fungril with a small fungal body, a large cap, and plantlike and coral-like growths. Curious, gentle, inscrutable; communicates through sounds and gestures.	Moves freely and reacts unusually to disturbances in the ether.	Not exactly social: Instinct 10 to understand intent; 19 to interpret a specific pattern of sounds or gestures.
Pim Luarte p. 19	Bard, fool, and the crew's entertainer. A short, stocky human with extravagant clothes, instruments, and props. Friendly, tactless, compulsively funny; uses humor to deny the horror.	Hears everyone's gossip and moves freely during downtime.	Presence 10; 13 to get a serious answer. Joining in the joke first grants advantage.
Dario Tonne p. 20	Rum master and kitchen assistant. A human in simple, tidy clothing, surrounded by bottles and fermentation tools. Cordial, methodical, observant; believes drink keeps morale up.	Spends much of his time in the kitchen and sees who crosses the lower deck.	Presence 10; 13 for details. Helping in the kitchen or sharing a drink grants advantage.
Maura Tonne p. 20	Head cook. A human with a firm bearing, tied-back hair, an apron, and a knife always nearby. Strong, friendly, bossy; treats the kitchen as sovereign territory.	Knows almost everyone's schedule because she manages meals and eating shifts.	Presence 11; 14 to share her suspicions. Helping in the kitchen or showing respect for Liri grants advantage.

APPENDIX C • QUICK REFERENCE

Day 1 and Day 2

NPC / page	Day 1	Day 2 • before discovery	Day 2 • after discovery
Dagna Ferrabrava p. 15	Confirms the sabotage happened during the PCs' watch. **Deeper:** Nobody actually witnessed the act, but the PCs were found disoriented near the mast.	More tired; says she doubled her patrols. **Deeper:** For a few minutes, she cannot account for the whereabouts of her key.	Furious and guilt-ridden. Insists nobody could enter the storeroom. **Deeper:** Her key vanished from her belt briefly, then reappeared. She simply cannot remember that interval.
Liri Três-Nós p. 15	Explains why the PCs are imprisoned and where their equipment is. **Deeper:** Saw a PC walking near the sails in the small hours “as if asleep with their eyes open.”	Last sighting: busy and in a hurry. Mentions needing to visit the storeroom later. **Deeper:** Dagna spent a few minutes looking for her key that morning. By the time the search begins, Liri has already vanished.	Dead in the storeroom.
Korvarimm p. 16	Explains the mission, the Beacon, and the weapons ban. **Deeper:** The interplanar route has been corrected. The sabotage can only be an inside job.	Worried about minor delays and missing tools. **Deeper:** Remembers summoning Liri, but not whether she arrived.	Delivers the speech about Liri's death and puts Maelis and Sava in charge of the investigation. **Deeper:** Frightened because he cannot reconstruct part of the morning.
Maelis Varga p. 16	Says this really was no accident: someone is trying to sabotage the mission. **Deeper:** The cuts in the rigging were strange and inefficient, as if made by someone who did not know what they were doing.	Helps inspect the deck. Says Liri is probably busy with some chore.	Examines the storeroom with Sava. **Deeper:** Someone may have used a key; there are no clear signs of forced entry.
Sava Nahr p. 17	Thinks the PCs might be innocent. **Deeper:** The sabotage seems “too wrong”—too amateurish for experienced fighters.	Says she saw Liri carrying things to the kitchen. **Deeper:** Has a gap of about twenty minutes in her own morning and becomes angry when she realizes it.	Takes over the investigation with Maelis. **Deeper:** Knows a detail about the body's position before anyone mentions it; immediately claims she “deduced” it.
Orven Rusk p. 17	Says the provisions will last for the round trip if there are no delays. **Deeper:** Found cut fibers on deck; they were not torn by the wind.	One of the first to notice that a task assigned to Liri has not been done.	Notes that nothing in the storeroom suggests a long struggle. **Deeper:** Spots fresh marks on the floor that do not match Liri's small feet.
Zigfur Brasa Ardente p. 18	Confirms the sails were sabotaged by hand. **Deeper:** Finds the work odd, as though the saboteur “forgot halfway through” what they meant to do, dropped everything, and left in a hurry.	Complains that a fine maintenance saw is out of place. Thinks some idiot took it without asking.	Inspects the storeroom lock: it was not forced. **Deeper:** That requires a key or someone extremely skilled.
Lord Aurelian Voss p. 18	Claims he always suspected the PCs. **Deeper:** Only saw one of their silhouettes walking. Saw no sabotage at all.	Furious that Liri has not brought his meal. This helps draw attention to her disappearance.	Immediately blames mercenaries and “people without pedigree.” **Deeper:** Admits his own memory of the previous night is blurred.
Mícel p. 19	Restless near the mast, producing two discordant notes. **Deeper:** Imitates someone walking stiffly in the small hours.	Looks for Liri in her usual places and makes questioning sounds.	Recoils near the storeroom and emits a shrill noise. **Deeper:** Points at Sava, then covers its own face, without making a comprehensible accusation.
Pim Luarte p. 19	Jokes about the imprisoned PCs. **Deeper:** Says he saw “a sleepwalker giving the sails a haircut.” If pressed, admits it was a PC but did not see their face clearly.	Jokes that Liri must have run away to avoid serving Aurelian.	Offers a sincere tribute, then ruins it with a joke: “You can hardly call it a great loss. She was only about two feet tall.” **Deeper:** Remembers light footsteps, then much heavier footsteps, near the storeroom.
Dario Tonne p. 20	Remembers a PC appearing in the kitchen very late, looking confused. **Deeper:** The PC could not remember why they had come.	Complains that Liri still has not come to collect Aurelian's tray.	Says he saw Sava shortly before the body was discovered. **Deeper:** She was pale, did not touch the rum she ordered, and seemed not to recognize where she was.
Maura Tonne p. 20	Says the PCs never struck her as saboteurs. **Deeper:** One entered the kitchen in the small hours looking “feverish, but without a fever.”	The first to ask, “Where is Liri?” **Deeper:** Liri was supposed to fetch provisions from the storeroom shortly before she vanished.	Devastated. **Deeper:** Remembers Liri leaving after someone called her, but cannot recall the voice.

APPENDIX C • QUICK REFERENCE

Day 3 and Day 4

NPC / page	Day 3 • before the mast falls	Day 3 • after the mast falls	Day 4
Dagna Ferrabrava p. 15	Remembers Liri's death perfectly and becomes angry with anyone who forgets her. She is growing obsessive.	Examines the mast: it was sabotage. **Deeper:** Accepts that the cut required a proper tool and begins to suspect Zigfur.	Utterly convinced the execution is necessary. May claim to have heard a confession that never happened. Pulverized by the Observers' opening attack.
Liri Três-Nós p. 15	—	—	—
Korvarimm p. 16	Alternates between remembering Liri clearly and hesitating at her name. Tries to hide it.	Summons the PCs to his cabin and asks whom they suspect. Orders that person arrested. May return the players' weapons.	Presides over the execution. Claims to have “evidence” that he cannot explain when questioned.
Maelis Varga p. 16	Says the mast is “singing a different tune.” **Deeper:** Feels an irregular vibration but cannot locate the problem.	Dies when the mast collapses.	—
Sava Nahr p. 17	Visibly more withdrawn. Denies entering the storeroom. **Deeper:** Cannot explain the missing twenty minutes.	Furious after Maelis's death and very vulnerable to accusations. Cannot find a link between the two acts of sabotage.	Depending on her altered memories, may swear Liri was alive that morning or say she never knew her.
Orven Rusk p. 17	Remembers the death clearly. Later in the same conversation, may say, “If Liri had come with us...” without noticing the contradiction.	Examines the mast and states firmly, “This was sawn through.” **Deeper:** The mast is thick and sturdy; cutting it like this would take considerable time and a good tool.	Tries to organize food and water amid the chaos. Seems one of the few still focused on concrete tasks.
Zigfur Brasa Ardente p. 18	Irritable and tired. **Deeper:** Has sawdust on his clothes and cannot explain exactly where it came from. He sawed through the mast during a psychic blackout.	Recognizes marks on the mast consistent with a tool from his workshop. This genuinely terrifies him.	May alternate between admitting he “must have done something” and violently denying everything.
Lord Aurelian Voss p. 18	Insists Liri never boarded and everyone is confusing her with a helper from another voyage.	After the mast falls, demands an immediate arrest and execution to “restore order.”	May claim a PC was murdered, even while speaking directly to that character.
Mícel p. 19	Touches the mast and repeatedly moves its hands as if sawing.	After the collapse, avoids Zigfur but also tries to approach him, as if afraid for him rather than of him.	Just before the revelation, looks at an apparently empty point above the deck and begins to scream.
Pim Luarte p. 19	Jokes about people forgetting Liri, but is clearly frightened. “Soon they'll forget me, too.”	After Maelis's death, his humor starts to fail. For the first time, a joke ends in silence.	Laughs and cries at once during the execution. Cannot distinguish rumor from memory.
Dario Tonne p. 20	Serves drinks to calm everyone down. **Deeper:** Saw Zigfur moving around before dawn with tools.	After the collapse, remembers that Zigfur smelled of resin and fresh wood that morning.	Hands out rum while people argue about whether someone died. Becomes completely passive in the face of the absurd.
Maura Tonne p. 20	Always remembers Liri and becomes aggressive toward anyone who claims she never existed.	After the mast falls, concludes nobody should be alone. Gathers the noncombatants in the kitchen.	When the execution starts, immediately realizes everyone is “telling different stories” and tries to get people away.