



REALM RUNNER

— END OF AGES —

Step through the portal. Welcome to Bastion, a world out of time.

Daringly entering a place where time has fractured and reality bends, a group of modern explorers must venture into the ruins of Bastion, a once-great civilization that dared to manipulate time and, in doing so, unleashed a catastrophic rift. As players navigate its treacherous landscapes and uncover its secrets, they face choices that could either restore balance or plunge all of existence into chaos.

Your mission? Collect the shattered pieces of the Chronos Crystals to mend the rift in time. Make allies or enemies with the time refugees and curious beasts you meet in this strange place. Solve puzzles to unlock its secrets, and reflect on the power of your own time in this life.

The fate of Bastion—and time itself—rests in your hands.



THE CHARACTERS

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CHARACTER SHEET



Vesper



Leora



The Wraith



Aelion



Aria



Mira



Prof. Sinclair



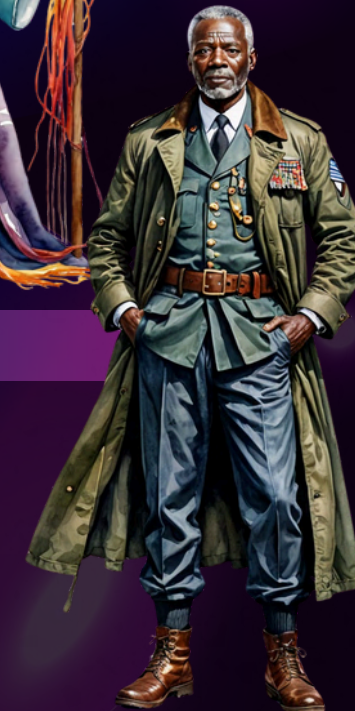
Victor Blackwood



Kael



Tali



Orion Drake



Bren



Niall

LEORA VESPER

Home Era: Bastion, 2nd Age

Trade: Timekeeper



Leora

Among the most brilliant and ambitious of the Timekeepers (guardians of the Eon Core and of temporal balance), Leora was once devoted to her lover Aelion and the pursuit of a better future.

Her fascination with the Chronos Crystals leads down a dangerous path, as she becomes influenced by the malevolent Temporal Wraith. As her obsession deepens, Leora evolves into the dark figure known as Vesper. In an epic battle with Aelion, the core is shattered, plunging Bastion into chaos. But the cry of her baby amidst the destruction draws Leora back for a moment—long enough for her to commit a final, desperate act of love and sacrifice. Vesper throws herself upon the Eon Core, halting the rift in its tracks but sealing her fate as she becomes the Temporal Wraith—a cycle of ambition, corruption, and redemption eternally bound to the ruins of Bastion.

Note: the players will not know that Liora, Vesper, and the Wraith are one in the same—they'll have to discover it themselves.



Vesper

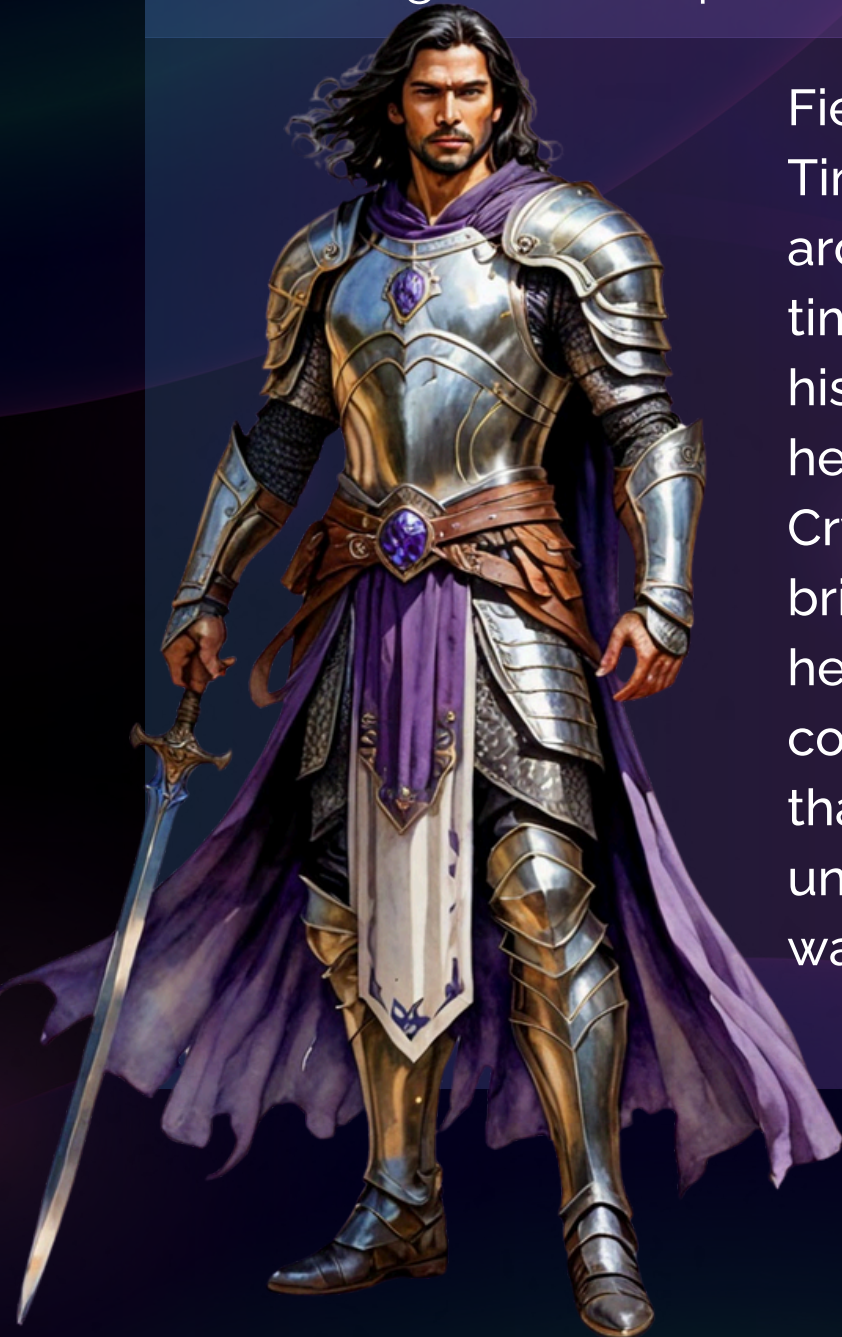


The Temporal Wraith

AELION

Home Era: Bastion, 2nd Age

Trade: High Timekeeper



Fierce and dutiful leader of the Timekeepers, Aelion's greatest battle arose not from the shifting tides of time, but from within his own heart—his lover, Liora, whose ambition led her to tamper with the Chronos Crystal. As Bastion teetered on the brink of collapse, Aelion faced a heart-wrenching battle against his corrupted once-lover, a confrontation that shattered the Eon Core and unleashed a deadly time rift. Aelion was lost in the rift forever... or was he?

KAEL

Home Era: Ruins of Bastion, 3rd Age

Trade: Scavenger

Kael was found and raised by Mira the Weaver within the rift that destroyed Bastion claimed his parents. Mira's cheerful wisdom shaped him into a compassionate young man, though he remains haunted by the mystery of his origins and the knowledge that his mother sacrificed herself for his survival. Now, as the time rift threatens to spread again, Kael learns the truth of his legacy and his parents, Aelion and Liora's, role in history. Kael may be the only one who can stop the destruction of all time—at the potential cost of his own life. Could there be another way?

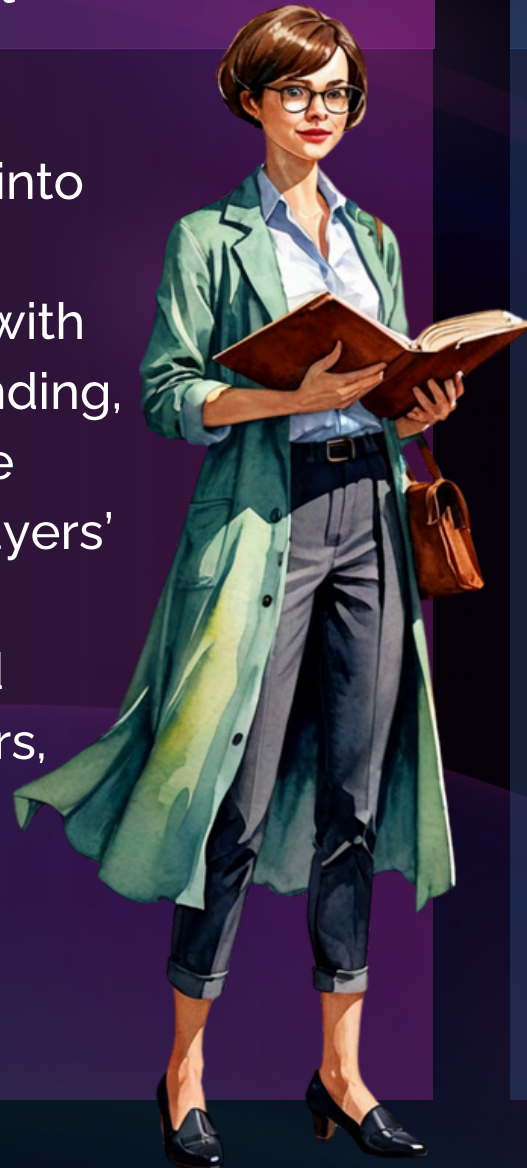


THE EXPLORERS

PROF. ELARA SINCLAIR

Home Era: Washington, common timeline
Trade: Quantum Physicist

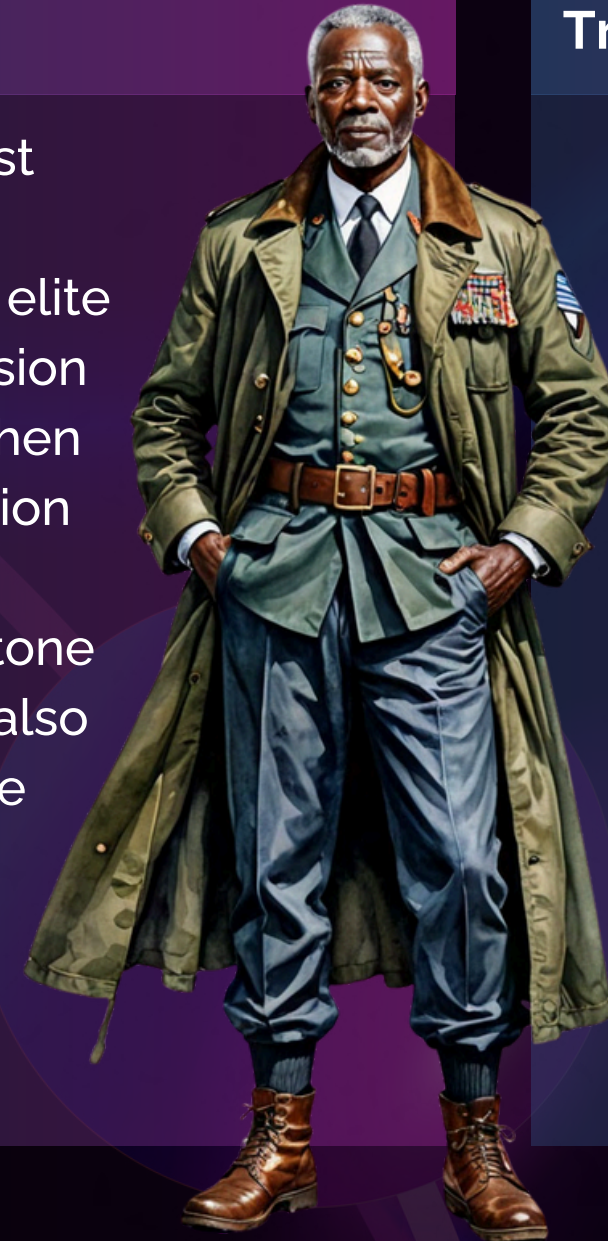
Professor Sinclair's groundbreaking research into ancient texts revealed the existence of Bastion, and with the help of Blackwood funding, located and harnessed the portal. She may enlists players' aid in solving intricate mathematical puzzles and unlocking sealed chambers, each revealing more about Bastion—and how to stop the rift in time.



ORION DRAKE

Home Era: Arizona, common timeline
Trade: Gun for hire

A former military strategist renowned for his tactical brilliance, he once led an elite unit on a high-stakes mission that ended in disaster. When he learned of the expedition to Bastion, he saw an opportunity not only to atone for his past mistakes but also to seek answers about the anomaly that caused his mission's catastrophic end.



VICTOR BLACKWOOD

Home Era: Vermont, common timeline
Trade: Unknown—but *it must be lucrative*

Victor Blackwood is not who he appears to be. While the world knows him as the reclusive billionaire who funded the portal across time, the truth is that he is a time refugee from Bastion, thrown into our timeline due to the rift. His intentions are similarly unclear—he may wish to wrestle control over the Chronos Crystals for personal gain.



TIME REFUGEES

Mira's tapestries reveal the future of different timelines—perhaps why she adopted Kael after witnessing the destruction of Vesper and Aelion. She is wildly joyful, always optimistic, and often bursts into laughter at unexpected moments. She may need help from players to locate threads she'll need to weave a vision of the brightest future.



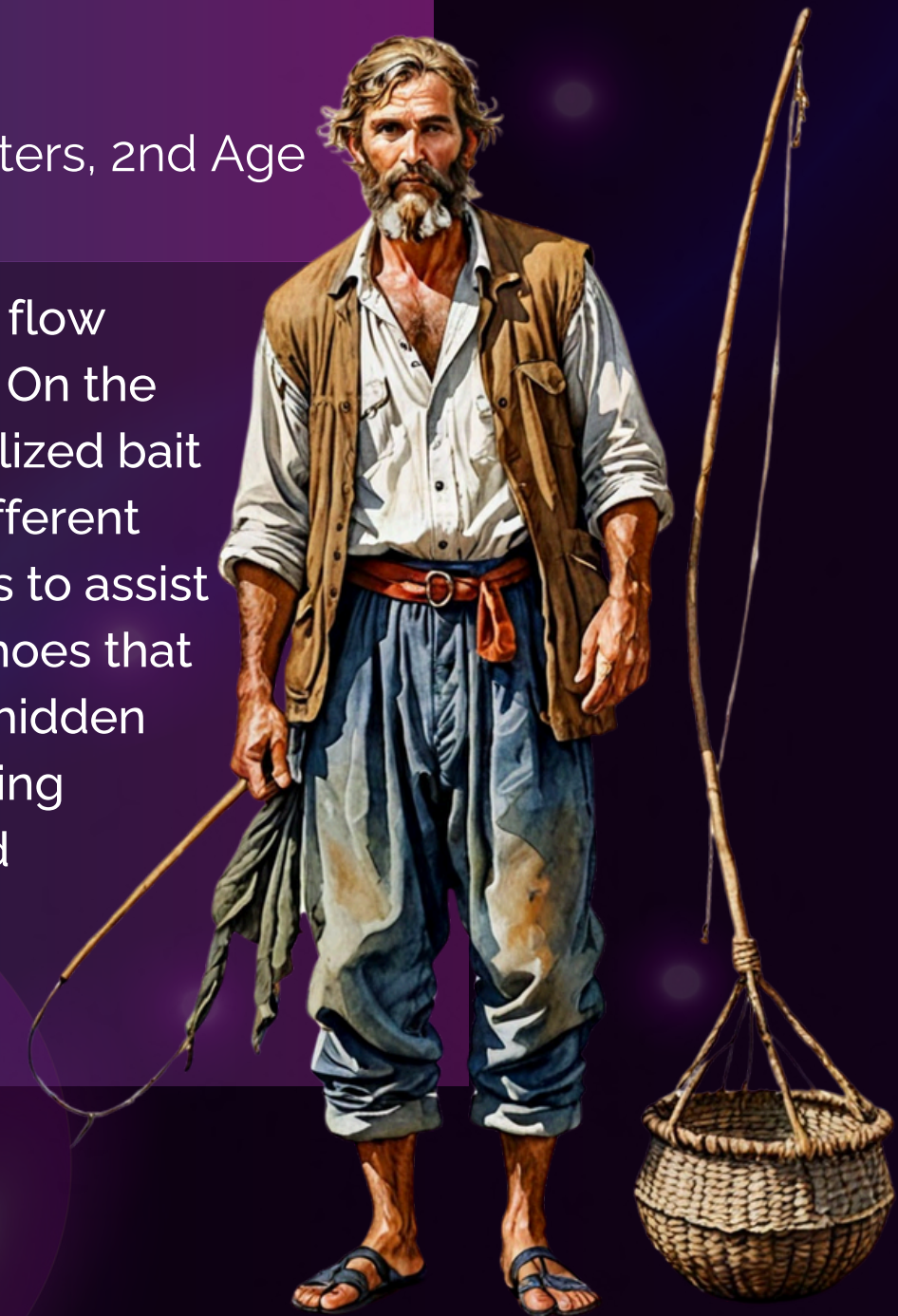
MIRA

Home Era: Bastion, 1st Age
Trade: Weaver

NIALL

Home Era: Tempest Waters, 2nd Age
Trade: Fisherman

Niall fishes in waters that flow with the currents of time. On the riverbank, he uses specialized bait to attract echoes from different timelines. He asks players to assist in capturing rare time echoes that have vital information or hidden secrets about Bastion, using special nets that can hold these fragile moments without breaking them.



TIME REFUGEES

Aria's melodies are known to heal small rifts in the time continuum, but she has lost these powerful notes in the rift. She needs players to journey throughout Bastion to recover lost music sheets, each one capable of sealing a different type of temporal wound.



ARIA

Home Era: Harmonium, 6th Age
Trade: Musician

BREN

Home Era: Forgecliff, 1st Age
Trade: Blacksmith

Though rough around the edges, Bren can create works that are a marvel in any age. As a former member of the guild that built the Eon Core, he knows its secrets and flaws better than anyone. He needs players to gather rare metals and solve mechanical puzzles essential for the Core's repair.



Tali's tavern is a haven for those lost in time, and as a hostess and storyteller, no one has a keener wit or a more giving spirit. Talia may pay dearly for players to lead lost time refugees to her tavern—and the secrets she has as payment are worth their weight in gold.



TALI

Home Era: Bastion, 4th Age
Trade: Innkeeper

TEMPORAL BEASTS



Born from the chaos of the time rift, fearsome animals evolved at an accelerated rate within the strange environment of the rift, adapting unique abilities tied to the flow of time.

They guard key locations and artifacts within Bastion, serving as both obstacles and guardians of forgotten secrets. Though initially wary, these beings can become powerful allies if players earn their trust.



THE SURREAL WORLD OF BASTION

Crafted for Wonder

Each setting in Bastion is carefully chosen to provide a rich variety—from cozy, intimate spaces to vast, otherworldly landscapes; from the familiar to the bizarre, but always captivating and brimming with life.



Blackwood Library



The Crystal Citadel



Starlit Rivers



The Infinite Gardens



The Reflection Pool



The Luminous Caverns



Heartwood Sanctuary



The Observatory



The Eternal Forge



Floating Isles



Tali's Tavern



A Timekeeper's Home



Inside the Eon Core

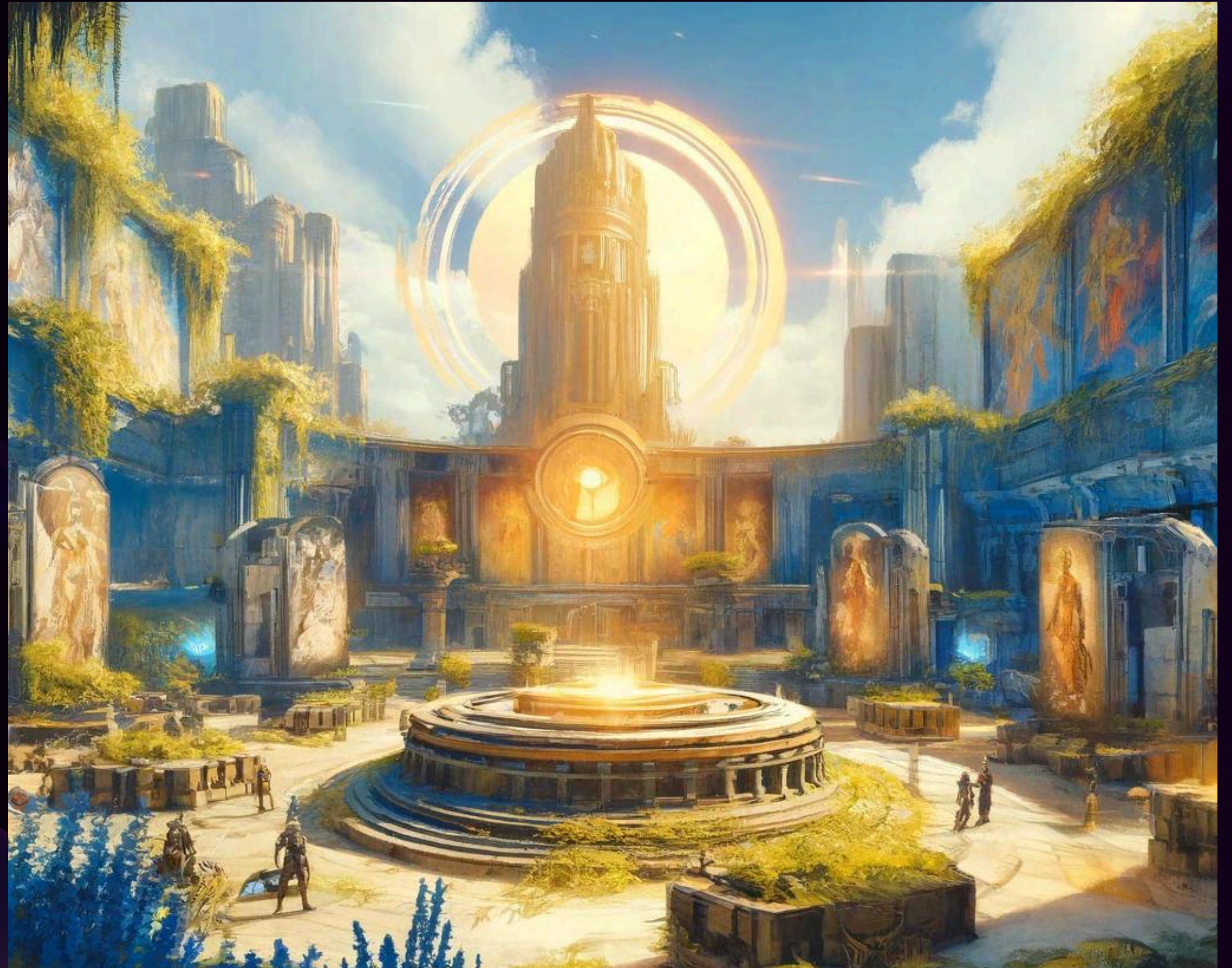
BLACKWOOD LIBRARY

Victor Blackwood's library is an impressive and hallowed space, housing his expansive collection of rare books, ancient manuscripts, and artifacts from various eras supporting his obsession with time. Here players will gather to learn about the expedition before the portal to Bastion is opened.



THE CRYSTAL CITADEL

Once the heart of trade and community life in Bastion, the Crystal Citadel now stands in ruins, with the rift spreading from its center. This is where the remains of the Chronos Crystal and the unstable Eon Core reside, the source of Bastion's temporal collapse. Throughout the citadel, magic-like moving panels display scenes from Bastion's past, offering glimpses into its former glory and the events leading to its downfall.



FLOATING ISLES

The Floating Isle hovers in the sky, tethered to Bastion by a fragile bridge of light that flickers in and out of existence. Once places of quiet reflection and connection with nature, they now drift amidst chaotic time currents.



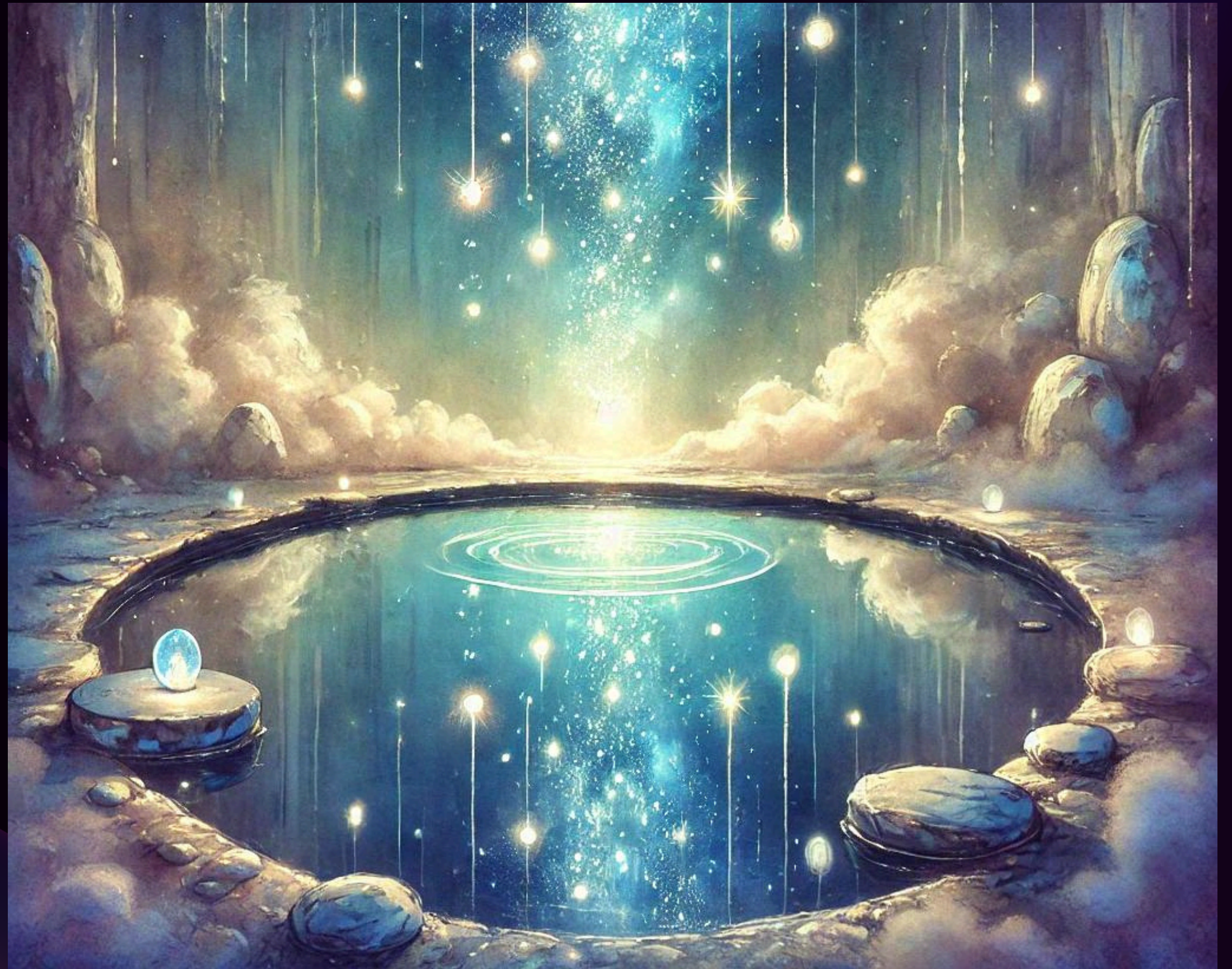
INFINITE GARDENS

Before the fall of Bastion, the Eternal Gardens were a sanctuary of serene beauty, where rare plants and trees were meticulously cultivated. Now, the gardens are a chaotic realm where time flows erratically, causing some flora to grow wildly while others decay instantly.



REFLECTION POOL

Hidden behind a guarded gate, the Reflection Pool is a mystical reservoir whose waters can reveal or alter Bastion's past. Players' reflections on their own lives serve as a unique currency here, determining the pool's willingness to show critical moments or provide the chance to reshape history itself.



HEARTWOOD SANCTUARY

Nestled within the trunk of an ancient tree on the Floating Isle, this hollow became the secret hideaway of Vesper after her corruption by the Temporal Wraith. Here, she concealed herself while plotting against Bastion, using the sanctuary's natural time-dampening aura to shield her presence from the other Timekeepers



STARLIT RIVERS

The Starlit Rivers are waterways where the flow of time itself can be seen, shimmering with the light of distant stars. Players may find themselves needing to fish these currents to retrieve memories.



CHRONOS OBSERVATORY

The Chronos Observatory was once the center of Bastion's timekeeping efforts, equipped with instruments that could measure and manipulate the flow of time. It now serves as a chaotic maze of broken machinery and unpredictable temporal fields.



THE ETERNAL FORGE

The Eternal Forge is the birthplace of Bastion's most powerful artifacts, where metals were infused with temporal energies to create items of incredible power. Now if only you could find the right blacksmith...



LUMINOUS CAVERNS

These passages were the original source of the Chronos Crystals. Now, the caverns are filled with faint, unstable crystal deposits that pulse with unpredictable time frequencies. They may need to be reactivated somehow.



TALI'S TAVERN

Tali's Tavern is a warm, welcoming haven where travelers from different timelines find refuge, sharing their stories and knowledge over hearty meals and a crackling fire. This is a great place to start looking for information—though the difference between story and truth is fuzzy, and sometimes Time Refugees get their timelines mixed up.



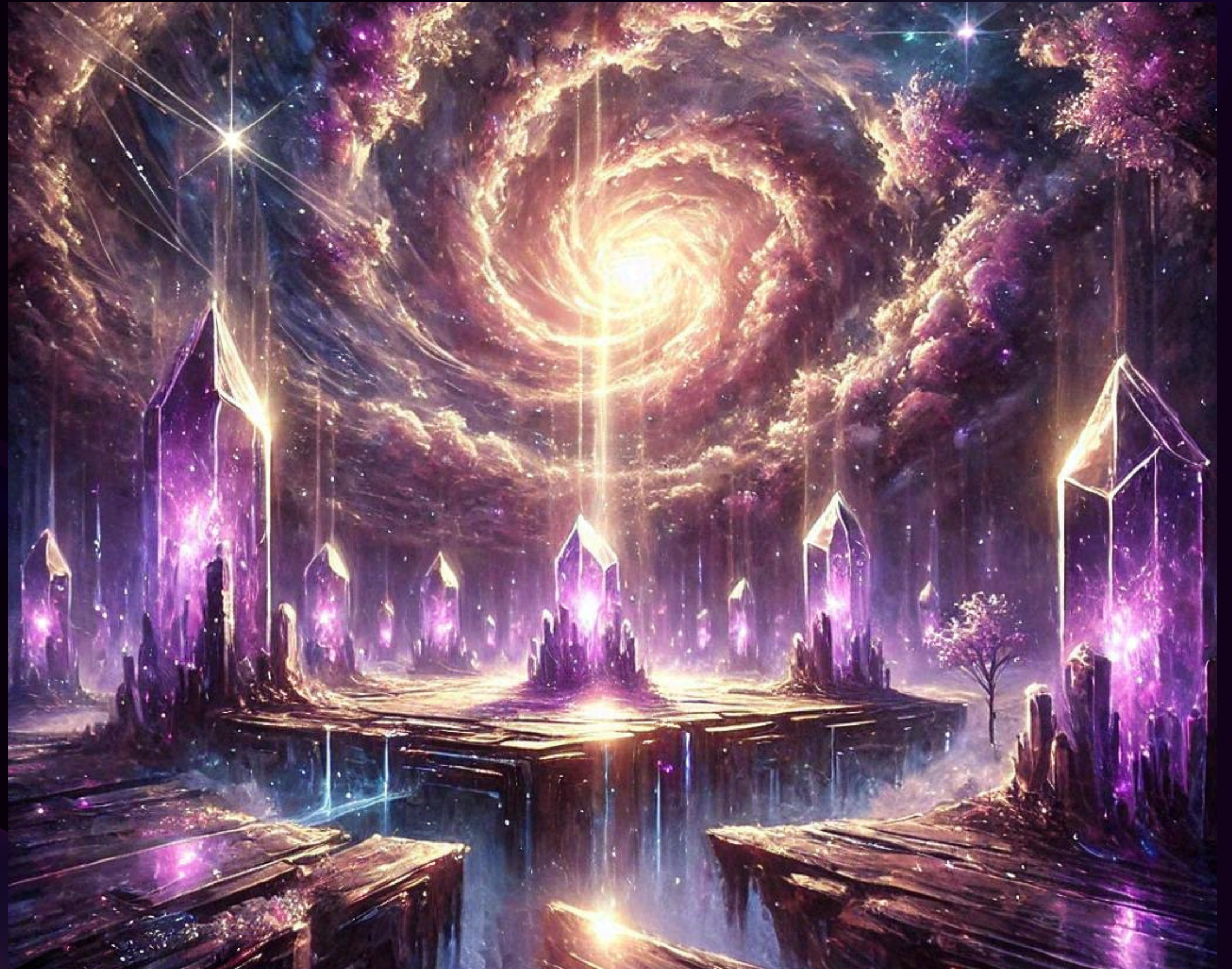
TIMEKEEPER'S HOME

Secluded and strangely peaceful, the Timekeeper's home feels frozen—with personal notes scattered about and a fire still smoldering on the hearth. This is where Kael likes to get away. He's not really sure why he's drawn here to this humble place though.



INSIDE THE EON CORE

As the final location, the interior of the Eon Core is a maelstrom of chaotic energy. Winds whip violently, carrying fragments of light, shadow, and fleeting images of Bastion's past, present, and potential futures. The air crackles with temporal distortion, and the ground seems to shift. This is the heart of the temporal collapse, where every moment exists at once, and the players' choices could mean salvation or doom for Bastion and beyond.



EXAMPLE BRANCHED ENDINGS

You've traversed the fractured remnants of Bastion, gathered the shards of the Chronos Crystal and aided those lost in time. Now the rift surges, the ground beneath you quakes, and you are ushered to the Eon Core, *The moment has come to confront the fate you've woven.*

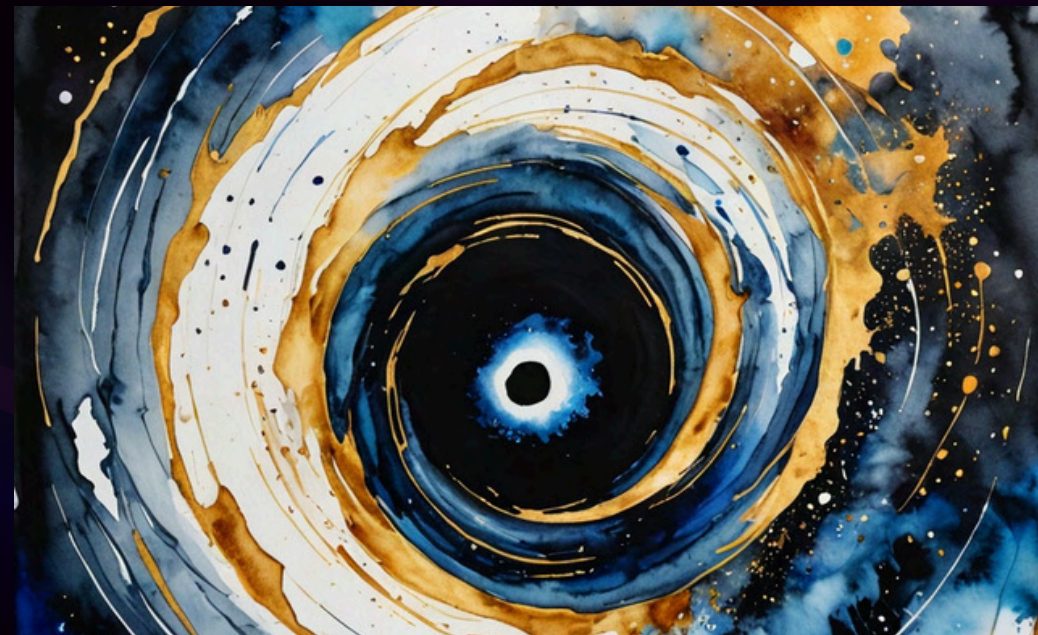


Sacrifice & Restoration

Players...

- gathered all the Chronos Crystal shards
- helped key allies like Bren to forge the necessary components
- made morally sound choices and solid relationships with characters

...leading to the repair of the Eon Core and Kael's self-sacrifice to fully close the rift, restoring Bastion.



Persistent Anomalies

Players...

- failed to collect all shards
- neglected key side quests
- were unable to motivate Kael
- allied with Victor Blackwood

...resulting in only a partial repair of the Eon Core; the rift is stabilized, but temporal anomalies persist, leaving Bastion in a state of unpredictable chaos.



Rewriting History

Players...

- uncovered hidden lore and clues
- discovered a way to connect with Aelion in another timeline
- used the Reflection pool wisely

...resetting the timeline to before Bastion's downfall, with a chance to make new choices or risk repeating the same mistakes.



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