

ELDEN RING NOKTAR

GM Guide

by Hel

What is this?

Hello! What you're reading is a part of the rules needed to play a game called "*Elden Ring: Noktar*". That is a TTRPG for 1 GM and 1 Player set in a fanmade expansion of the Elden Ring videogame's setting. It's made to be played in 2-3 hour sessions over campaigns of 15-20 sessions. It assumes knowledge on both parts of the Elden Ring lore. This document contains the rules for the GM.

The island of Noktar

The following is a secret map you should not show the Player.

6	Nar Ruins	Ruined Forge	Burnt Citadel	Caelum Peaks	Caelum Peaks	Caelum Peaks		
5	Grima's Cave	Pine Woods	Mordo's Grave.	March. Grounds	Road's End	Caelum Peaks		(P. cave)
4	Hunting Plains	Blood Woods	Flesh Pit	Flesh Pit's B.	March. Grounds	Caelum Peaks		(hole)
3	Lucentia	Blood Plains	Flesh Pit	Flesh Pit	Abyss	Abyss		
2	Elden-grove	Crown's Plains	Abyss	Abyss	Abyss	Onyx Mt.		(sewers)
1	Eldeng. Sanctum	Petrified Forest	Starfall Field	Crater Lake	Onyx Mt.	Summit Lake		(Noktar)
	A	B	C	D	E	F		x

When the Tarnished discovers a new region, read the introductory description found in the beginning of each respective chapter. Each movement between regions requires a “Travel” roll, that the Player should know how to do from the “Traveling” chapter in the Player Guide.

The game starts in the **Sewers (X2)**.

Playing the enemies

The rules for playing the enemies found in each region are simple: keep track of their HP as stated on their respective chapter, then attack using their similarly stated weapon, either with a Normal Attack, a Heavy Attack, or a Skill. Some of them may also be able to use spells.

The enemies don't have Stats, so they don't have a Stamina they can deplete, in order to make you keep track of less things as GM. However this means they could theoretically keep attacking forever, without running out of it. This is obviously bad, so throw in some Defense Actions, like Guard or Dodge, here and there. It is especially dramatically fitting if after a big attack the enemy takes their next turn to use a Wait Action (Catch Breath).

If you want, you can also make a note of what kind of Action you think an enemy would like to use the most, for example you could imagine an enemy is particularly aggressive, so they attack a lot, or some other is more careful, preferring to remain on the defensive.

Exploring the island

Sewers (X2)

Description

“You awaken in a nasty room with stagnant water, and piles upon piles of corpses. From their clothes, they seem to be fellow Tarnished, that like you were likely dumped to rot in this hole. You hear the tell-tale squirming of mice not far off in the distance.”

Traveling or studying the region

1-5 Blood-Tainted Excrement

“The bloody excrement of a carnivorous beast. Material used for crafting items. Found in lands embraced by the Mother. Mixed inside with half-digested flesh are dense colonies of tiny eggs of unknown but assuredly revolting origin.”

11-20 Bloodfrenzied Giant Rat

See “Bloodfrenzied Giant Rat” in the Enemies chapter.

Eldengrove Sanctum (A1)

Description

“The Eldengrove Sanctum is a small and humble hill that sits in the middle of a lush forest, with tall and gnarly trees that remind you of the Erdtree, but of a more natural green color. On the top, you spot the ruins of a church, familiar yet foreign in make.”

Traveling or studying the region

1-5 Herba

“Evergreen leaves that give off a faint light. Material used for crafting items. This very common medicinal plant can be found in thickets and elsewhere.”

11-20 Royal Omen

See “Royal Omen” in the Enemies chapter.

NPCs in the region

Lloyd

See “Lloyd” in the NPCs chapter

Lady Menora

See “Lady Menora” in the NPCs chapter

Secret

This church was built by Marika and a few confidants on her visit to the island, looking for a secluded location in the middle of nowhere, where to leave Menora. For this reason it’s built in a style reminiscent of her own churches, but instead of a statue dedicated to herself, there is a sitting place for the Lady.

Eldengrove (A2)

Description

“This wood flourishes with pale golden light, with trees reaching as high as the eye can see and covering the sky in a rich canopy. The underbrush and the wildlife as well is abundant here.”

Traveling or studying the region

1-5 Herba

“Evergreen leaves that give off a faint light. Material used for crafting items. This very common medicinal plant can be found in thickets and elsewhere.”

11-20 Bloodfrenzied Royal Omen

See “Royal Omen” in the Enemies chapter.

Secret

The Eldengrove started growing with abundance after Lady Menora was born there. It is a mirror of when the Erdtree blessed Marika’s reign with countless blessings, when it was at its apex. The source of this divinity is to be found in Lady Menora’s golden blood, similar to Miquella growing the Haligtree from his own.

Lucentia (A3)

Description

“There stands a village, a handful of crude wooden houses cobbled together from pieces of boats and pine trees. Between them, you spot emaciated humanoids, dressed in Badlands pelts, and there is a giant bonfire they seem to be praying to.”

Traveling or studying the region

1-5 Raw Meat Dumpling

“A pungent raw meatball, made succulent by virtue of being on the verge of turning. Restores half HP but also poisons the user. (Take 1 HP of damage at the start of every turn.) Not recommended for those who prefer to know the origin of their meats.”

11-20 Tarnished Remnants

See “Tarnished Remnants” in the Enemies chapter.

Secret

See the “Secret” section of the “Tarnished Remnants”, in the Enemies chapter.

Hunting Plains (A4)

Description

“Green pastures open in front of you! The expanse turns into beautiful rolling hills to the North, which eventually give way to an impressive mountain, far into the horizon.”

Traveling or studying the region

1-5 Horse

“You find a knightly horse grazing on the grass. On its back, sits an empty saddle in the unmistakable brown and gold colors of Godfrey’s army.”

11-20 Boar

See “Boar” in the Enemies chapter.

Taming the horse

The horse that can sometimes be found in the Hunting Plains is a bit like a substitute of Torrent, which the Tarnished never could summon because they never reached the Lands Between, and therefore never met Melina.

It is a horse that used to have a Tarnished warrior of Godfrey as a rider, but presumably they died with the plague that overtook the village of Lucentia. The player character could even have eaten a piece of them if they ate some Raw Meat Dumpling!

... Either way, the secret to taming the horse is to gently feed them a Rowa Fruit, which can be found elsewhere on the island. After this, the horse will let the Tarnished ride them, which will make them cross between regions of the map in half the time. Meaning, if normally moving into a different region moves the clock forward by one section (Morning → Afternoon → Evening → Night), this only happens every 2 regions if riding a horse!

In battle, it’s assumed the Tarnished dismounts from the horse, and they roam in the vicinity until the battle is over, one way or another.

Grima's Cave (A5)

Description

“Making your way up the mountain, the temperature becomes more chilly and the air becomes more breathable. You find a cave half-hidden by overgrown vines, and in its bellows a hidden wooden house.”

Traveling or studying the region

1-5 Cave Moss

“Faintly luminescent moss that grows in dark caves. Material used in crafting items. A fundamental ingredient for medicinal boluses.”

11-20 No Enemies

This region is safe from danger.

NPCs in the region

Ramas

See “Ramas” in the NPCs chapter

Secret

The wooden house was built by Grima (see “Grima” in the NPCs chapter). Initially she pretended to obey Lord Godfrey’s orders to guard Lady Menora, but as soon as his ships disappeared over the horizon she made it clear to the other commander, Lloyd, that she had no intention to help protect someone who looks related to Queen Marika, on account of their mass tarnishing and humiliating exile. She then left the village of Lucentia and struck out on her own. Ramas followed her out of curiosity and she allows him to stay hidden here to keep an eye on him, because she smells danger coming from him.

Nar Ruins (A6)

Description

“The summit of this snowy white mountain is covered with a storm that makes it hard to see. As your feet plunge in the snow to your calves, you notice massive black stone structures, that look perhaps like roads or bridges for massive people, destroyed and lying in pieces all around you.”

Traveling or studying the region

1-5 A corpse holding “Tarnished Wraps” (ATK 1)

“The fallen leaves tell a story. These wraps are tied according to the tradition of the first who foresaw such future.”

Skill: Kick (ATK 1, STAMINA 1, FP 1)

“Push away with a powerful kick a target smaller than you. Useful against enemies that like to keep their guard up.”

11-20 Guardian Golem

See “Guardian Golem” in the Enemies chapter.

Secret

Nar is what remains of the oldest settlement on the island of Noktar, created long before it was named thus by the later Nox. The settlers were contemporaries of the people of Rauh, of various giant sizes and otherwise, and they arrived crossing the sea on the back of truly gargantuan titans. These people ran their course and disappeared, leaving behind progressively smaller people, that would later go on to create the Forge nearby, and much later the city now known as the Burnt Citadel. “Nar” means “Fire”, owing to their worship of the Sun. Ironic, then, that their story ended with the attack of Calidusax.

Petrified Forest (B1)

Description

“Petrified trees litter the ground, overlapping and creating improvised nests that seem inhabited by demi-humans. One wonders how lush and bountiful this forest was in an age long past.”

Traveling or studying the region

1-5 Rowa Fruit

“Berry-like red fruits that grow in shrubs. Material used for crafting items. Try feeding it to various animals, or yourself.”

11-20 Demi-Human Hunters

See “Demi-Human Hunters” in the Enemies chapter.

Secret

This forest has the same petrified trees as the underground world of the Siofra and Ainsel rivers. It flourished at about the same time as the city that would later become the Burnt Citadel, long after Nar had already become ruins, and yet it’s also been so long that those trees in turn became stone.

Crown's Plains (B2)

Description

“Between the remains of giant petrified trees lies an open field, where the sideways broken pieces of a truly massive statue lie dormant, half-covered by vines. One piece around the head seems to be an octagonal crown.”

Traveling or studying the region

1-5 Nox Sending Gate

“Hidden between the vines of the statue you spot a vertical slab of stone, with a terrifying hole in the center. It almost looks like a tear in reality itself. It seems to be sucking in the air around it, and you feel like it could swallow you whole.”

11-20 Demi-Human Hunters

See “Demi-Human Hunters” in the Enemies chapter.

Using the Sending Gate

If the Tarnished touches the bright white light going into the gate, they are irremediably sucked into it, with a rush of freezing air. They then feel like they are being compressed to an infinitesimal size and being pulled through a hole too small to fit. Until all of a sudden they emerge on the other side, Onyx Mountain (F2).

The movement between tiles advances the time of day to the next segment as any other travel between tiles (Morning → Afternoon → Evening → Night), and prompts a new exploration roll upon arrival.

Secret

The giant statue once depicted the Queen of Nar, an imposing giant that ruled over the island, long before it was named Noktar by the Nox. It was them who upon finding this statue would take an interest in it, and prepare a Sending Gate between here and where Noktar (the Eternal City) once stood, on the Onyx Mountain.

Blood Plains (B3)

Description

“These rolling hills are tinted a rich red, and vast fields of white flowers reach the horizon. Their immaculate purity is stained by large blood stains here and there, of unknown origin.”

Traveling or studying the region

1-5 Horse

“You find a knightly horse grazing on the grass. On its back, sits an empty saddle in the unmistakable brown and gold colors of Godfrey’s army.”

11-20 Bloodfrenzied Boar-Demon

See “Bloodfrenzied Boar-Demon” in the Enemies chapter.

Secret

These plains would be like a younger sister to the Hunting Plains (A4), but on account of being closer to the Flesh Pit, they have already started to convert in the disgusting flesh and blood materials of which it seems to be made. On the other hand, the rich presence of blood has made the plant life flourish with beautiful white flowers, which stains are the result of boars suddenly and violently transforming into Boar-Demons.

Taming the horse

See “Taming the horse” in Hunting Plains (A4)

Blood Woods (B4)

Description

“You feel dwarfed by these tall pines, tinted of rich red. The dirt on the ground is soft and has unnervingly started to resemble raw flesh. At the base of trees, strange humanoid formations also seemingly made of flesh sit in a praying position.”

Traveling or studying the region

1-5 Raw Meat Dumpling (growing at the base of a tree)

“A pungent raw meatball, made succulent by virtue of being on the verge of turning. Restores half HP but also poisons the user. Take 1 HP of damage at the start of every turn. Not recommended for those who prefer to know the origin of their meats.”

11-20 Bloodthing

See “Bloodthing” in the Enemies chapter.

Secret

Like the Pine Woods to the north, this location was once of interest to the Tarnished of Lucentia to gather wood and hunt game alike. Because of its proximity to the Flesh Pit however, now both its terrain, its trees, and its unfortunate boar inhabitants are being slowly transformed, warped beyond recognition. Some trees have lumps of flesh growing at their base, which can’t mean anything good.

Pine Woods (B5)

Description

“An idyllic scene of pine trees with a lush underbrush provides a pocket of safety and calm that seems to welcome you.”

Traveling or studying the region

1-5 Passage to Pianella Cave (X5)

“Between some boulders you can find a tunnel that disappears in the darkness below.”

11-20 Boar

See “Boar” in the Enemies chapter.

Secret

This tile is similar to the Blood Woods to the south, but characterized by a more sloped terrain, owing to it being closer to the mountains. The trees here are also smaller, because those of the Blood Woods have been made to unnaturally grow past their limits through the influence of the Formless Mother. Indeed, this may be one of the most peaceful places on the island, though the expansion of the Flesh Pit puts it at risk.

Ruined Forge (B6)

Description

“This barely traversable mountain cliff is interrupted by horizontal stone columns that seem nailed into it. Among them, you spot the warm entrance to an underground structure. Inside, magma flows through metal crafted canals, and hooks on long chains hang from the ceiling. No doubt, these are traces of some ancient civilization.”

Traveling or studying the region

1-5 Golem Smith

“A large humanoid torso made of stone lies dormant, attached to an equally great smithing table. It cannot move, which is perhaps for the best.”

11-20 Cannon Golem

See “Cannon Golem” in the Enemies chapter.

Secret

This forge belongs to descendants of the Nar Ruins, and looks similar to the ones found in the Land of Shadow. The Golem Smith attached to the smithing table also bears a resemblance to those found there. One can notice that this structure and its smithing tables and crumbling iron weapons found inside are for smaller people than Rauh or the similar Nar Ruins, which speaks to a progressive growing smaller of the people on the island.

Waking the Golem Smith

The Golem Smith has a red crystal at the back of its spine, and whacking it with a weapon or spell will forcefully awaken it! Thankfully the golem won't seem to mind, and will happily apply Skills extracted from the Ashes of War the Tarnished provides in order to customize their weapons.

Starfall Field (C1)

Description

“Here begins a long trek up the slopes of an obsidian mountain. It is deep black, with jagged rocks erupting from it at odd angles, like swords, and making the trip perilous. The terrain is also dotted with meteoric impacts, big and circular, from which purple lightning crackles.”

Traveling or studying the region

1-5 Gravity Stone Chunk (ATK 2, STAMINA 2, FP 2)

“Shard of rock found in the wake of a meteorite strike. It is imbued with a particularly weighty magic. Throw at enemies, using FP to cause a gravitational explosion. The sorcerer Ramas may be interested in it.”

11-20 Fallingstar Beast

See “Fallingstar Beast” in the Enemies chapter.

Secret

The obsidian mountain was perhaps the place of most interest to the Nox who arrived here long ago, looking for a quiet and unknown place in the middle of nowhere to test the ritual with which they would later create the Fingerslayer Blade. Perhaps owing to that past, this mountain seems to attract the impacts of meteors, and the life they harbor within.

Abyss (C2 - D2 - E2 - E3- F3)

Description

“This impassable crevice is like a giant snake, dividing the island between north and south. At its base, one can make out sea waves crashing against jagged spikes of rock. To the north, the Flesh Pit endlessly vomits blood like a rotten waterfall into the Abyss.”

Traveling or studying the region

This region is a natural barrier impossible to cross.

Secret

This is a natural geological formation, so it came about during the Age of Gods, when the earth was being shaped. Unexpectedly, it made the southern side of the island relatively safe from the expansion of the Flesh Pit, for now, and for this reason the Nox who arrived here much later chose the Onyx Mountain as site to build Noktar, the Eternal City.

Flesh Pit (C3 - C4 - D3)

Description

“This nauseating swamp reaches your thighs, and you get the sense it will be impossible to get its stench off. The water here tastes like blood, and the mounds that emerge here and there look made of flesh. The only reprieve is given by thickets made of pristine white bone, that provide some amount of cover.”

Traveling or studying the region

1-5 Raw Meat Dumpling

“A pungent raw meatball, made succulent by virtue of being on the verge of turning. Restores half HP but also poisons the user. (Take 1 HP of damage at the start of every turn.) Not recommended for those who prefer to know the origin of their meats.”

11-20 Flesh-Demon

See “Flesh-Demon” in the Enemies chapter.

Secret

Nobody knows the origin of the Flesh Pit, but it’s certainly related to the Formless Mother. It has overtaken the heart of the island, pushing it downward and giving it a characteristic bowl shape. Additional regions surrounding it are known to be in a transitory period, like the Blood Woods, and it has even reached Lucentia, the Tarnished Village, through the senseless scavenging of meat from it. Perhaps a necessity to avoid famine.

Flesh Pit's Bosom (D4)

Description

"You are submerged in a swamp made of flesh and blood up to your waist. It is warm, and motherly. Movement is very hard, though the monsters here don't seem to mind."

Traveling or studying the region

1-5 Diving Flesh-Demons

"You notice a few Flesh-Demons, these beasts of ruined skin and disgusting flesh, dive to the depths of the Bosom. They don't seem to reappear after a while."

11-20 Flesh-Demon Orthas

See "Flesh-Demon Orthas" in the Enemies chapter.

Secret

This is the epicenter of where the Flesh Pit started to grow from. It started to grow in ancient times, though an exact timeframe is not known.

Entering the Hole

Flesh-Demons here in D4 specifically can be seen diving at times, and seemingly disappear. If the Tarnished tries to do the same, they will find a narrow opening in the flesh underwater. If they push it open and force themselves inside, they'll be transported to Hole (X4). The process is altogether not pleasant and it feels like being squished from all directions at once. Also, there is no breathable air inside the fleshy conduit.

Mordo's Graveyard (C5)

Description

"You feel the air get chilly, as tiny flecks of blue light dance in the air. These hills are filled with tombstones of some ancient civilization, the writing on them too foreign and worn out to be read."

Traveling or studying the region

1-5 Graveyard Firefly

"Firefly that gives off a pale blue light. Believed to be the soul of a departed. Crush it in your hand to invite fateful encounters, or perhaps your doom."

11-20 Cemetery Shade-Ridden Ogre

See "Cemetery Shade-Ridden Ogre" in the Enemies chapter.

Secret

This is where the dead of the Burnt Citadel were brought, even before Calidusax's attack. After he passed through it, most of the town's population was interred here, in whatever state they remained. The few descendants then passed away in despair, such that civilization ended on the island until much later, when the Nox arrived.

Crushing the Graveyard Firefly

Some elusive NPCs can only be encountered after crushing a Graveyard Firefly (see "Grima" and "Disciple of Jikka" in the NPCs chapter). The effect remains active until the end of the current 3 Days cycle, or the death of the Tarnished.

Burnt Citadel (C6)

Description

“You find yourself in a temple, only the size of a town. Each building is made of big black stone bricks, and has a bell-like structure at its top. Upon closer inspection, the stone was originally light gray, and it has become black because of an immense fire.”

Traveling or studying the region

1-5 A decorated tomb holding “Burnt Citadel's Shield” (ATK 1)

“The guards fought to the last against Calidusax. It is said that witnessing their city razed to the ground filled them with such regret, that even in death they refuse to leave it unguarded.”

Skill: Dragon Parry (ATK 0, STAMINA 1, FP 0)

“Attempt to deflect an incoming attack. This Skill can be activated on a Defense Action (Parry) to parry the colossal claws of a dragon, upon which it manifests a giant fire claw of its own.”

11-20 Burnt Guardian Spirit

See “Burnt Guardian Spirit” in the Enemies chapter.

Secret

There was a time when this was the greatest and most flourishing city on the island. Here lived families, and the descendants of Nar thrived. All of this changed when the Ancient Dragon Calidusax crossed the sea, battered and on the point of dying. Even in that state, he destroyed the city and the lives contained therein. Those smiles, destroyed in a blaze of fire. The guards who had sworn to protect the city would not let this crime go unpunished, and the bravest among them rallied them to go fight him onto his nest, the Caelum Peaks.

Crater Lake (D1)

Description

“The harsh path winding through the mountain lets up, and you find a beautiful lake nestled between two jagged spikes. All around it, are dimly glowing azure flowers.”

Traveling or studying the region

1-5 Noktar’s Blossom

“A flower that blossoms near a blessed pool of water. Seems to emit a faint light from within.”

11-20 Onyx Lord

See “Onyx Lord” in the Enemies chapter.

Secret

This lake is one of the two entrances that leads to the underwater ruins of Noktar, the Eternal City. At night, the flowers that adorn the lake glow in the darkness like gleaming stars.

Using the Noktar’s Blossom

The Noktar’s Blossom can be used outside combat any time, or with a Wait Action (Use Item). Its effect lasts for 2 advancements of the clock, for example if it's eaten at morning it lasts until the ending of evening and the beginning of night.

Marching Grounds (D5 - E4)

Description

“A dark path carved by fire winds through these scorched hills. Here and there, clumps of gravestones hug together for company. Ghosts of the town guard eternally reenact their last march to the Caelum Peaks, flickering in and out of existence.”

Traveling or studying the region

1-5 Graveyard Firefly

“Firefly that gives off a pale blue light. Believed to be the soul of a departed. Crush it in your hand to invite fateful encounters, or perhaps your doom.”

11-20 Burnt Guardian Spirit

See “Burnt Guardian Spirit” in the Enemies chapter.

Secret

There was a time when this was the greatest and most flourishing city on the island. Here lived families, and the descendants of Nar thrived. All of this changed when the Ancient Dragon Calidusax crossed the sea, battered and on the point of dying. Even in that state, he destroyed the city and the lives contained therein. Those smiles, destroyed in a blaze of fire. The guards who had sworn to protect the city would not let this crime go unpunished, and the bravest among them rallied them to go fight him onto his nest, the Caelum Peaks.

Crushing the Graveyard Firefly

See “Crushing the Graveyard Firefly” in Mordo’s Graveyard (C5)

Caelum Peaks (D6 - E6 - F4 - F5)

Description

“An inferno of red and orange molten rock seems to spite life itself. Giant dragons fly overhead, but hidden paths winding up the mountain provide some amount of cover. Hopefully.”

Traveling or studying the region

1-5 Brittle Gravel Dagger (ATK 1, STAMINA 1, FP 0)

“A sharp gravel stone on the verge of crumbling, mined from the remains of an ancient dragon. It looks like it can be used to harm the flesh of their kin, but only once.”

11-20 Flying Dragon

See “Flying Dragon” in the Enemies chapter.

Secret

The Brittle Gravel Dagger is found from ancient dragon remains almost completely fused with the terrain. One may spot them from a distance thanks to their golden flesh, left exposed by missing stone scales.

Using the Brittle Gravel Dagger

This knife-like scale can be used with an Attack Action (Normal Attack). It counts as a Light weapon and deals 6 damage for 1 stamina, a single time before crumbling, against Calidusax or a Flying Dragon.

Onyx Mountain (E1 - F2)

Description

“This is no place for life. The barren, shiny reflective stone erupts in sharp spikes, and the winding path to the summit is at a steep incline. All around you, giant pieces of onyx float elegantly in the air.”

Traveling or studying the region

1-5 Gravity Stone Chunk (ATK 2, STAMINA 2, FP 2)

“Shard of rock found in the wake of a meteorite strike. It is imbued with a particularly weighty magic. Throw at enemies, using FP to cause a gravitational explosion. The sorcerer Ramas may be interested in it.”

11-20 No Enemies

This region is safe from danger.

Secret

Onyx Mountain was created when a giant meteorite fell onto the island long before it was inhabited, cracking it in half and creating the Abyss. Even after all this time, the mountain still contains strong gravitational magic, as attested by the giant rock formations floating around it.

Road's End (E5)

Description

“The fireflies gently dance in the air, swirling around an ancient statue of a town guard, depicted standing off against the ancient dragon Calidusax. Arches of stone around it make it into a moss-covered monument.”

Traveling or studying the region

1-5 Graveyard Firefly

“Firefly that gives off a pale blue light. Believed to be the soul of a departed. Crush it in your hand to invite fateful encounters, or perhaps your doom.”

11-20 No Enemies

This region is safe from danger.

Secret

The statue depicted here is of no random town guard, but the only one who managed to climb the Caelum Peaks and stand off against Calidusax. A mere man, pitted against impossible odds. In that aspect, he was not unlike the Tarnished.

Crushing the Graveyard Firefly

See “Crushing the Graveyard Firefly” in Mordo’s Graveyard (C5)

Summit Lake (F1)

Description

“The top of the Onyx Mountain stands at the center of a gravitational maelstrom. The floating rocks create uneasy ripples on the surface of a lake, adorned by pale blue flowers.”

Traveling or studying the region

1-5 Noktar’s Blossom

“A flower that blossoms near a blessed pool of water. Seems to emit a faint light from within.”

11-20 Drowned Silver Husk

See “Drowned Silver Husk” in the Enemies chapter.

Secret

This lake is one of the two entrances that leads to the underwater ruins of Noktar, the Eternal City. At night, the flowers that adorn the lake glow in the darkness like gleaming stars.

Using the Noktar’s Blossom

See “Using the Noktar’s Blossom” in Crater Lake (D1)

Caelum Peaks (F6)

Description

“You find a hole in the side of the mountain, and after a short tunnel find yourself in the ash-filled caldera of a volcano. It looks like snow, and at its center lies a boulder, no, the shape of a sleeping dragon. The time of your final battle against Calidusax draws near.

All around it, you can see ruins of black stone pillars and broken arches littering the background.”

Traveling or studying the region

1-20 Ancient Dragon Calidusax

See “Ancient Dragon Calidusax” in the Enemies chapter.

Secret

The demigod Calidusax is the son of Placidusax and his long-lost god. Through fathomless trials he had learned to control Destined Death, long before its sealing at the hand of Queen Marika the Eternal. Not an issue, since he can locally revert time to a state of the world where he was young, powerful, and nearly unstoppable with his black and red lightning.

Noktar (X1)

Description

“Dimly lit underwater tunnels give way to an expansive underwater valley. In this sea beneath the sea, the fallen ruins of an Eternal City slumber. Attached to the walls, Silver Tears in the shape of a human fetus await someone, or something.”

Traveling or studying the region

1-5 Asimi, Silver Tear

See “Asimi, Silver Tear” in the Enemies chapter.

11-20 Dragonkin Soldier of Noktar

See “Dragonkin Soldier of Noktar” in the Enemies chapter.

Secret

Before the Nox decided to commit treason against the Greater Will, they carefully scouted the outside of the Lands Between for a suitable hideout where to carry out their research. They found it on the uninhabited island that they named Noktar, ideal for its magic, especially on the Onyx Mountain on which they established themselves. However when the day came, no Eternal City was spared its share of punishment, and so even this outpost of their civilization plummeted underground. However, this one would meet a fate perhaps darker than the others, as instead it filled with the dark salty water of the sea. With no possibility to survive, all of the Nox quickly perished, living behind the unbreathing Silver Tears, that were oddly fit for survival in such circumstances.

Hole (X4)

Description

“A narrow room with walls made of flesh, dimly illuminated by bloodflame. Its smell is impossible to tolerate. Stone stairs lead downward still, into a larger room. At its center, there is an intricately-carved stone pillar, with its incisions heavily eroded by time. An iron chain connects the pillar and an old woman, who is tied to it by an ankle.”

Traveling or studying the region

1-5 Raw Meat Dumpling

“A pungent raw meatball, made succulent by virtue of being on the verge of turning. Restores half HP but also poisons the user. Take 1 HP of damage at the start of every turn. Not recommended for those who prefer to know the origin of their meats.”

11-20 No Enemies

This region is safe from danger.

NPCs in the region

Rozenn, Blood-Mother of the Forsaken

See “Rozenn, Blood-Mother of the Forsaken” in the NPCs chapter

Secret

Nobody knows how ancient the stone pillar is, nor what purpose it did or still does serve. The reliefs on it vaguely describe a history in scenes, but they’re so heavily eroded that they’re impossible to make out.

Pianella Cave (X5)

Description

“Holes in the ceiling of this natural cave bathe a mysterious, tall flower with a semblance of holy light. The flower is imposing, taller than you, and its shape is vaguely in the form of a person.”

Traveling or studying the region

1-5 Pianella's Blossom

“The purple flower that blossoms at the top of the Pianella, said to be the remains of an ancient holy maiden. Prick your finger on its thorns to obtain the benefit of Armor of Light until the end of the fight.” (See “Lloyd” in the NPC chapter.)

11-20 Moaning Tendrils

See “Moaning Tendrils” in the Enemies chapter.

Secret

When Nar flourished the locals would pray to the Pianella flower, but knowing to keep their distance from it. It was not uncommon for the excessively zealous to go missing. Owing to their heritage, the holy maidens who became the Pianella flowers prayed to the Sun.

In case of Death

At the end of the third day from the beginning of the journey, countless Flying Dragons will descend upon the island and burn it to the ground, which should be treated like an unskippable cutscene in a videogame that forces a game over. If this happens, or at any rate the Tarnished reaches 0 HP by fighting monsters or some such, they will lose consciousness, and find themselves in complete darkness.

This world of nothingness will be cut in half by a river of blood, which will keep increasing in size and speed with each consequent death, and they will start following its current without thinking, as if possessed. They will then lose consciousness again as they're just getting to their destination, that will remain unclear, and suddenly erupt from a blood pool on the island of Noktar, again at the start of another time loop of 3 days. The NPCs will remember them and felled monsters will remain dead, but when pressed about the details will admit they also feel like it's the first time the Tarnished is talking to them.

The Tarnished revives in this manner with full HP, MP, and Stamina. They do not lose runes obtained from killing enemies.

The Tarnished will revive in the blood pool closest to Flesh Pit's Bosom (D4) that has been explored and cleared of its enemies. The blood pools are found in the following regions:

- Sewers (X2)
- Lucentia (A3)
- Blood Plains (B3)
- Blood Woods (B4)
- Flesh Pit (C3)
- Flesh Pit (C4)
- Flesh Pit (D3)
- Flesh Pit's Bosom (D4)

If Calidusax is killed and the single Site of Grace on Noktar is found, the Tarnished will be revived there instead. See the "After Calidusax is killed" chapter for more details.

After Calidusax is killed

If the Tarnished manages to overcome impossible odds and take the life of Calidusax, his storm will subside and they will return to the present. Any lingering blackflame will return to its powerless white and black colors, losing its red. The same is true for his stone corpse, which will fade away from black and red to the lifeless white of his first phase of battle.

As the dread dragon falls lifeless on the ground, from his chest will erupt forth the single Site of Grace available on the entire island. This is not a good thing. While it is true that the time loop of three days will cease to be in effect, and the Tarnished will be able to continue their exploration, if they so choose, for however many days as they wish, it also means that the island has been noticed by something golden, and Lady Menora's life is in danger.

The Site of Grace can be used to restore all HP, MP, and Stamina. There are also rays shooting from it toward the North, which is where the Lands Between are, and the Tarnished will get the impression from touching it that they will be transported there if they so choose. This concludes the game, and it's imagined that the Elden Ring videogame takes place after it.

If however the Tarnished decides to go back to Lady Menora, they will be surprised with a scene of tragedy: the Royal Omens are all dead, and so is Lloyd, who with his dying breath will ask us to protect the lady. By rushing up the hill however we will be too late, as she will be found lifeless, with one golden champion just done beheading her, and cleaning their sword.

See "Executioner Fyra" in the Enemies chapter.

Enemies

Bloodyfrenzied Giant Rat (5 HP)

Description

“An oversized rodent that has supped on the blood of many Tarnished, you feel like this monster could easily make prey of a horse.”

Weapon

(No Weapon) (ATK 1)

“...”

Skill: No Skill

“...”

Secret

The sewers serve as a natural point of attraction for the Formless Mother, that seems to show up in places related to sickness and blood. Like many other enemies, this Giant Rat became bloodyfrenzied by merely inhabiting a location under her influence.

Bloodfrenzied Royal Omen (5 HP)

Description

“This humanoid demon easily towers over you, half of the twisted horns erupting painfully from their body have been broken, and from there nasty blood has coagulated in terrible pustules.”

Weapon

Omen Cleaver (ATK 3)

“Those who could not live under the light of the Capital were casted below. All, except some fortunate ones.”

Skill: Wraith Call (ATK 5)

“Unleash the rancorous spirits haunting this weapon. They chase down the foes and scour them with flames.”

Secret

This Royal Omen has been corrupted by the influence of the Formless Mother, and has self-mutilated half of their horns. They are no longer capable of intelligent thought, and should be put down for their own sake as well. If left alone, the Bloodfrenzied Royal Omen will start hurting themselves in terrible ways, such as repeatedly knocking their head against a rock until blood comes out.

Royal Omen (10 HP)

Description

“Imposing oversized humanoid, with twisting horns erupting mercilessly from all over their body. Despite their looks, their eyes betray a certain human intelligence.”

Weapon

Omen Cleaver (ATK 3)

“Those who could not live under the light of the Capital were casted below. All, except some fortunate ones.”

Skill: Wraith Call (ATK 5)

“Unleash the rancorous spirits haunting this weapon. They chase down the foes and scour them with flames.”

Secret

If the Tarnished has already entered a Covenant with Lady Menora (see “Lady Menora” in the NPCs chapter) they will recognize him and mind their own business. They are capable of speech, but prefer not to talk to the Tarnished, regardless of alliances.

Boar (5 HP)

Description

“This wild creature grazes the ground, and generally seems to mind its own business. Despite their considerable size, boars are known for easily being scared off.”

Weapon

(No Weapon) (ATK 1)

“...”

Skill: No Skill

“...”

Secret

As living beings unable to conceive of evil, these noble boars are content with what little they have. However, if the Flesh Pit continues to expand its reach, it's likely they'll either be forced to flee or be horribly mutated by it.

Tarnished Remnants (5 HP)

Description

“These burned humanoids wear animal pelts, and seem to have the same rickety swords and shields as you. Perhaps they too were Tarnished, before they became these monstrosities.”

Weapon

Rusty Sword (ATK 1)

“An ordinary piece of scrap, that somebody tried to fashion into a weapon.”

Skill: No Skill

“...”

Secret

These are the remains of a group of Tarnished that were left to protect Lady Menora by Lord Godfrey, on their Long March following their tarnishing and exile from the Lands Between. They created the village of Lucentia by repurposing their boats and cutting down pine trees from the neighboring forest, and lived there for a while, keeping an eye on the Maiden from a distance. Lloyd and Grima were among them.

Eventually, the village fell victim to the curse of the Formless Mother spreading from the Flesh Pit, and these unfortunate souls began to cannibalize each other. At this point, Lloyd moved to the church where Lady Menora lives, and Grima left for the mountains to the north.

Guardian Golem (15 HP)

Description

“A massive black stone humanoid in heavy armor rumbles awake from a long slumber. He wields a similarly massive halberd, and the ground shakes with their every step. You feel this is going to be one of your hardest battles yet.”

Weapon

Golem's Halberd (ATK 4, STAMINA 4)

“A great halberd of black stone crafted by a civilization now gone to ruin. Wielded by the Guardian Golem.”

Skill: Charge Forth (ATK 6, STAMINA 6, FP 6)

“Put your weight into an aggressive run, using the immense weight of the black stone to your advantage.”

Secret

The Guardian Golem was created with lost technology from an ancient civilization, the fire inside it seems to animate it even though everyone it was supposed to protect it is long dead.

Demi-Human Hunters (5 HP)

Description

“These wicked monsters look half human and half beast, and they seem to mitigate their natural cowardice with strength in numbers.”

Weapon

Rusty Sword (ATK 1)

“An ordinary piece of scrap, that somebody tried to fashion into a weapon.”

Skill: No Skill

“ ... ”

Secret

It may look like these are just Demi-Humans who are trying to live their life, hunting and gathering in the Petrified Forest. However, their Rusty Swords reveal that they either looted the bodies of other Tarnished warriors, or outright killed them.

Bloodyfrenzied Boar-Demon (10 HP)

Description

“This ogre stands higher than a normal human even on all fours, and is covered by matted black and red fur. Its tusks have grown to impressive size, and look like jagged harpoons.”

Weapon

(No Weapon) (ATK 2)

“...”

Skill: No Skill

“...”

Secret

This is what remains of a simple boar that swelled in size through the influence of the Formless Mother. Its timid nature is long gone, replaced by a bottomless desire to spill blood and open wounds. All to spread her blessings.

Bloodthing (10 HP)

Description

“One of the humanoid formations under a tree stands up. It has no mouth, and its first two eyes are closed, but there is a third one crowning its forehead. It is skinless, but some flayed skin hangs from it like ascetic rags.”

Weapon

(No Weapon) (ATK 2)

“...”

Skill: No Skill

“...”

Secret

This is what remains of a particularly strong-willed Tarnished, that after being assimilated into the Flesh Pit was born again as a child of the Formless Mother. They are a knower of truth, and yet they have no mouth to speak it. No need, since their sole pursuit is violence, and the spread of her blessings.

Cannon Golem (10 HP)

Description

“These vaguely humanoid hunks of iron have a fiery hole burning in the middle of their chest. It almost looks like an eye, unblinking and raging.”

Weapon

Furnace Cannon (ATK 2)

“The people of Nar were inheritors of fire, and make it into a weapon they did.”

Skill: Longshot (ATK 4, STAMINA 4, FP 4)

“Steady yourself by digging your feet in the ground, then launch a powerful projectile that can travel over vast distances. Requires a Wait Action followed by an Attack Action.”

Secret

The hole in the chest holds the Furnace Cannon with which a golem fights. It's lost ancient technology from the Age of Gods, but once extracted and isolated it bears a passing resemblance with the Jar Cannon found in the Lands Between. Its description references the people of Nar worshipping the Sun.

Fallingstar Beast (10 HP)

Description

“This almost bovine-like creature has a leonine mane, a scorpion pincer on its maw, and a long tail ending in countless thorns. It seems altogether made of stone, which promises a hard fight.”

Weapon

(No Weapon) (ATK 4)

“...”

Skill: No Skill

“...”

Secret

This Fallingstar Beast is a returning enemy from the Elden Ring base game. It charges like a bull and follows up with a tail swipe, barely giving the Tarnished time to breathe. As if that wasn't enough, it can also control gravity to attack them with jagged rock eruptions. This is an advanced foe, so there is no shame in avoiding it or fleeing from it until the Tarnished has leveled up and gained more HP and stronger weapons.

Flesh-Demon (10 HP)

Description

“This hulking brute is only vaguely humanoid. Perhaps it would be more proper to say it’s an upright bovine. However, five-fingers and an intelligent glint in their eyes reveal this was indeed once somebody.”

Weapon

Flesh-Demon's Trident (ATK 3)

“An oversized instrument of torture, with iron thorns coiled around it that damage the enemy as much as the user.”

Skill: Tribute (ATK 4, STAMINA 4, FP 4)

“Thrust into the body of the Formless Mother, then let the bloodflame rain down on you. Reduce your remaining HP by half, then increase your damage by 2.”

Secret

The Flesh-Demons bear a passing resemblance to the Bloodfiends of the Land of Shadow. Like them, they were once human, but were transfigured in something monstrous by the Formless Mother. They now bask in the joy of inflicting wounds to themselves and others.

Flesh-Demon Orthas (15 HP)

Description

“This dark gray brute stands towering over the Flesh Pit, which even in its Bosom only covers it to its thighs. His spear is knightly, and made of delicate forms.”

Weapon

Orthas's Spear (ATK 4)

“The blind boy was abandoned by his village. No wonder, then, that he fell into the Flesh Pit.”

Skill: Penance (ATK 0, STAMINA 5, FP 5)

“Everyone deserves to bask in the warmth of a mother. The user and everyone around them take 1 point of damage at the start of every turn, as blood erupts from their body.”

Secret

Orthas was once a blind kid born in Lucentia, the Tarnished village. Because he could not see he was deemed useless in the already struggling settlement, and scarcely anyone went to look for him when he disappeared.

Cemetery Shade-Ridden Ogre (10 HP)

Description

“Somewhere between a troll and a giant, this large humanoid seemingly made of sentient darkness wanders like a grave-keeper between the tombstones of Mordo. A giant crab-like insect is firmly attached to its face.”

Weapon

Shaded Greatsword (ATK 3)

“The blade of darkness of an ogre overtaken by a parasitic insect.”

Skill: Weave Web (ATK 0, STAMINA 4, FP 4)

“Launch a silk web that entraps a target smaller than you. They can no longer leave the battle, except dead.”

Secret

The first settlers of the island were the people of Nar, who arrived on the back of truly colossal giants crossing the sea. Through time, their descendants got progressively smaller. The Ogre is one of them.

Burnt Guardian Spirit (10 HP)

Description

“Their faces blurred and obscured, these burnt spirits are clad in the ancient uniform of the city guard. With bravery as strong as their iron shield and spear, they were the city’s unshakable line of defense.”

Weapon

Burnt Citadel's Spear (ATK 3)

“The guards fought to the last against Calidusax. It is said that witnessing their city razed to the ground filled them with such regret, that even in death they refuse to leave it unguarded.”

Skill: Enduring Spear (ATK 5, FP 5)

“Fill the spear with regrets, then throw it. The phantasmal nature of this weapon makes it reappear in your hand.”

Secret

Their uniform can be taken to be an indication of how people used to dress in the Burnt Citadel before it was known as such. Simple white togas, adorned with black iron bits of armor and jewelry. Their shield and spear depict fire imagery on them, owing to their heritage from Nar and the Forges. Perhaps it was because of it that they could initially resist the onslaught of the foul dragon, Calidusax.

Onyx Lord (10 HP)

Description

“An elongated man made of stone is perched atop a jagged rock. To his side, he wields an equally oversized sword. He gives off the impression of a seasoned warrior.”

Weapon

Onyx Lord's Greatsword (ATK 3)

“Few understand the sublime implications of this sword's golden hue.”

Skill: Forceful Rejection (ATK 4, FP 4)

“Release the gravitational magic held in the blade, and push back a target smaller than you.”

Secret

This Onyx Lord is long-lived, and his gaze stoically saw the rise of the Nox of Noktar, as well as their demise. He supposes the fate of the stars has willed both into being. Like the same enemy found in the base game of Elden Ring, the Onyx Lord is said to have been born from where a meteorite struck the earth.

Flying Dragon (15 HP)

Description

“A horned and winged nightmare, a creature that can terrorize both the skies and the ground. Before you stand the greatest of predators, a dragon.”

Weapon

(No Weapon) (ATK 4)

“ ... ”

Skill: No Skill

“ ... ”

Secret

The Flying Dragons are the vile progeny of Bayle, who betrayed the Dragonlord Placidusax. The ones found on the island of Noktar are those who followed Calidusax's retreat after their mutual self-destruction. It would have been an optimal outcome, had it not been for Calidusax's role in it having been found out.

Drowned Silver Husk (10 HP)

Description

“A haggard corpse, flesh made blue from drowning, emerges from the lake. It looks around like a baby, his exposed and decaying body revealing living silver underneath.”

Weapon

Shifting Blade (ATK 3)

“A greatsword made from liquid silver. Its shape can be changed into a spear or a hammer, but which one seems to be random.”

Skill: Silver Shift (ATK 0, FP 4)

“Compel the blade to change shape, though which one you’ll get is up to her.”

Secret

Despite the unrecognizable state of his clothing, reduced to strings barely keeping him covered, the Drowned Silver Husk was once a noble Tarnished, whose final mistake was wanting to explore the ruins of Noktar. He discovered the secret of its blossom to breathe underwater, but he ran into a hostile Silver Tear that pinned him to a wall until the effect ran out. He drowned, and the Tear made its way inside of him.

Ancient Dragon Calidusax (20 HP)

Description

“A half-decayed stone in the shape of a dragon. Countless scars and a long mane are telltale signs that he belongs to a world long past.”

Weapon

(No Weapon) (ATK 4)

“ ... ”

Skill: No Skill

“ ... ”

Secret

The first phase of this dreadful final boss has ample HP and can count on claws classified as colossal weapons. Even then, this is nothing compared to his full power. If the Tarnished can reduce this form to 5 HP or less, Calidusax will kick up a storm with his wings and engulf the volcano in a time-reversing vortex. The black stone pillars and arches around it will reassemble themselves into the shape of an altar dedicated to him, depicting the same Elden Ring as the one found in Farum Azula behind Maliketh, and the dread dragon will revert to his original black scales and red mane.

See “Ancient Dragon of Destined Death, Calidusax” in the Enemies chapter.

Ancient Dragon of Destined Death, Calidusax (20 HP)

Description

“A gargantuan statue of black stone adorned with a red mane. A symbol of Death indiscriminate. As Calidusax regains his ancient powers, one thought crosses your mind: this is surely a divine sight.”

Weapon

Bolt of Calidusax (ATK 4)

*“He was there, at the beginning.
Before the betrayal.
And through all of it.”*

Skill: Blackflame Lightning (ATK 6, STAMINA 6, FP 6)

“Imbue the armament with Calidusax's black and red lightning, then throw it as a spear. The target loses 1 additional HP at the start of the next turn.”

Secret

A demigod of old, the Ancient Dragon of Destined Death, Calidusax was once adored as a guardian of this island. He liked it because it provided a safe haven outside the Lands Between. This is why he retreated here when his siding with Bayle against his father led to nothing but ruin.

Dragonkin Soldier of Noktar (15 HP)

Description

“An odd shape vaguely reminiscent of a dragon hangs from the ceiling of the underwater cave. Only its bust emerges from the rock, upside down. All around it, water seems to freeze and create an eternal snowfall toward the bottom.”

Weapon

Noktar's Dragonspear (ATK 3)

“Pure ice dragonspear, created in the image of an ancient dragon's red lightning.”

Skill: Ice Piercer (ATK 5, STAMINA 5, FP 5)

“Hurl the dragonspear, creating a burst of ice on impact. The target is frozen stiff, creating an opening to perform a free Action that cannot be countered, only 1 time per battle.”

Secret

The Nox had an interest in replicating the powers of Ancient Dragons. The Dragonkin Soldiers were created to be able to fly in the sky and live a life immortal, but all that remains of them are haggard dolls barely capable of movement. Their one redeeming quality is their artificial lightning: cold like the Moon, yet an incantation of faith.

Executioner Fyra (20 HP)

Description

“A champion clad in thick golden armor. Her helm protrudes skyward with a great tree ornamentation, in the tradition of Crucible Knight Siluria. Her face is completely invisible behind it.”

Weapon

Ordovis's Greatsword (ATK 3)

“Greatsword of Ordovis, one of the two honored as foremost among the Crucible Knights.

This sword is imbued with an ancient holy essence. Its red tint exemplifies the nature of primordial gold, said to be close in nature to life itself.”

Skill: Ordovis's Vortex (ATK 5)

“Channel the power of the crucible to spin the entire sword in midair, building momentum before slamming the blade down onto the ground.”

Secret

Fyra is a tarnished that achieved the throne of Elden Lord in another world a long time ago. She took it upon herself to travel to other worlds and help others like her to do the same, and to thwart the evil of the Frenzied Flame while doing so. When the Tarnished killed Calidusax, something golden took notice, and she received a vision to travel to Noktar to take Lady Menora's life. She was a flaw in the natural course of history, a figure who never should have existed and is not real in other worlds. A miracle, or perhaps a curse. Either way Fyra has no words to share while she's on a mission, and lets her sword do the talking.

Disciple of Jikka (15 HP)

Description

“A samurai and scholar from the Land of Reeds. His eyes are fixed on the sublime beauty of emptiness, and so he has no need for words.”

Weapon

Blade of Transcendence (ATK 2)

“The traveling swordsman was sent on a mission by his master, Jikka.”

Skill: Phase Through (ATK 4)

“Ignore the illusion of flesh, and hit directly the soul. Ignore the opponent's Defend Action (Guard) and deal all damage to their HP.”

Secret

The Disciple can only be found replacing normal enemies in Mordo's Graveyard (C5) if a Graveyard Firefly has been crushed before entering it at evening or night. Upon spotting the Tarnished, he simply unsheathes his katana, and wordlessly invites them to duel.

Moaning Tendrils (10 HP)

Description

“A number of vines that have come to life. They shift and move with horrifying whispers that sound like they belong to maidens.”

Weapon

(No Weapon) (ATK 1)

“ ... ”

Skill: No Skill

“ ... ”

Secret

This is the life imbued in the surrounding woods by the holy maidens of old. At the same time, it is mixed together with those that would venture too close to the Pianella plant.

NPCs

Lloyd (15 HP)

Description

“A fancy swordsman, wearing what is eminently ornate and elegant noble attire, and a silver rapier held in a scabbard by his side. He’s leaning on a wall of the church hidden by shadow, and looks at you suspiciously.”

Weapon

Lloyd's Rapier (ATK 2)

“They were ordered to protect the maiden. Even then, Lloyd remained loyal to his Lord.”

Skill: Tarnished Golden Vow (ATK 0, STAMINA 4, FP 4)

“Submit to the will of the Erdtree, and increase all your damage by 1. Creatures unaligned to gold may become enraged towards you.”

Secret

Lloyd was one of several commanders in Godfrey’s army during the Long March. When Godfrey found Lady Menora on the island and recognized her as having the same face of a young Marika, he ordered him and Grima to remain there and protect her. Because Marika had tarnished them, the two had trouble following his orders, but ultimately Lloyd remained loyal to his Lord, whereas eventually left to roam the island on her own.

He comes from Liurnia, and has studied at the Academy of Raya Lucaria. Even then, he uses incantations of Lady Menora instead of sorceries, for which he only holds a passing interest.

Quest

Lloyd is the one who explains to the Tarnished that they were summoned to the island by Lady Menora, like many other tarnished before them, to fight the ruinous ancient dragon Calidusax.. He will likely awaken in a few days and rain fire on the island, which will spell the death of everyone on it, as has happened in the ancient past.

If the Tarnished has entered a covenant with Lady Menora he will offer to teach them a few incantations, as well as gift him the following item:

Lloyd's Prayer Beads (ATK 1, STAMINA 1, FP 1)

“A simple necklace of wooden beads, that can be used as a focus to cast incantations. The beads glow with a pale imitation of Lady Menora's light.”

Skill: No Skill

“...”

Shop

If the Tarnished has entered a covenant with Lady Menora the following incantations can be learned from Lloyd, free of charge:

Shield of Light (ATK 0, STAMINA 3, FP 3)

“An incantation of gold without order. Don't decrease your stamina if you guard the next turn.”

Armor of Light (ATK 0, STAMINA 2, FP 2)

“An incantation of gold without order. Add 5 to your HP until the end of your next turn, to a maximum of 20.”

Blessing of Light (ATK 0, STAMINA 4, FP 4)

“An incantation of gold without order. Restore 5 HP, to a maximum of 20.”

Lady Menora (15 HP)

Description

“A mysterious maiden sitting on a simple wooden chair in the middle of the ruins. If this was a Church of Marika, the position she is in would belong to a statue of her. She doesn’t speak a word, but merely beckons the Tarnished forward, if they have accepted to enter a covenant with her. Her face is perpetually hidden by a long veil made of mirrors.”

Weapon

Lady Menora's Prayer Beads (ATK 0)

“Lady Menora's eyes were vessels of blinding light. That is, until she was murdered. These prayer beads can be used as a focus to cast incantations. Reduce the cost of incantations of gold without light by 1.”

Skill: No Skill

“...”

Secret

Lady Menora was created by immaculate conception by Marika alone, and is more akin to a clone of her than a daughter. She embodies her aspect as a young girl who is yet to become a God, shining with boundless pale gold grace, similar to Miquella or the sky as seen in Farum Azula. She was created by Marika as a backup plan if her original body was to die, to survive in some capacity. Her veil is inspired by Nox Mirrorhelms, and serves the purpose of hiding her from the Greater Will and its vassals Fingers.

She is one of two characters who the Tarnished can enter a covenant with that allows them to level up, the other being Rozenn (see “Rozenn” in the NPCs chapter). When that happens, the Tarnished kneels and gets embraced gently by her, similar to Fia in the Elden Ring base game.

She is the one who originally plucked the Tarnished on their voyage back to the Lands Between, redirecting them to the island of Noktar. All to ask for help to kill the

ancient dragon Calidusax, who will destroy it in 3 days. Her ritual seemed a failure, so Lloyd dumped their apparently lifeless body in the Sewers below.

Ramas (10 HP)

Description

“A hermit wearing ragged brown clothes. His head is concealed behind a lifeless stone mask, and his hands and feet are bandaged but show glintstone of many colors coming out of them.”

Weapon

(No Weapon) (ATK 1)

“...”

Skill: No Skill

“...”

Secret

Ramas is a glintstone sorcerer of Raya Lucaria who was granted the Hierodas Glintstone Crown on account of his nomadic studies away from the academy. Like many wearing this crown, he willingly joined the Long March of Lord Godfrey, away from the Lands Between, excited at the prospect of what they would discover wherever fate would take them.

When the expedition found the island of Noktar he thought “This must be it!” and decided to settle here, alongside Lloyd and Grima’s groups of Tarnished. When Grima left Lucentia he followed her to pursue his studies alone from curious eyes.

Secretly, he was also happy to leave the Lands Between because he pursues wisdom by implanting various kinds of stones (red glintstone, amber, gravity chunks, etc) in his body, a practice that would be deemed heretical in the academy.

Quest

Ramas takes an interest in the Tarnished because they seem strong and capable. He then asks them to go to the south-eastern part of the map and recover a Gravity Stone Chunk from there. This can be done for example in region C1.

Upon completion, he will ask the Tarnished if they are interested in learning a thing or two about glintstone sorcery. If the Tarnished seems interested, they will teach them about how before the Erdtree took over, the stars controlled Fate, and sorcerers studied them to predict the future. At the end of their lecture, they will craft the Gravity Chunk into a staff for the Tarnished, with which they can cast sorceries.

Staff of Ramas (ATK 1)

“Glintstone staff created by Ramas, a nomadic sorcerer who once accompanied Lord Godfrey during the Long March. It uses a dark purple glintstone as a catalyst, said to be a fragment of a meteorite.”

Skill: No Skill

“ ... ”

Ramas will also be available to teach two sorceries he invented: Blue-White Attraction, and Golden Repulsion (see the “Shop” chapter below).

After talking at length about his interests and why he came to the island, the sorcerer will ask the Tarnished for help. He knows in the south-eastern part of the island there are suspicious lakes, with plants that glow at night. He suspects a connection with the Nox, an ancient people that controlled parts of the Lands Between before Queen Marika’s empire took over.

If the Tarnished successfully locates the underwater Eternal City of Noktar and lives to tell the tale, Ramas will be elated and reward them with his strongest sorcery: Purple Fracture.

Unfortunately, upon the next visit to Grima’s Cave, Ramas will have gone too far into implanting glintstone into his body, and his sanity will have slipped. Indeed, there is life in all the magic materials he used, and some of it contains an alien intelligence beyond mortal ken.

In the middle of madness he will attack the Tarnished with the three sorceries he taught them, but will likely be dispatched quite easily.

Shop

Blue-White Attraction (ATK 3, STAMINA 3, FP 3) (Charged ATK 5, STAMINA 5, FP 5)

“A sorcery Ramas learned by copying an Alabaster Lord. Deal damage, and pull every target smaller than you towards you.”

Golden Repulsion (ATK 3, STAMINA 3, FP 3) (Charged ATK 5, STAMINA 5, FP 5)

“A sorcery Ramas learned by copying an Onyx Lord. Deal damage, and push every target smaller than you away.”

Purple Fracture (ATK 5, STAMINA 5, FP 5)

“A sorcery Ramas learned by copying an Astel. Condense space-rending power in one point, creating an explosion of purple energy.”

Asimi, Silver Tear (10 HP)

Description

“A weary Silver Tear vaguely in the shape of a person, attached to a wall of the underwater Eternal City of Noktar.”

Weapon

(No Weapon) (ATK 1)

“...”

Skill: No Skill

“...”

Secret

Asimi is one of the Silver Tears created in the city of Noktar before it was banished underground, following Nokron’s treason toward the Greater Will. Unlike the Nox who instantly were crushed by the fall or drowned, the Silver Tears were somewhat able to adapt, living out a meager existence in these underwater ruins.

Asimi asks for 1 Level in exchange for each Sorcery it imparts. If the Tarnished is at Level 1, she will refuse to sell anything to them.

Shop

Frozen Lightning Spear (ATK 2, STAMINA 2, FP 2) (Charged ATK 4, STAMINA 4, FP 4)

“A sorcery of Noktar. Create a spear of ice lightning and hurl it toward the target, dealing damage in an area around where it hits.”

Shadow's Veil (ATK 0, STAMINA 3, FP 3)

“A sorcery of Noktar. Cover yourself in shadows, increasing your sneak by 5, up to 20.

It is said that the Nox who lived in Noktar took the utmost precautions to shroud their work in secrecy. Alas, it seems that was not enough.

(This sorcery ends at the end of the fight or after traveling to a new region, after the Travel roll to get there.)”

Whisper of The Stars (ATK 0, STAMINA 4, FP 4)

“A sorcery of Noktar. Commune with the stars above, and let yourself be filled by their vitality. Regain 1 FP at the start of every turn, up to your maximum.”

Rozenn, Blood-Mother of the Forsaken (15 HP)

Description

“A frail older woman, dressed in dirty rags. Her sight is obscured by a mask of crude stone, depicting a lump of fat, wriggling worms. Here in the center of the Flesh Pit, only she would take care of the forsaken.”

Weapon

Chains of Rozenn (ATK 1)

“Despite the eternity spent chained in the dark, and the hideous things gathering around her, Rozenn's faith never faltered. The bite of her iron chains awakened inside her a long lost flame.”

Skill: Resolute Stance (ATK 0, STAMINA 2, FP 2)

“Change your hold of the chains, wrapping it around your palm. Allows the casting of incantations, and boosts those originating from the Formless Mother. Their damage is increased by 1.”

Secret

It is not clear whether she's a criminal, a strange kind of saint, or a religious sacrifice to the swamp. Her appearance is weirdly tender for a being found in the depths of the Flesh Pit, but it could also be described as pathetic.

Quest

Rozenn will initially be surprised to see someone uncorrupted by the Flesh Pit, but will welcome them like a pleasant host. If asked about who she is and what she's doing here, she will reply that she's the Mother of all things that wash up in the swamp, and will introduce herself. If offered to be freed she will refuse, as she has to tend to the various blobs of flesh around her, which act a bit like pets with their gentle (if horrifying) wobbling.

If the Tarnished has entered a covenant with Lady Menora, she will notice the smell of her golden blood on them, and offer to break it to enter in her service instead. Together they could kill her as a sacrifice to the Formless Mother, who would surely appreciate the tribute of this most sacred blood.

If the Tarnished refuses, she won't mind particularly, mentioning she can wait. If the Tarnished kills Lady Menora and comes back, she will be rejoiced and offer to teach them the ancient sorceries of the Formless Mother (see "Shop" below"). If she gets attacked at any point she will use her Chains and these sorceries to protect herself.

Shop

Bloodflame Cell (ATK 4, STAMINA 4, FP 4) (Charged ATK 6, STAMINA 6, FP 6)

"An ancient incantation of the Formless Mother. Create a nucleus of bloodflame, that bursts at the end of the next turn."

Chains of Blood (ATK 2, STAMINA 2, FP 2)

"An ancient incantation of the Formless Mother, discovered by Rozenn. Whip enemies at a distance and inflict blood loss. They lose 1 HP at the start of every turn."

Crown of Worms (ATK 1, STAMINA 4, FP 4)

"An ancient incantation of the Formless Mother. Crown the target with a mask of wriggling worms, stealing their sight and inflicting 1 HP of damage at the start of every turn. The target must roll a D20 and loses their Action on a 10 or less."

Grima (15 HP)

Description

“A giant woman, with a shaved head and a giant golden braid falling on her side. She wields a giant axe, and dresses in the way of the Badlands warriors.”

Weapon

Grima's Battleaxe (ATK 3)

“They were ordered to protect the maiden. Grima would not stand for such humiliation.”

Skill: Grima's Earthshaker (ATK 5, STAMINA 5, FP 5)

“Jump and summon lightning in the weapon, then hit the ground and send everyone smaller than you flying.”

Secret

Grima is a travelling Tarnished, one of two commanders of Godfrey's army that he stationed on the island to protect Lady Menora. While Lloyd, despite noticing the similarity with Queen Marika, decided to bend to his Lord's will and swore to be her blade, Grima only pretended to do the same until the Long March continued on beyond the island. As soon as the ships disappeared behind the horizon, she rescinded her oath and left to live alone elsewhere on the island. She would not protect someone in the likeness of who betrayed them, and tarnished them.

She is peaceful and doesn't look to pick a fight. She won't mind sharing her side of the story, especially if the Tarnished has already spoken to Lloyd and heard her name in passing.

She can only be found in Hunting Plains (A4) and Pine Woods (B5), replacing the point of interest found by researching the region and getting a 1-5 on the D20, provided that a Graveyard Firefly has been crushed before entering any of these regions.

Special thanks

This is the end of the book! Thanks for reading “*Elden Ring: Noktar*”, and I hope it inspired you to play it.

It has been a few months of work, and like the Tarnished, I was only able to complete it by keeping at it day after day, adding little by little.

However, I could not do this alone. I was only able to get this far because of the interest and encouragement from my friends, especially Acrisius (<https://bigcyka12.itch.io/>) and Ashley.

Also thanks to Kin (<https://sillovain.tumblr.com>) for being a really cool member of the Elden Ring community on Tumblr, and coming up with the super scary Pianella flower.

A special thanks goes to Soleil, who came up with the design for Rozenn, that horrifying old lady that lies in the depths of the Flesh Pit. May we strive to also reach such an old age, but maybe without attracting the attention of an Outer God.

Have a good day!

Hel, 13 June 2025