

Storm & Earth Keepers

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After the **Aetherion Choice**, two keepers begin to stir — not to forge yet, but to listen. Dialogue-first coastal beats; no Storm/Earth gear path yet.

Storm (Comodo)

Step	Where	What
Meet	Wind-Scarred Keeper — Comodo 188,158	First talk after Aetherion; small first token
Wake	Same keeper (return)	"The sky bruised overnight" — points south to the beach stake
Listen	Wind-Bruised Stake — Comodo 172,122	Remake: bind wind without owning it · Refuse: let the gale keep its name
Token	Return to the Keeper	Blue Potions + Bronze Coins — still no forge

Earth (Payon)

Step	Where	What
Meet	Rootwarden — Payon 163,67	First talk after Aetherion; small first token
Tremor	Same keeper (return)	Wells trembled — points to temple-root soil
Listen	Temple-Root Wellmark — Payon 152,58	Remake: scar you can walk on · Refuse: mountains that learned to stay
Token	Return to the Rootwarden	Blue Potions + Bronze Coins — still no forge

Notes

- Gate: `oro\_aetherion >= 1` (Maren's choice at Izlude Scholar's Plaza).
- Lore Codex updates when one or both keepers have been heard.
- Forging waits on a shard that has a body — intentional teaser cap.

Related Pages

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- [Lore Story Quests](#)
- [Signs on the Tide](#)

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