

ALKEMION STUDIO

User Manual

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SECTION 1.

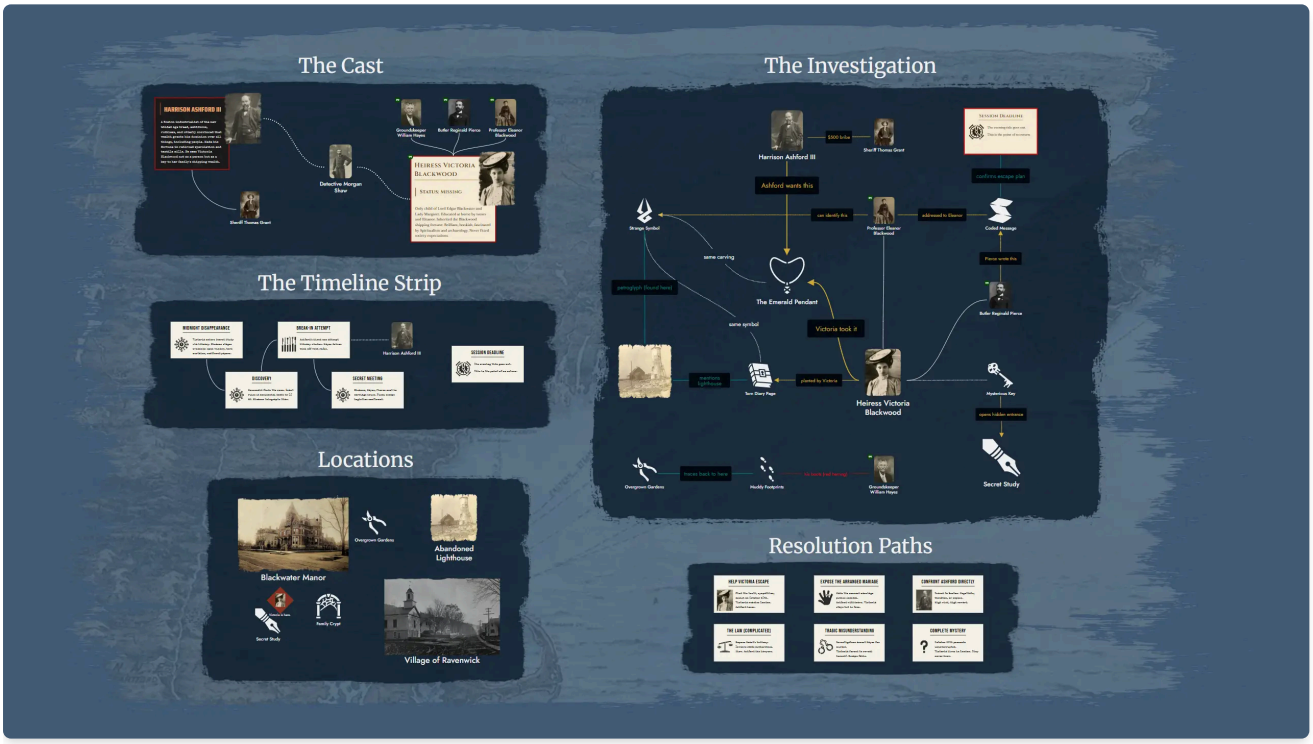
Introduction

Welcome to Alkemion Studio!

Last update: March 13th 2026

Alkemion Studio is a free visual tool built for the tabletop roleplaying game community. It gives you one place to design adventures, build worlds, manage campaigns, and keep your prep material connected and ready to use at the table.

Everything is organized into **Modules**: self-contained projects that combine a visual **Board** for mapping your ideas and a rich-text **Editor** for writing them out. On the Board, your content lives as **Nodes**: locations, characters, clues, events, or anything else you need. Connect them with Links and the structure of your adventure or world takes shape in front of you.



The tool imposes no fixed structure. A Module can be a one-shot adventure, a campaign bible, a worldbuilding hub, a solo session journal, or a loose collection of prep material. When your project grows across several Modules, a **Module Collection** brings them together with shared search, a shared Library, and quick navigation between them.

For inspiration, check out "10 ways Alkemion Studio could be useful for you", a short post exploring common and creative ways people use the app.

This documentation covers all the features of Alkemion Studio. Start with the core concepts if you are new, or jump directly to the feature that interests you.

If you have questions or just want to share what you are building, come find us on Discord:

Join us on Discord!

Start with the **Concepts** page to learn the core building blocks, then head to the **Features** section for detailed how-to guides.

User Manual Downloads

Prefer reading offline or working from local files? Download the full Alkemion Studio user manual as PDF or Markdown archive.

English (US) | Download PDF | Download Markdown (.zip)

Concepts

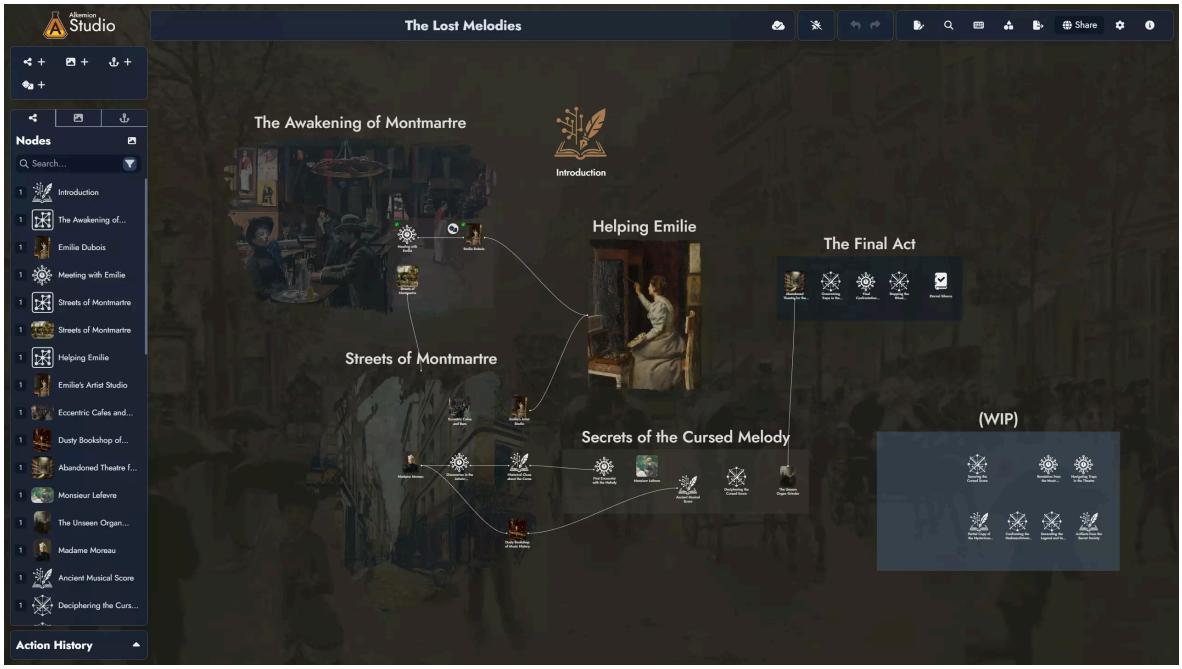
Last update: August 18th 2026

This page explains the core building blocks of Alkemion Studio. Understanding these concepts will help you organize your projects and use the app more effectively.

Modules

A **Module** is your workspace. It can be a complete adventure, a character backstory, or the setting for a campaign. Everything you create lives inside a Module.

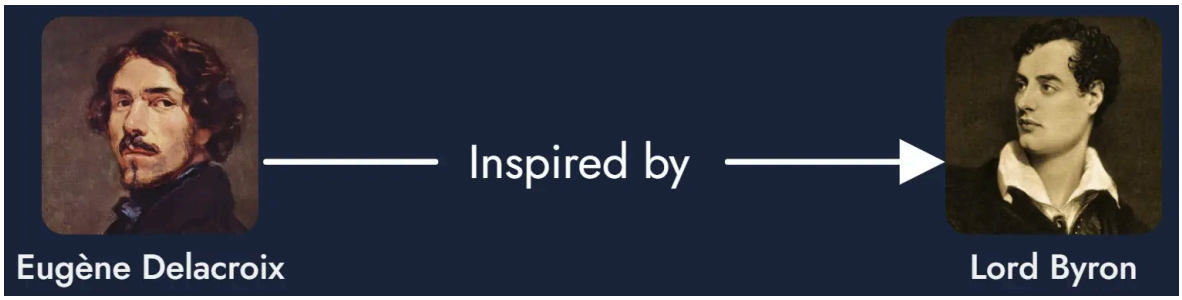
Modules are made of **Nodes**, individual pieces of content, and the connections between them. You can visualize, organize, and edit these Nodes on the Board.



Nodes

A **Node** is a unit of content. It can be a *Location*, *NPC*, *event*, *item*, *clue*, *challenge*, or anything else you want to include in your Module.

Nodes can be connected to each other to show relationships or progression. This makes it easy to design non-linear stories that respond to player choices.



Templates

Templates are reusable sets of content. They can be full Modules or smaller structures, like a town with several locations and NPCs.

You can use Templates to start a new project or import them into an existing Module. You can also create your own Templates from what you've already built.

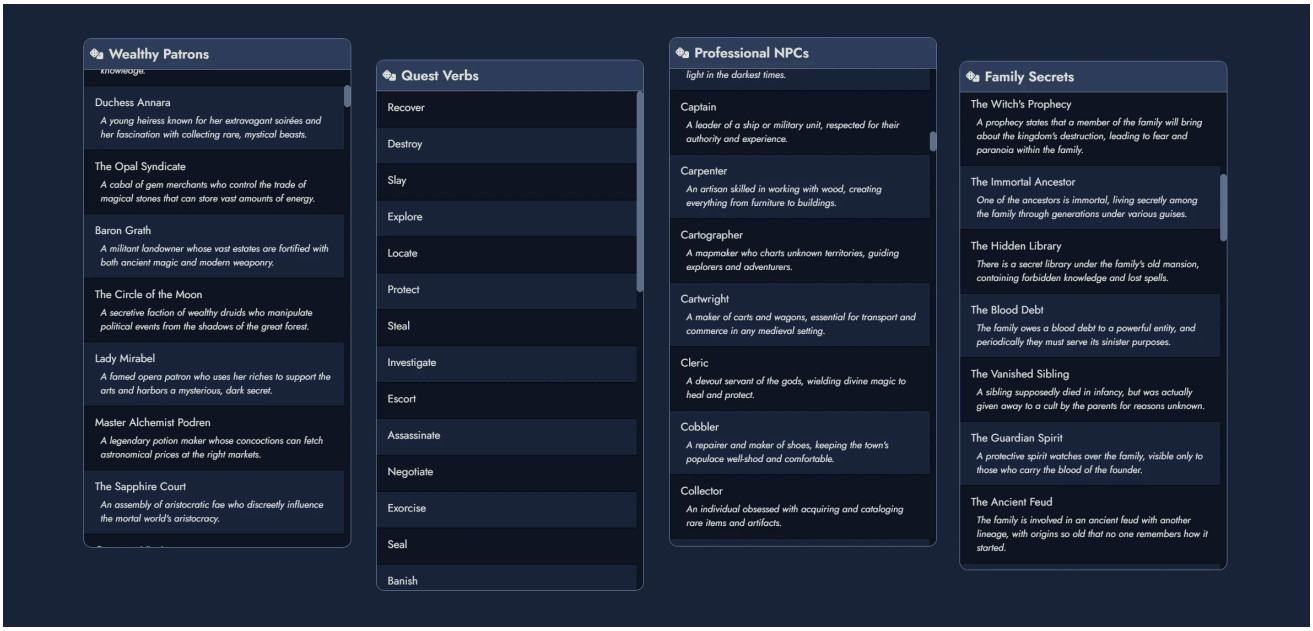


Random Tables

Random Tables contain lists of themed results: names, places, ideas, and more. You can roll on them to quickly generate new content.

You can link a Node to a Random Table. It then becomes a **Random Node** whose content changes based on the result of a roll.

You can create your own tables, or browse existing ones to spark inspiration.

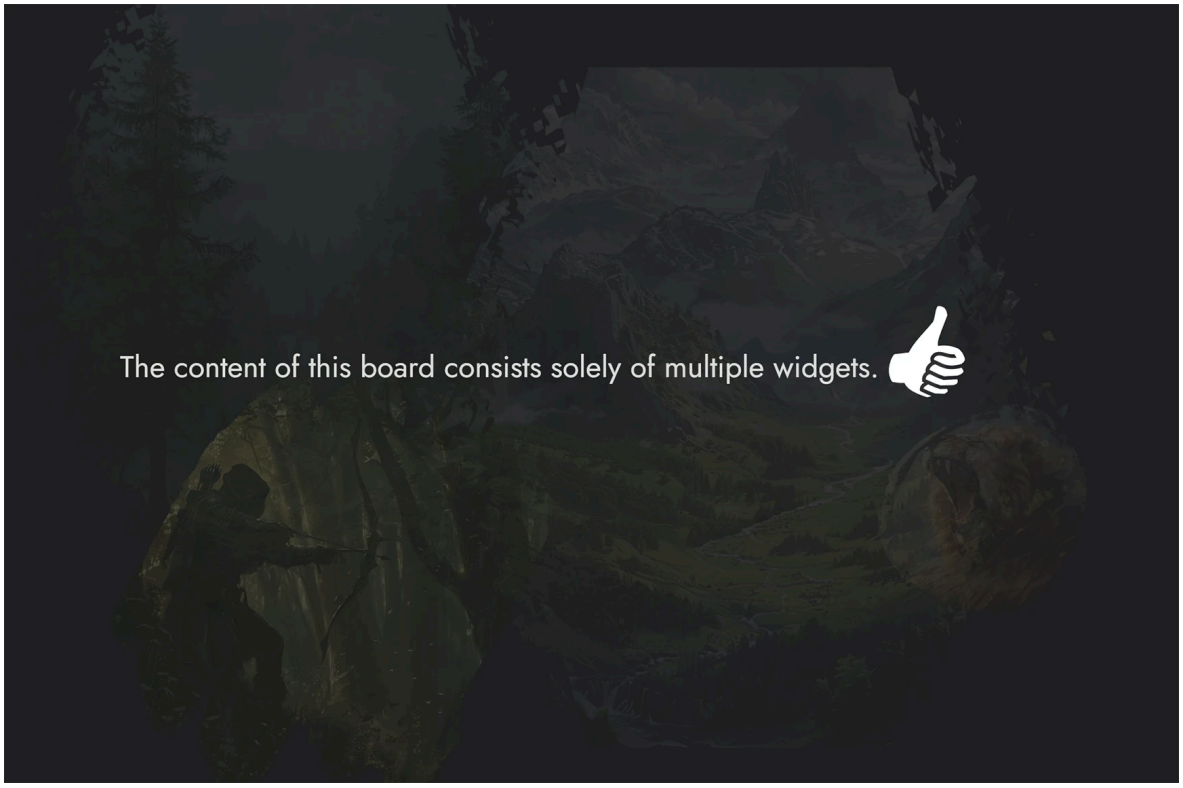

Wealthy Patrons
Duchess Annara
A young heiress known for her extravagant soirées and her fascination with collecting rare, mystical beasts.
The Opal Syndicate
A cabal of gem merchants who control the trade of magical stones that can store vast amounts of energy.
Baron Grath
A militant landowner whose vast estates are fortified with both ancient magic and modern weaponry.
The Circle of the Moon
A secretive faction of wealthy druids who manipulate political events from the shadows of the great forest.
Lady Mirabel
A famed opera patron who uses her riches to support the arts and harbors a mysterious, dark secret.
Master Alchemist Podren
A legendary potion maker whose concoctions can fetch astronomical prices at the right markets.
The Sapphire Court
An assembly of aristocratic foe who discreetly influence the mortal world's aristocracy.
Quest Verbs
Recover
Destroy
Slay
Explore
Locate
Protect
Steal
Investigate
Escort
Assassinate
Negotiate
Exorcise
Seal
Banish
Professional NPCs
light in the darkest times.
Captain
A leader of a ship or military unit, respected for their authority and experience.
Carpenter
An artisan skilled in working with wood, creating everything from furniture to buildings.
Cartographer
A mapmaker who charts unknown territories, guiding explorers and adventurers.
Cartwright
A maker of carts and wagons, essential for transport and commerce in any medieval setting.
Cleric
A devout servant of the gods, wielding divine magic to heal and protect.
Cobbler
A repairer and maker of shoes, keeping the town's populace well-shod and comfortable.
Collector
An individual obsessed with acquiring and cataloging rare items and artifacts.
Family Secrets
The Witch's Prophecy
A prophecy states that a member of the family will bring about the kingdom's destruction, leading to fear and paranoia within the family.
The Immortal Ancestor
One of the ancestors is immortal, living secretly among the family through generations under various guises.
The Hidden Library
There is a secret library under the family's old mansion, containing forbidden knowledge and lost spells.
The Blood Debt
The family owes a blood debt to a powerful entity, and periodically they must serve its sinister purposes.
The Vanished Sibling
A sibling supposedly died in infancy, but was actually given away to a cult by the parents for reasons unknown.
The Guardian Spirit
A protective spirit watches over the family, visible only to those who carry the blood of the founder.
The Ancient Feud
The family is involved in an ancient feud with another lineage, with origins so old that no one remembers how it started.


Library - Random Tables
Templates
Random Tables
Images
Icons
Masks
Custom Random Table
Whimsical Village Quests
+ Add a Random Item
The Disappearing Smithy
The village blacksmith vanishes each night, leaving behind a glowing anvil. Track him through a portal to an otherworldly forge.
The Baker's Sourdough Golem
A baker tried to use magic to speed up his baking process, but accidentally created a sourdough golem. Subdue it before it wrecks the town.
Festival of the Silver Fox
The annual festival is threatened by the mysterious disappearance of the silver fox, believed to bring luck. Find and safely return the fox.
The Cobweb Conundrum
Overnight, the entire village has been covered in thick, unbreakable cobwebs, but no spiders are to be seen. Unravel the mystery and find a way to remove the sticky threads.
The Ale that Ales
A new batch of ale at the local tavern is causing patrons to speak in rhymes, and the effect is spreading. Discover the source of this lyrical libation and how to reverse it.
Save
Discard

Widgets

Widgets are decorative elements for the Board. You can use them to add images, icons, or text labels.

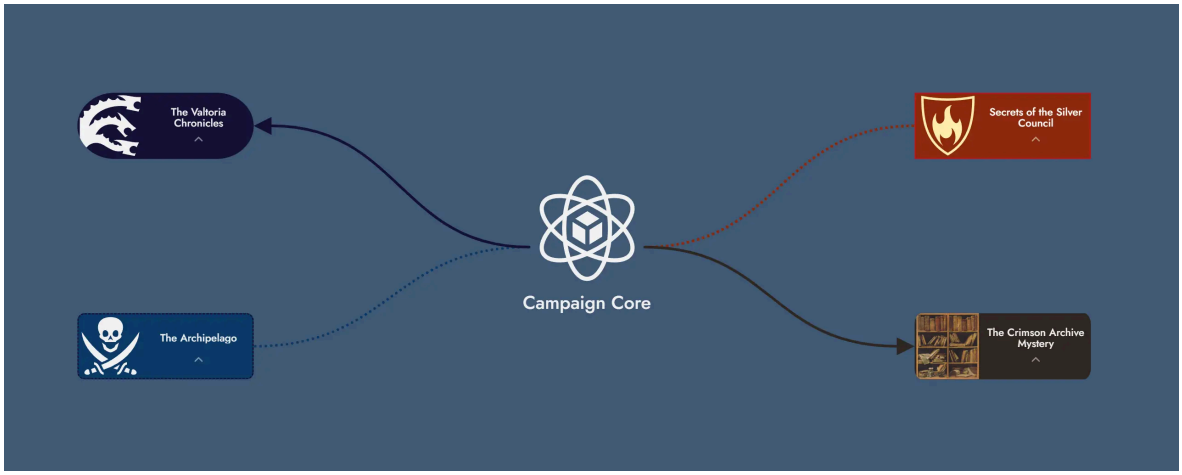
Widgets help you add context or organize space visually, but they don't hold content or connect like Nodes do.



Anchors

Anchors let you link to other Modules or external URLs. Use them to connect large campaigns or reference outside material.

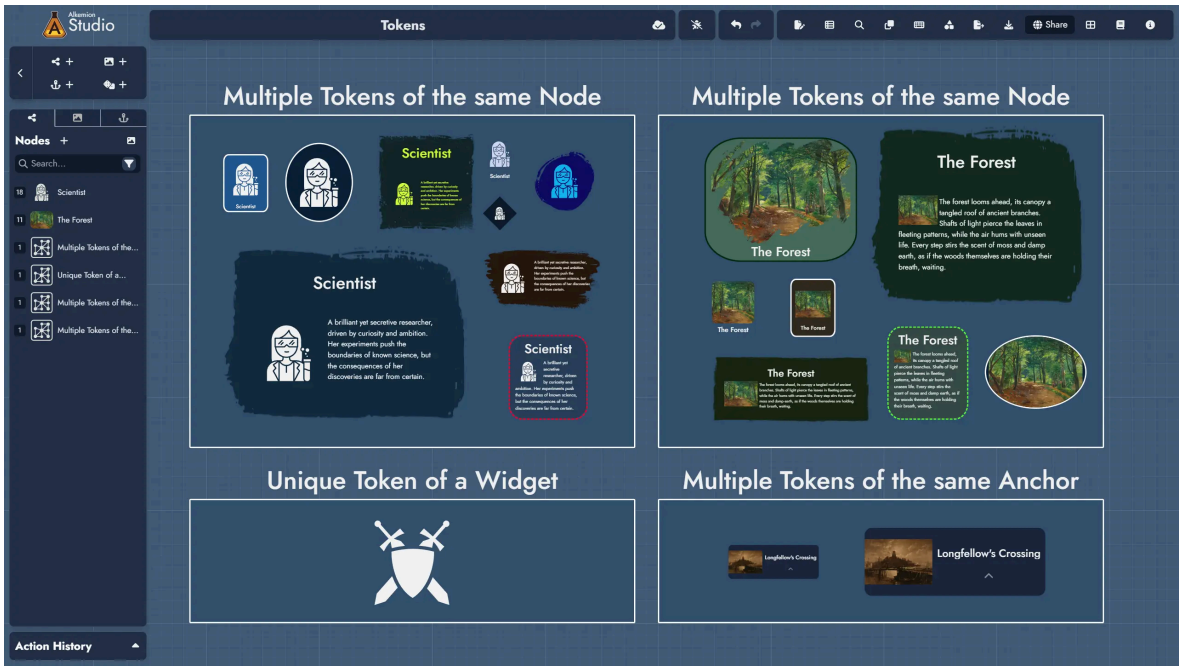
Like Nodes, Anchors can appear on the Board as Tokens. Clicking an Anchor Token opens the destination.



Tokens

A **Token** is the visual icon you see on the Board. It represents a Node, Widget, or Anchor.

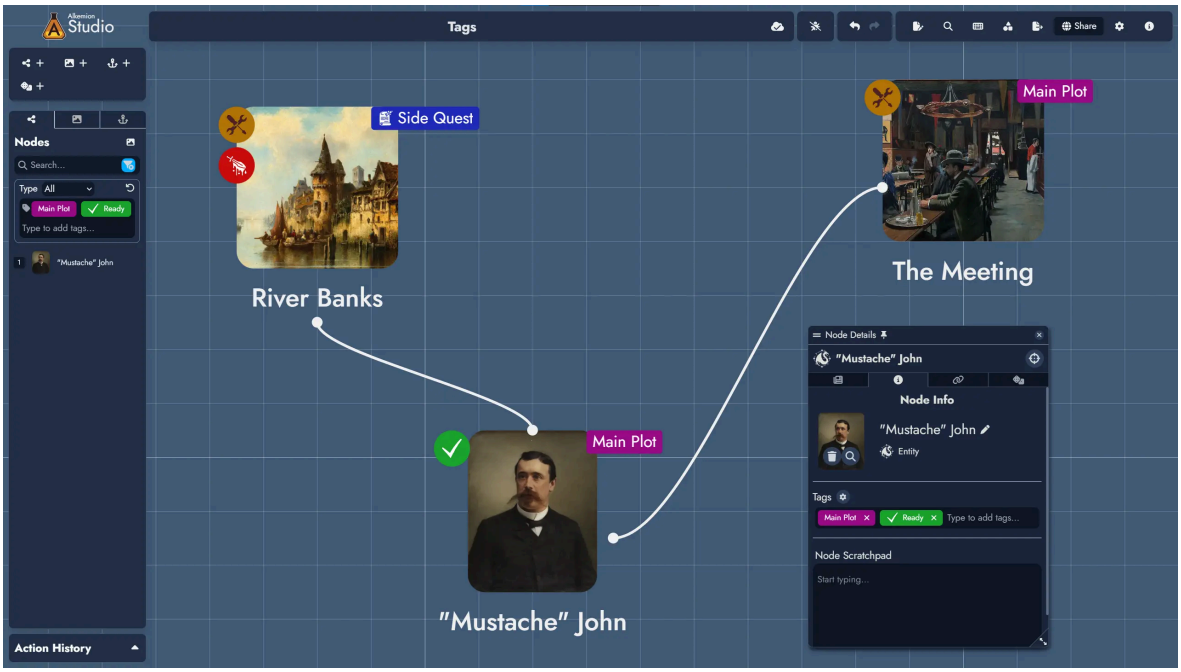
You can place the same Node in different spots on the Board using multiple Tokens. Each Token can look different depending on how you customize it.



Tags

Tags are labels you assign to Nodes and Construct Assets such as Maps and Timelines. They help you filter, search, and visually group content.

Each Tag can include a name, color, icon, and description. You can display Tags directly on Tokens to spot patterns or categories at a glance.



SECTION 3.

Getting Started

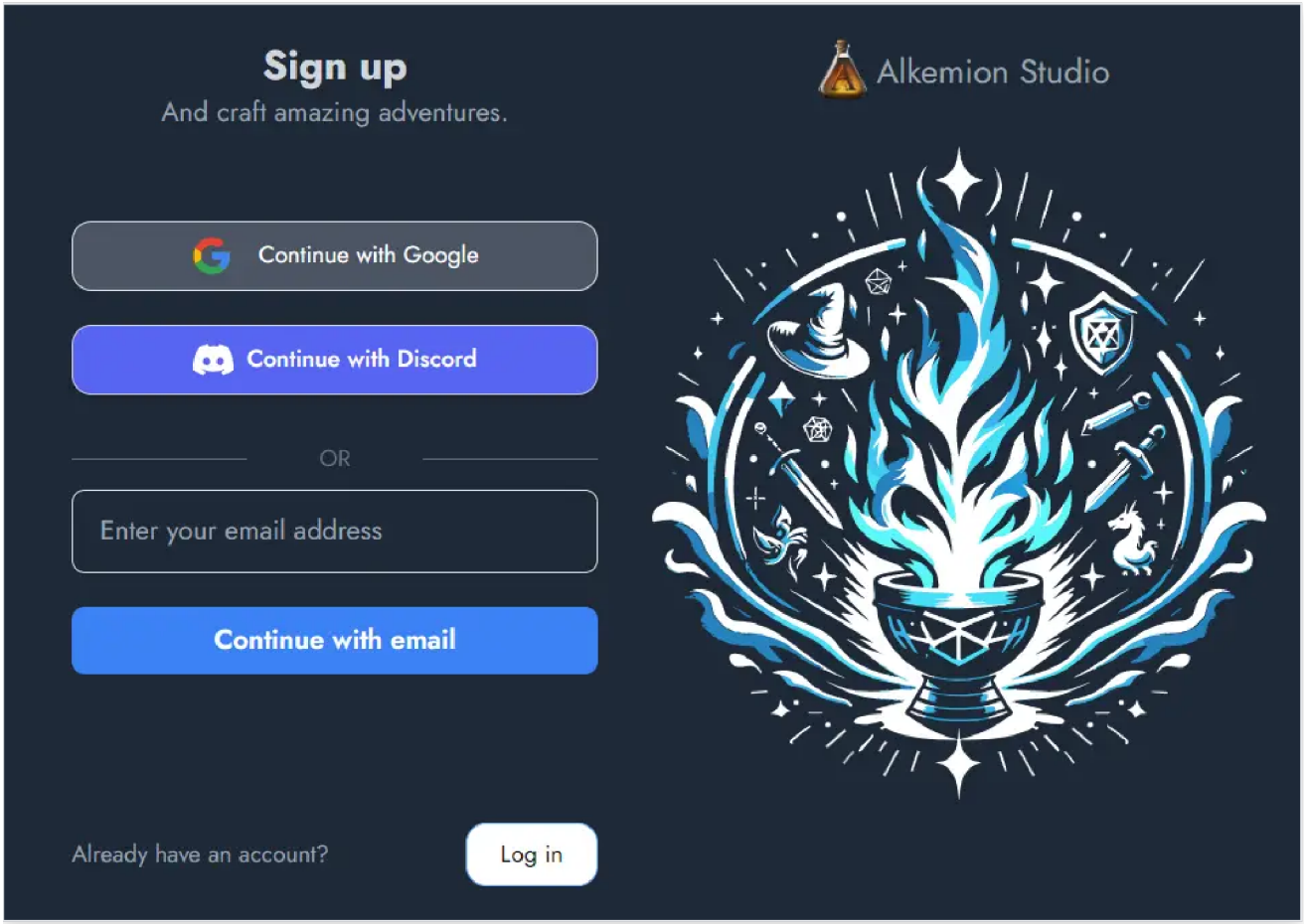
Let's get started!

Last update: February 9th 2025

To begin using *Alkemion Studio*, sign in with your Google or Discord account, or register with a valid email.

After login, you'll land in the **Lobby** — your workspace for creating and organizing Modules.

Short interactive tours will appear as you explore the application. We recommend following them to quickly understand the main interface elements.



Where to Begin

If you're used to tools like Obsidian, Miro, or wikis, here's a quick way to get started in Alkemion:

- Create a new Module in the Lobby and give it a name.
- On the Board, create a few Nodes: a location, a couple of NPCs, and a plot item.
- Link them to each other directly or with Clue Nodes to sketch a network of possibilities.
- Open the Editor to start writing. Nodes appear in a printable, editable view.

You can organize your ideas spatially like in Miro, outline them like in a wiki, and write them like in a word processor. Everything stays connected.

Undo/Redo

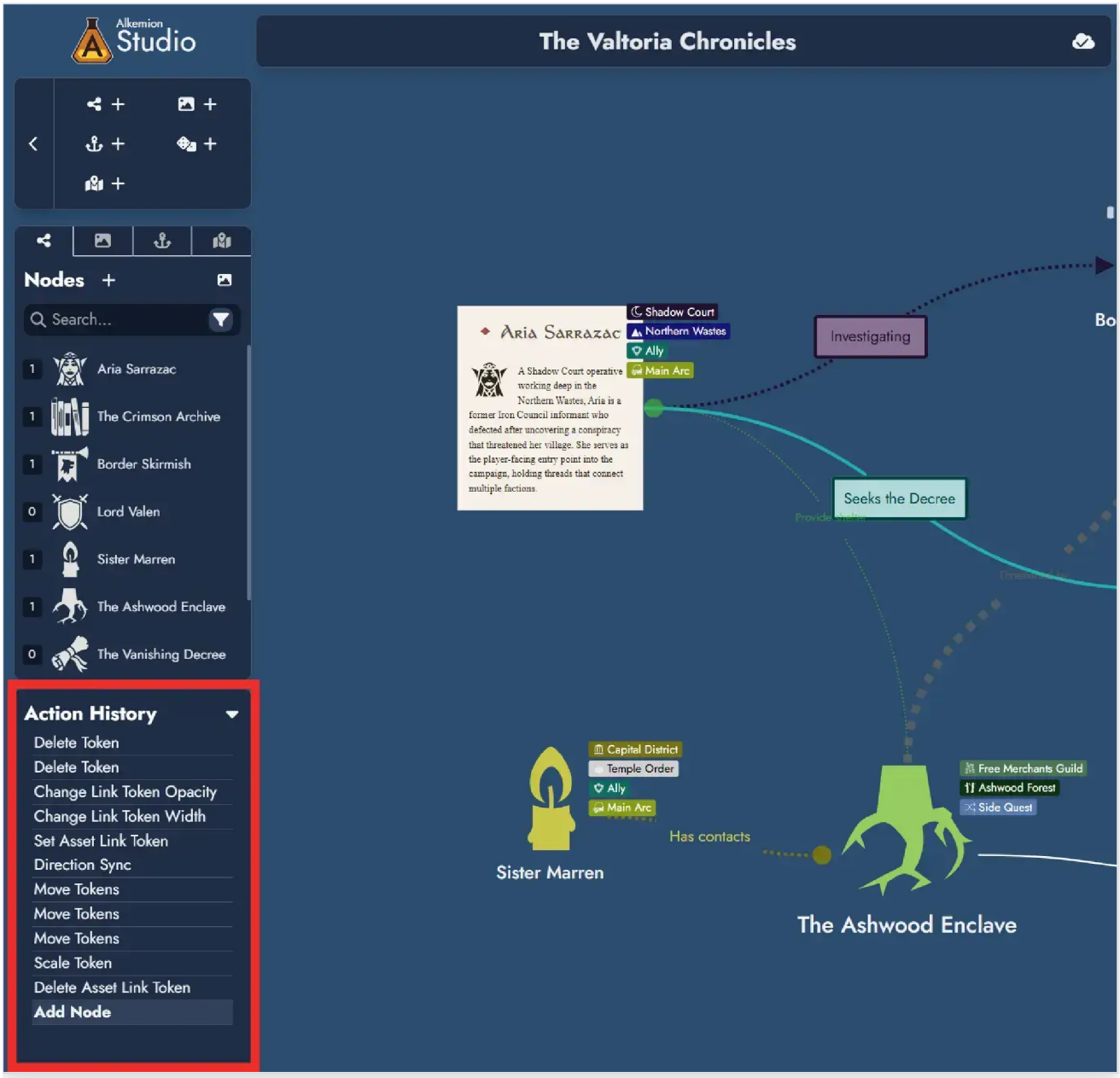
Most actions in Alkemion Studio can be undone and redone using the interface buttons  /  , or these shortcuts:

`Ctrl` + `Z` to undo
`Ctrl` + `Y` or `Ctrl` + `Shift` + `Z` to redo

Undo/redo is context-sensitive: the Board and the Editor each have their own history. You can only undo actions within their original context.

The current stack of actions is visible in the Action History panel, below the Node Tree.

Note: reloading the app clears the undo/redo stack.



Controls and Keyboard Shortcuts

Use the Controls button in the top toolbar to view all available shortcuts. The list is searchable.

You can also select whether you're using a mouse or trackpad to adjust pan and zoom behavior on the Board.

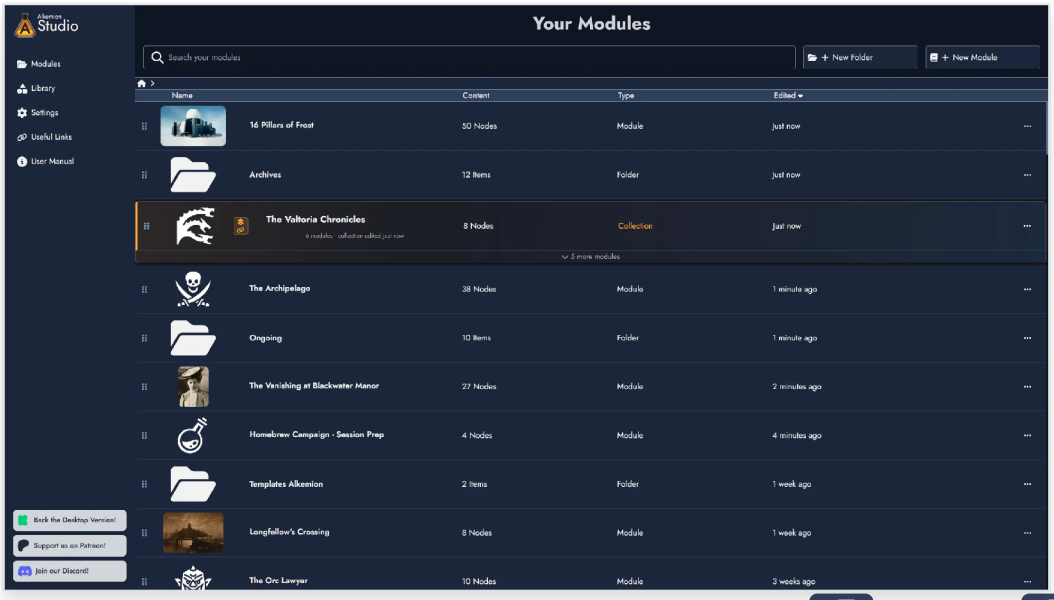
The Lobby

Last update: October 11th 2026

The Lobby is your starting point in Alkemion Studio. From here, you can access your Modules, browse your Library, adjust Settings, view Useful Links, or open the User Manual.

Modules Tab

Use this tab to view, organize, duplicate, or delete your Modules.



Clicking a Module opens it on the Board. You can rename, duplicate , or delete a Module using the action menu.

You can create folders and subfolders to organize your Modules. Move Modules between folders freely. The "Edited" timestamp on a folder reflects any changes made to Modules inside it, not just changes to the folder itself.

The search in the Modules tab is recursive: it searches across all folders and subfolders. Results include a **Path** column showing where each Module is located.

You can drag any Module card to reorganize it: drop it onto a folder to move it inside, or drop it onto the parent folder to move it out. Dropping a Module onto a **Module Collection** card adds it as a child of that collection. Dropping a child Module outside its collection removes it from the collection.

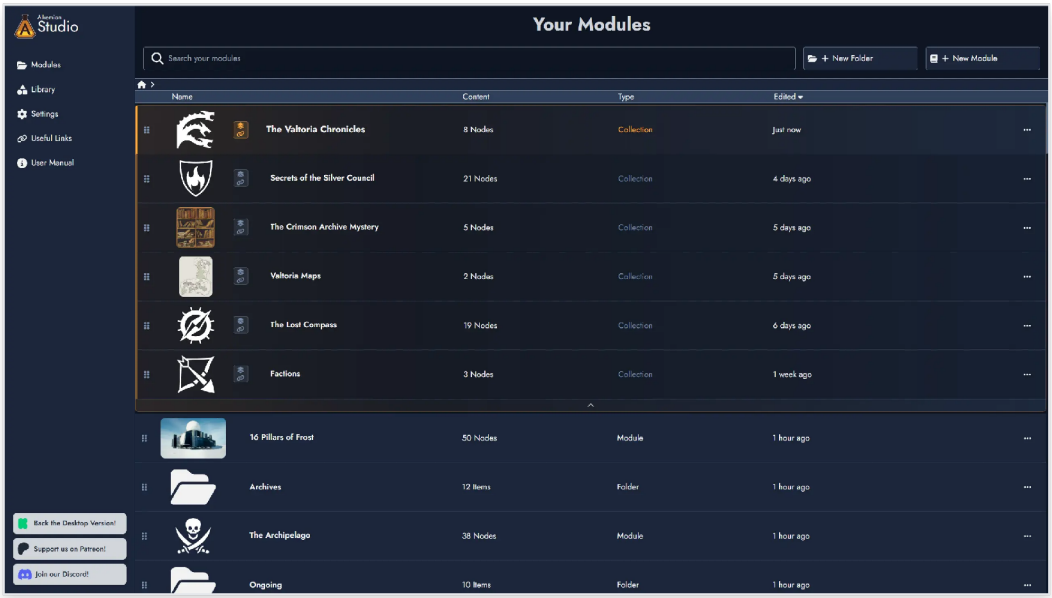
To create a new Module, click **+ New Module** and choose to start from an empty Board or a Template.

Module Collections

Module Collections let you group related Modules together under a parent Module. A campaign with several adventures, a world hub with region and faction Modules, a solo project with session journals. The structure is whatever fits how you think.

To create a Module Collection, use the **Promote to Collection** action in any Module's context menu. Everything in the Module stays exactly as it is, and you can always turn it back into a regular Module if you change your mind. You can also check the **Collection** option in the **New Module** window to start fresh.

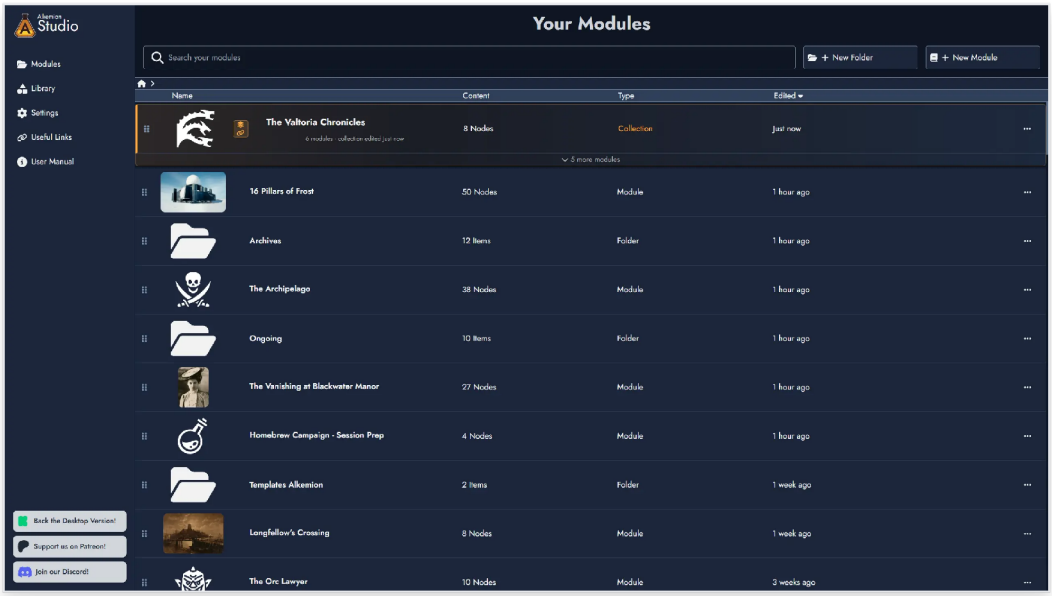
In the Lobby, a collection card expands and collapses to show its Modules nested beneath it. Click the card to open its Board; use the expand/collapse control to show or hide its contents.



Expanded Module Collection in the Lobby

Add Modules to a collection through its context menu, or by dragging a Module card directly onto the collection. Remove a Module from a collection at any time. Its content is never affected. A Module can only belong to one collection at a time.

The collection's own Board is a blank canvas. Use it however you like: a campaign overview, a visual map of your Modules, or simply leave it empty.



Collapsed Module Collection in the Lobby

Modules within a collection also gain access to a **shared curated Library** and **cross-module search**. See the Library and Board sections for more detail.

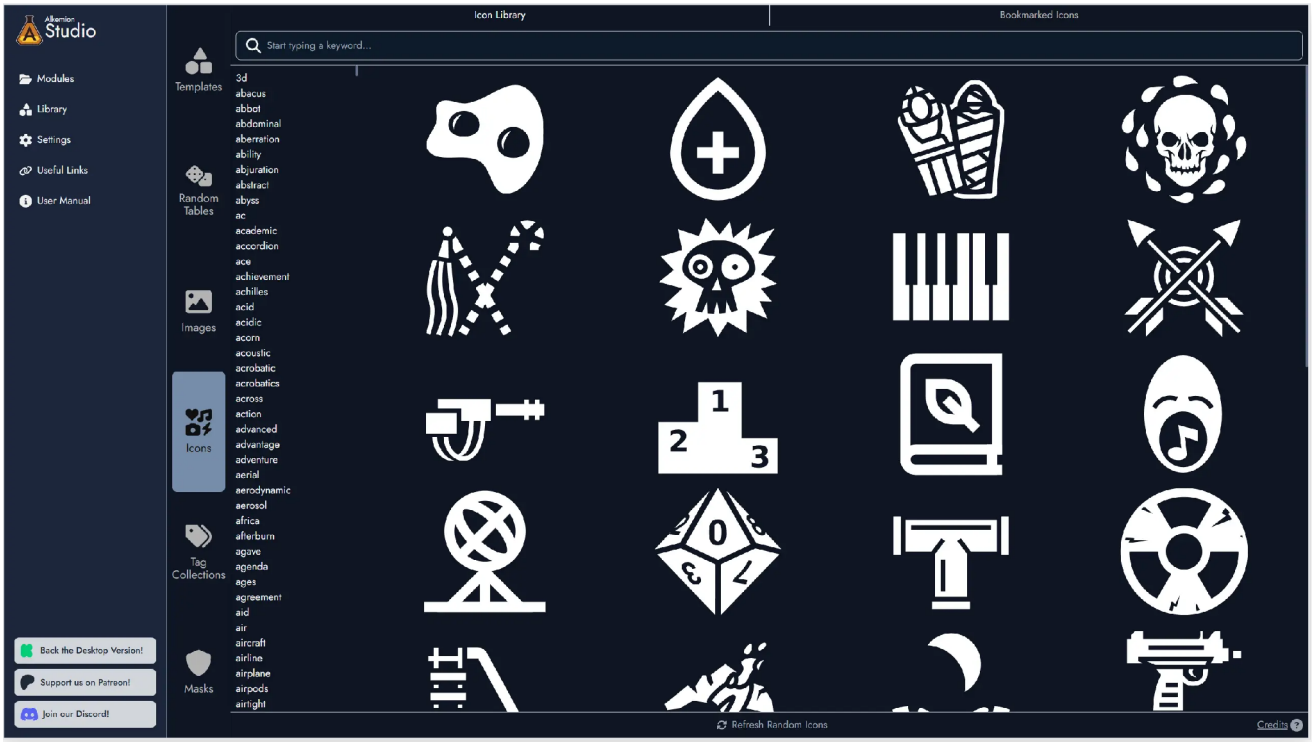
Library Tab

The Library is where you manage all reusable assets: Templates, Random Tables, Images, Icons, and Masks.

All assets are organized in categories and can be bookmarked for quick access.

You can browse both your personal creations and those shared by Alkemion or the community.

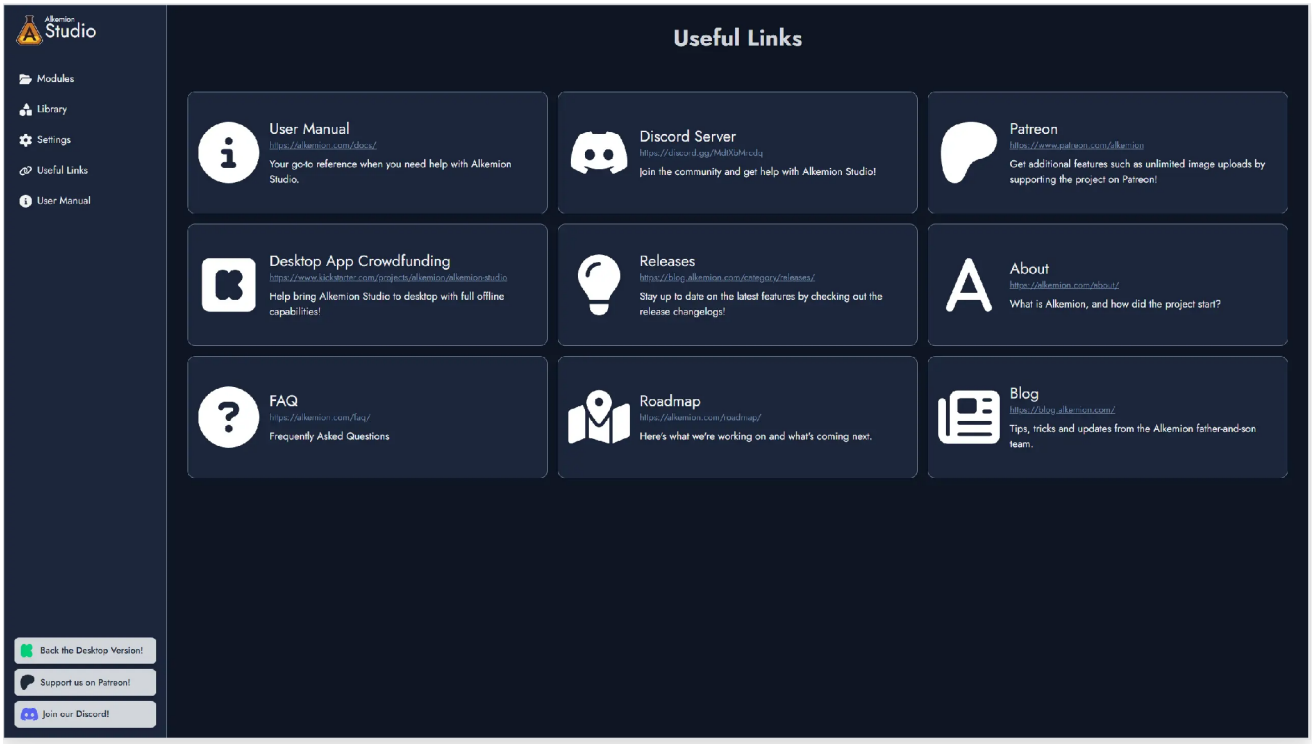
Double-click an image, an icon or a mask to open it in a zoomed view.



Useful Links Tab

Access external resources related to Alkemion Studio:

- **User Manual** – this documentation
- **Discord Server** – ask questions or get help
- **Releases** – changelogs and update logs
- **Roadmap** – what's coming next
- **Blog** – inspiration and development insights
- **About** – project origin and team
- **FAQ** – common questions
- **Patreon** – support the project

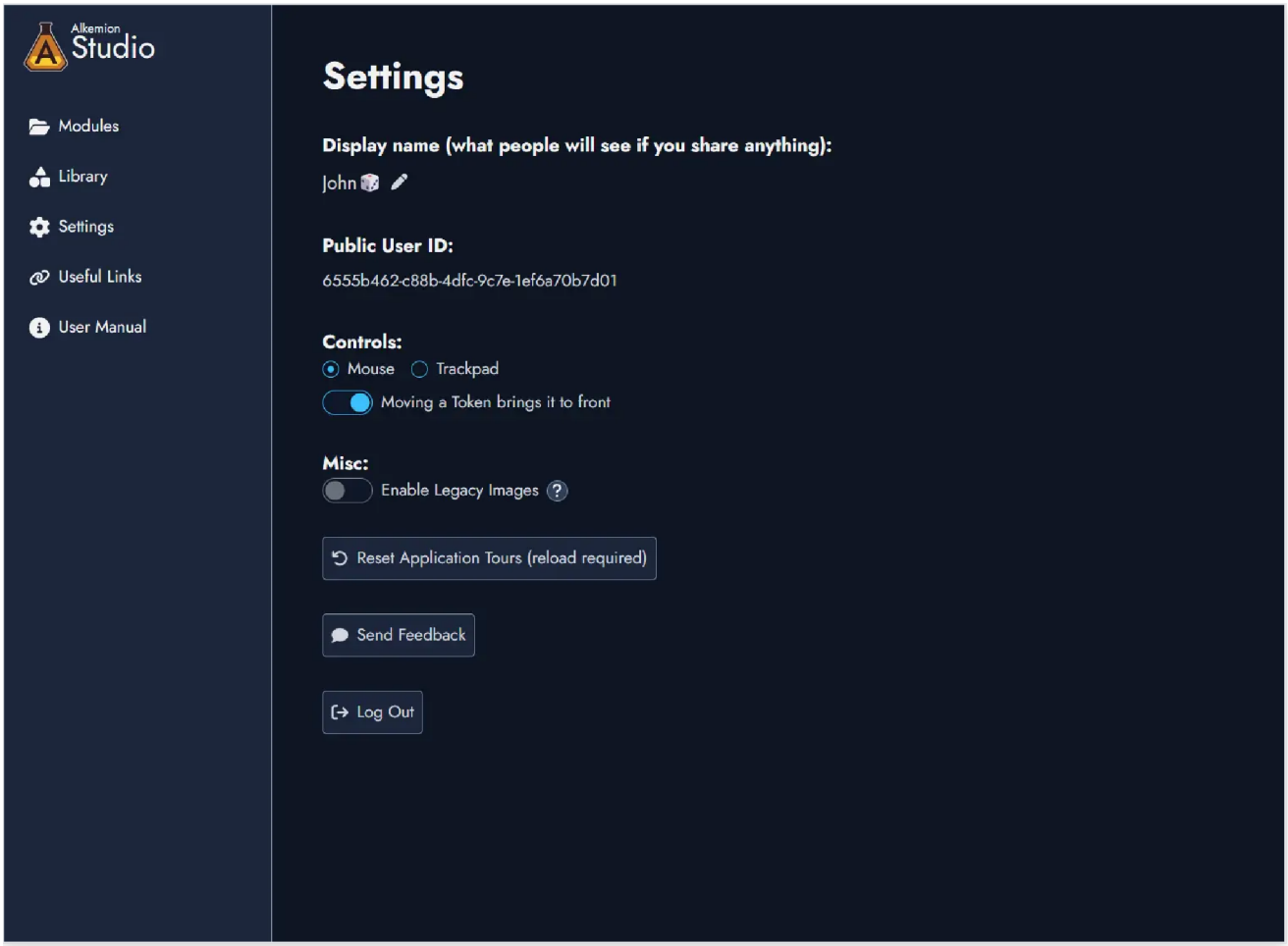


Settings Tab

Use this tab to set your display name, choose your App theme, and choose between mouse or trackpad controls. If you support us on Patreon, this is also where your Patreon account is linked to your Alkemion account.

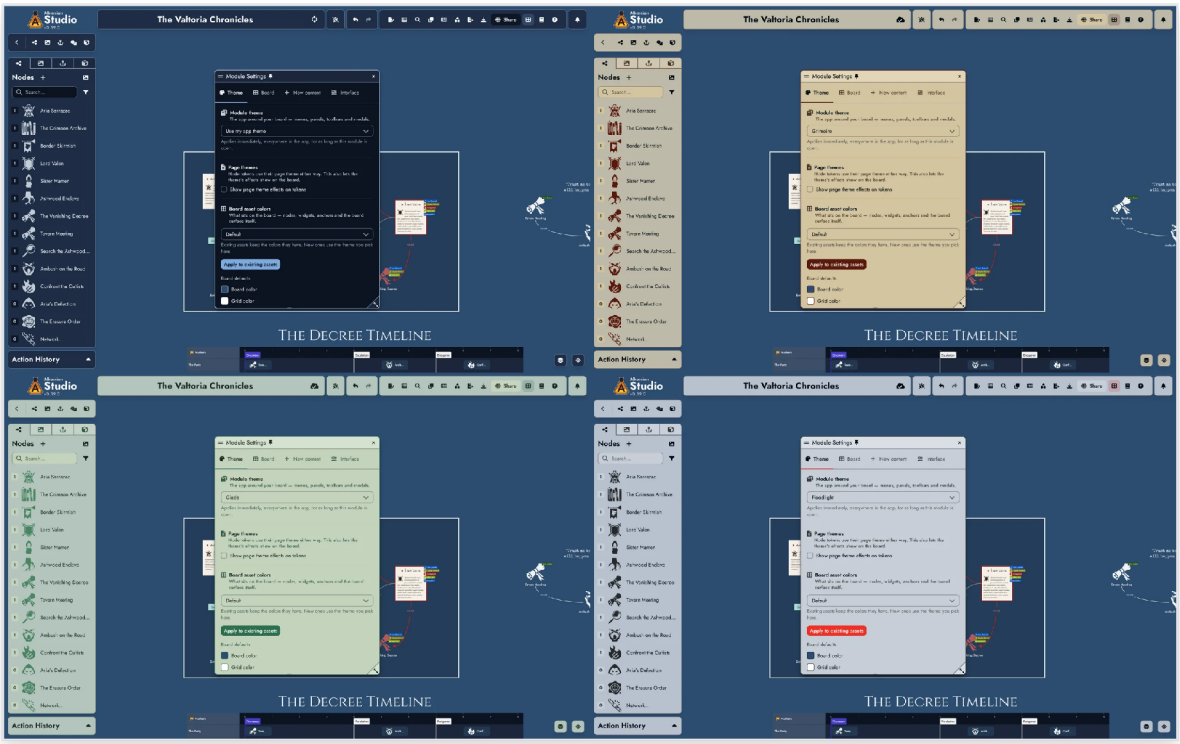
You can also reset the application tours or log out.

You'll also see your **Public User ID** in this tab. This ID can be shared safely and helps the Alkemion team identify your account for support or feedback. It's not sensitive and poses no security risk.



Interface Themes

Alkemion Studio comes with **up to 20 interface themes** that change the look of the whole application: menus, panels, toolbars and dialogs. Ten of them are available to everyone, and ten additional themes are available to our **Champion Patreon supporters**. No feature depends on the theme you use: they only change colors.



Themes can be applied at different levels:

- **Your App theme**, set in this Settings tab, is the look you get everywhere in Alkemion Studio.
- **A Module theme**, set in the Module Settings, gives one Module its own theme. It applies to the interface around the Board for as long as that Module is open. By default, a Module follows your App theme.
- **Board asset colors**, also set in the Module Settings, are chosen separately: they define the palette of the Tokens and of the Board surface itself.

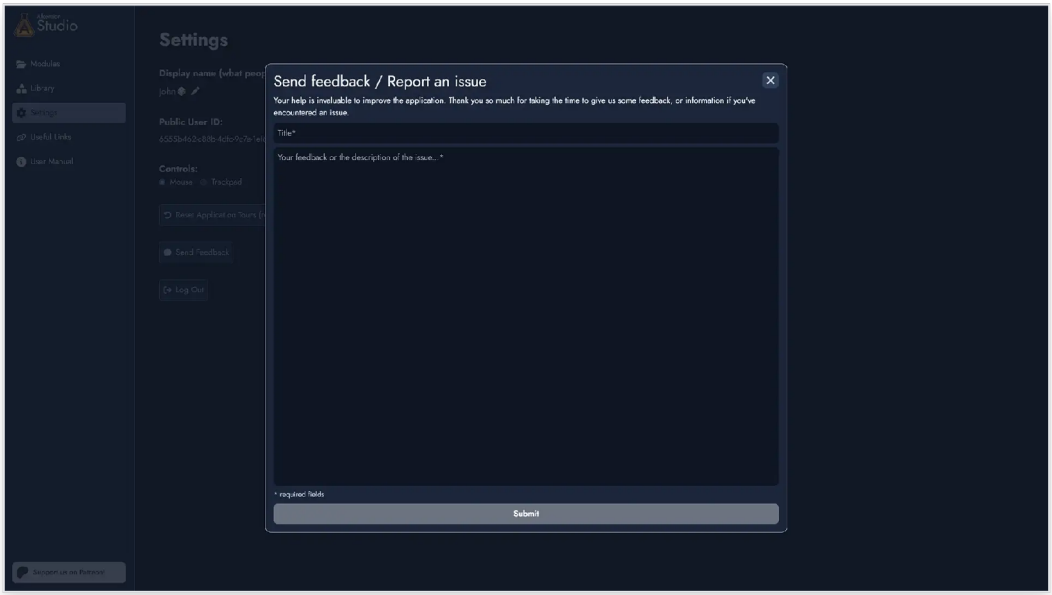
Each interface theme was designed to work with one or two of the Editor's Page styles, but any combination that suits you is the right one!

A Module keeps the theme its author gave it: everyone who opens it, including the readers of a shared link, sees it with that theme.

Send Feedback / Report an Issue

Use the feedback form to suggest improvements, report bugs, or share ideas.

All messages are read. If you report a bug, including steps to reproduce it would be really helpful.



SECTION 5.

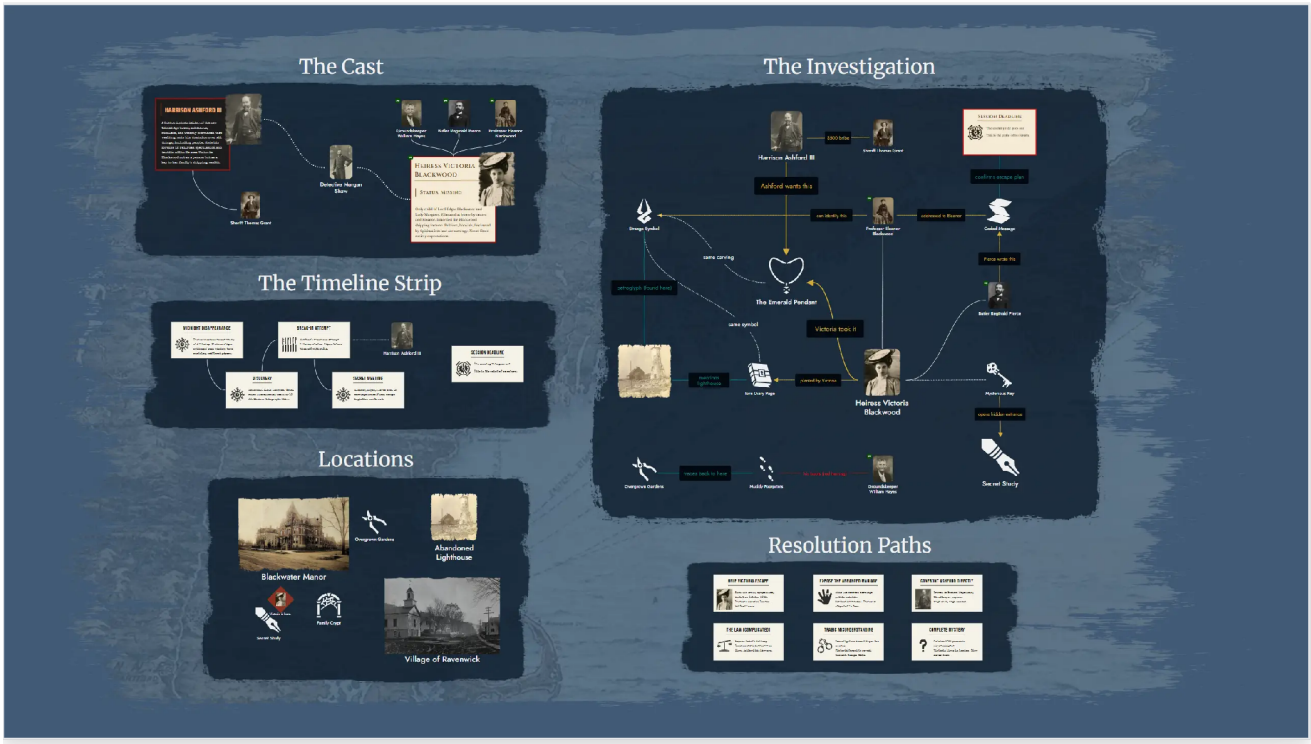
Modules

Modules

Last update: October 11th 2026

A **Module** is your project in Alkemion Studio: a self-contained piece of content that brings together a visual **Board**, a rich-text **Editor**, and all the tools you need to design and organize your ideas in one place.

What a Module *represents* is entirely up to you. There is no required structure. A Module could be a one-shot adventure, a sprawling campaign setting, a session journal, a faction deep-dive, a collection of random tables, or something else entirely. The tool shapes itself around how you think, not the other way around.



What a Module Can Be

Because Modules carry no fixed meaning, they adapt naturally to any creative workflow. A Module works well on its own, and it can also be part of a larger structure when your project grows. Here are a few common ways people use them.

A single adventure. Map out locations, NPCs, clues, and plot hooks as Nodes on the Board. Connect them with Links to sketch the possible paths players can take. Write the full content in the Editor when you are ready. One Module, one adventure, ready to run.

Part of a campaign. As your campaign grows across multiple adventures, each Module can represent one chapter or arc. Group them all under a **Module Collection** to keep them connected: search across every Module at once, share a common Library of assets, and navigate between them without returning to the Lobby.

A worldbuilding hub. Dedicate a Module to a region, a faction, or a historical period. Keep it focused. Then bring all your world Modules together in a collection, with a parent Module serving as the lore hub that ties everything together.

Solo roleplaying. Use one Module per session journal, tracking discoveries and events as Nodes. Group them in a collection alongside a character Module and a world lore Module. Random Tables can spark unexpected directions when inspiration runs dry.

Loose prep material. Not every Module needs to be a full adventure. A Module can hold a single dungeon, a set of tavern NPCs, or a batch of rumours you want to keep handy. Add it to a collection whenever it finds its place in a larger project, or save it as a **Template** to reuse it across future ones.

What's Inside a Module

Every Module contains the same set of tools, ready to use as much or as little as you need.

- **The Board** – an infinite visual canvas where you place and connect your content using Tokens and Links.
- **The Editor** – a rich-text writing space that organizes your Nodes into printable, exportable Pages.
- **Nodes** – the content-bearing elements of your Module: locations, NPCs, clues, events, and more.
- **Tags** – customizable labels for organizing and filtering your Nodes.
- **Widgets** and **Anchors** – visual elements and navigation shortcuts for structuring your Board.
- **Random Tables** – rollable tables you can link to Nodes for on-the-fly generation.

A Module also has its own scratchpad for module-wide notes, a featured image, and a description. Its Module Settings hold its own preferences, and can give it its own interface theme. You can export it, share it as a read-only link, or save it as a Template for future reuse.

Creating and Managing Modules

Modules are created and managed from the **Lobby**. Click **+ New Module** to start from a blank Board or from a Template. You can rename, duplicate, or delete any Module from its action menu in the Lobby.

Folders let you group Modules however you like. Create as many subfolders as you need and move Modules between them freely, either through the context menu or by dragging a Module card directly onto a folder.

Module Collections

When your work spans several Modules, a **Module Collection** lets you bring them together. Any Module can become a collection: promote it through its context menu in the Lobby, and it becomes a parent container for as many child Modules as you need.

What the collection *means* is, again, up to you. A campaign hub with one Module per adventure. A world with separate Modules for factions, regions, and history. A solo project grouping session journals, a character sheet, and world lore. The system defines none of it.

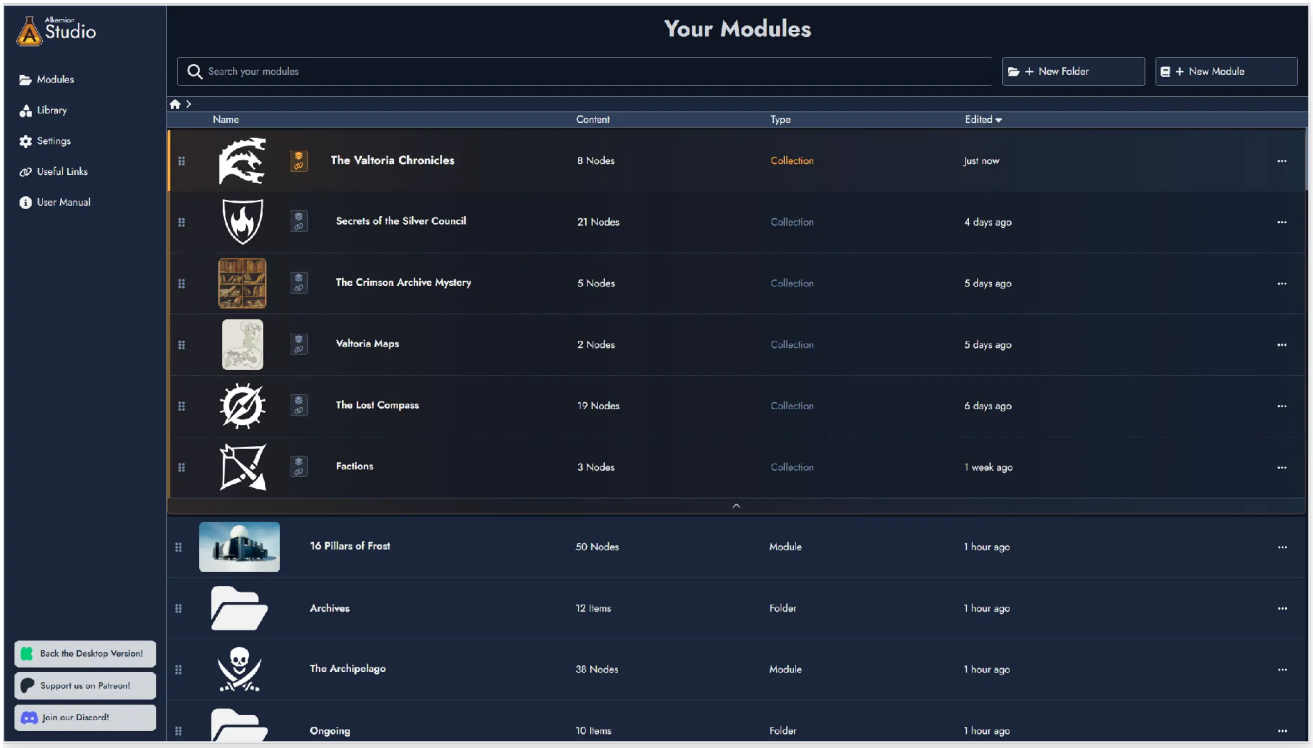
Promoting a Module changes nothing about its existing content. You can turn it back into a regular Module at any time if you change your mind.

Collections in the Lobby

In the Lobby, a **Module Collection** card expands and collapses inline to show its child Modules nested beneath it. Click the expand/collapse control to show or hide the children. Click the card itself to open the collection's Board.

Add Modules to a collection through its context menu, or by dragging any Module card directly onto the collection. Remove a Module from a collection at any time. Its content is never affected.

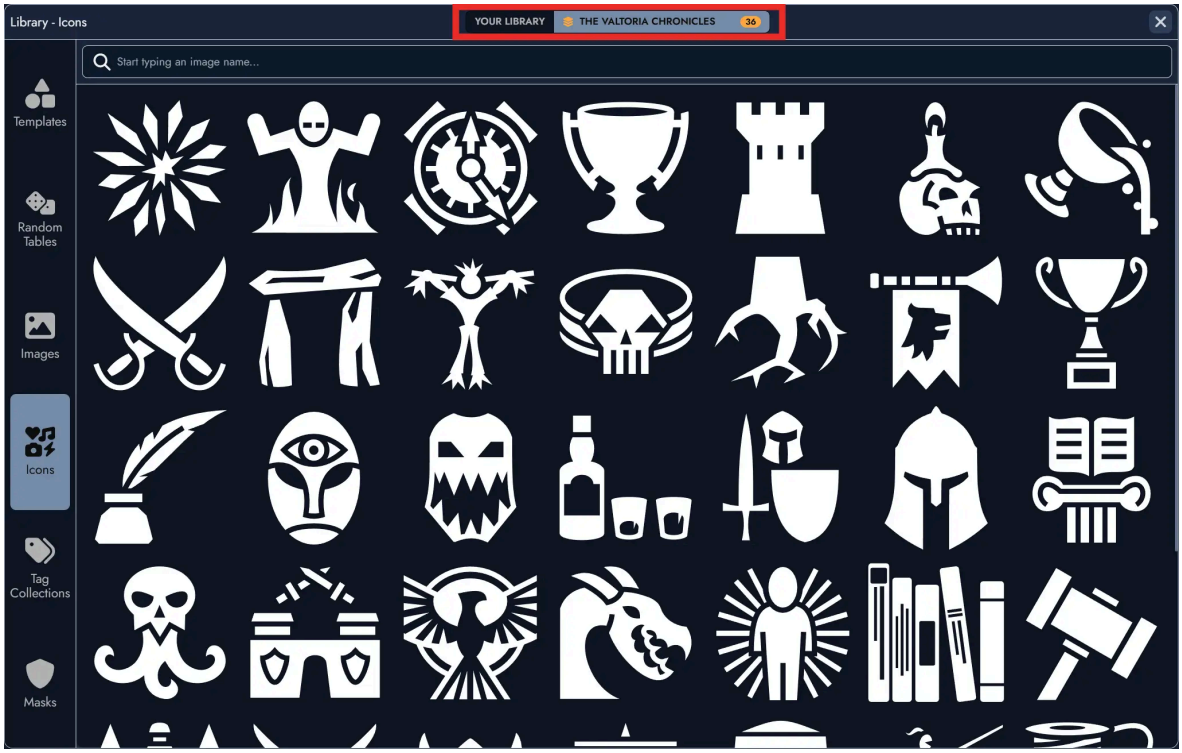
The collection's own Board is a blank canvas, available for any purpose you choose. Some users build a visual overview of their campaign there, using **Anchor Tokens** to represent child Modules and connecting them with Links to show narrative or thematic relationships. Others leave it empty and use it purely as an organizational container.



Shared Library

When you are working inside any Module that belongs to a collection, the **Library** panel shows a toggle switch labeled with the collection's name. Switching to it displays only the assets curated for that collection: Templates, Tag Collections, Images, Icons, Masks, and Random Tables.

This is a convenience feature for large projects. Instead of searching your full Library, you curate the assets relevant to this campaign or world once, and they are always easy to find from any Module in the collection.



To curate an asset, open the Library from inside any Module in the collection and use the **Curate for collection** toggle on any asset. Curated assets are never imported automatically; they are simply easier to find when you need them.





Cross-Module Search

Inside any Module that belongs to a collection, the search window includes a scope toggle. Switch to **All modules in collection** to search across every Module in the collection at once.

Results show the Node name, type, Tags, a content preview, and the source Module name. From any result, you can navigate directly to that Node in its source Module, or add it as a copy to your current Module.

This is particularly useful during campaign play, when you remember that an NPC or location was defined somewhere in the collection but cannot recall exactly which Module.

Find Node

ashwood

THIS MODULE | COLLECTION



Ashwood Brotherhood

Secrets of the Silver Council

Navigate

Ashwood Forest

Operated by the Free Merchants, nestled deep within Ashwood Forest. Smugglers, exiles, and independent agents who cannot safely conduct business in the Capital District. Their Enclave is the closest thing to a safe ...



Finding Refuge in Ashwood

Ashwood Forest | Side Quest | Free Merchants Guild

The Enclave is the closest thing to a safe house this campaign has. PCs will most probably find refuge there at some point.



Search the Ashwood Enclave

The Crimson Archive Mystery

Navigate

Investigation

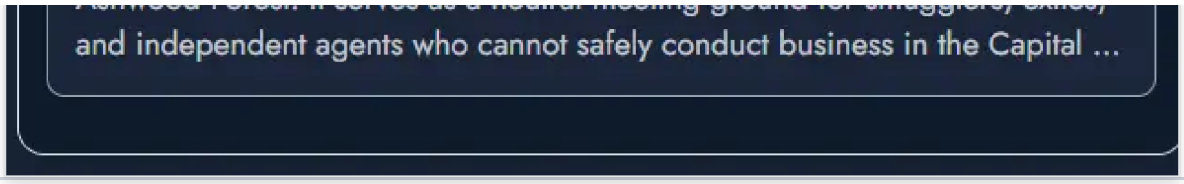
Lorem ipsum dolor sit amet, consectetur adipisicing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua . Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea ...



The Ashwood Enclave

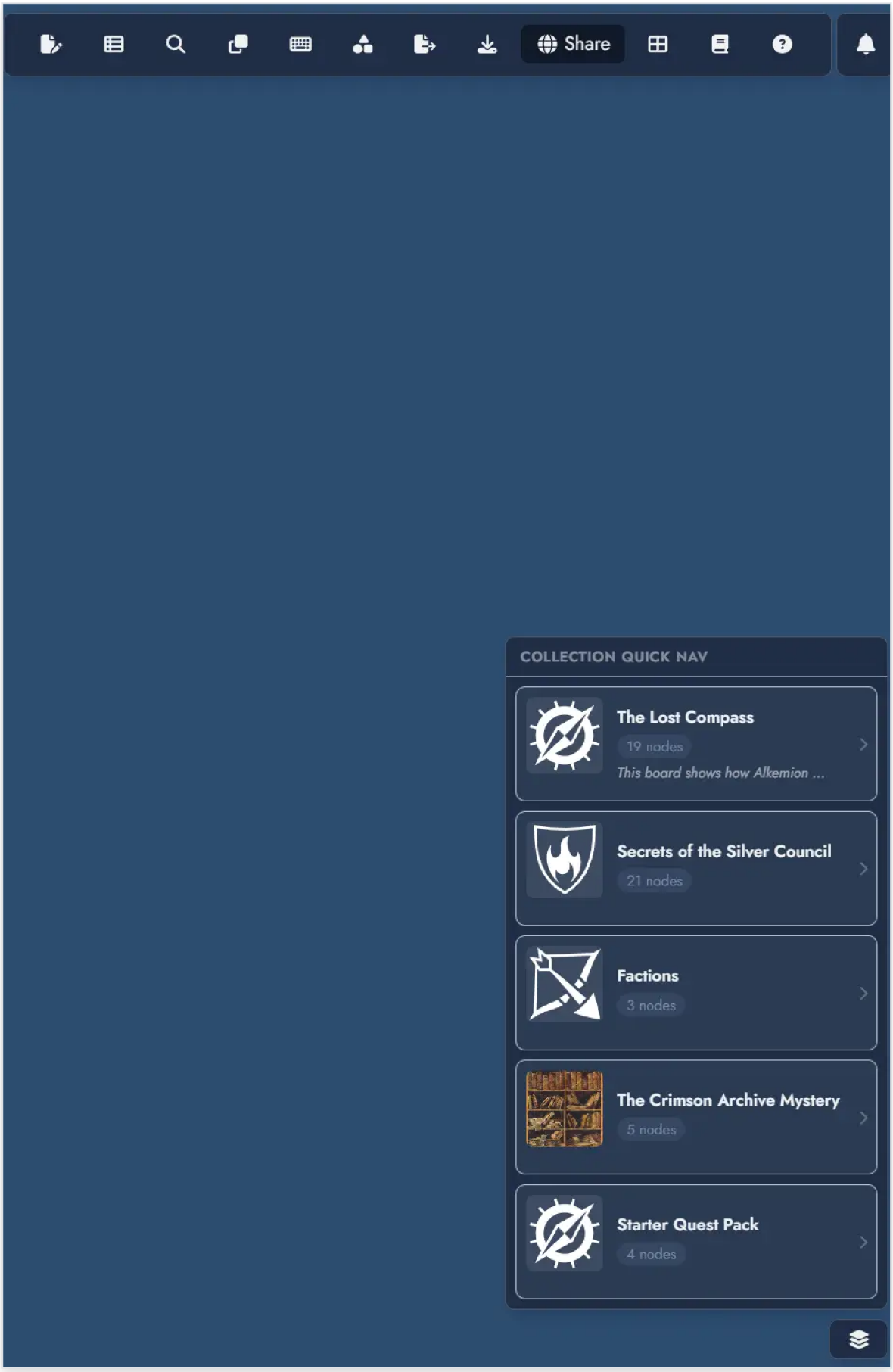
Free Merchants Guild | Ashwood Forest | Side Quest

A hidden waystation operated by the Free Merchants, nestled deep within Ashwood Forest. It serves as a neutral meeting ground for smugglers, exiles



Quick Navigation

When inside a Module that belongs to a collection, a **quick navigation** button appears at the bottom right of the Board. It opens a menu listing all Modules in the collection. Selecting one takes you there immediately, without going back through the Lobby.


Share
COLLECTION QUICK NAV
The Lost Compass
19 nodes
This board shows how Alkemion ...
Secrets of the Silver Council
21 nodes
Factions
3 nodes
The Crimson Archive Mystery
5 nodes
Starter Quest Pack
4 nodes

The Board

Last update: October 11th 2026

The **Board** serves as your main workspace in Alkemion Studio, where you visually map out and manage the components of your **Module**.



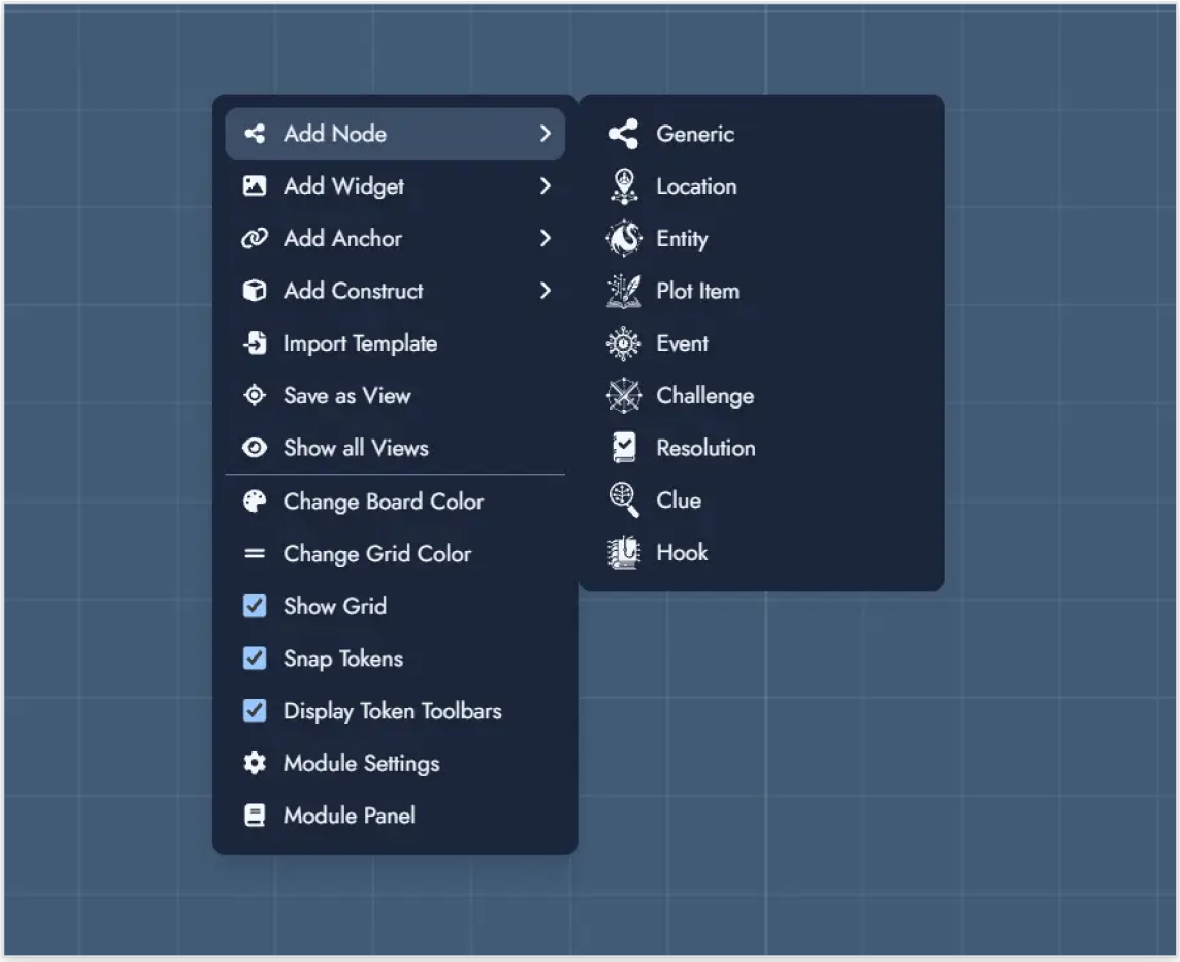
The **Board** lets you position different types of **Assets** (**Nodes**, **Widgets** and **Anchors**) using customizable **Tokens** to visually compose your **Module**.

Board's context menu

Clicking on the **Board** with the right mouse button will open a context menu. You can create new elements directly on the **Board** via this context menu.

When creating an **Asset** this way, a **Token** will be positioned directly where you invoked the menu (or, in the case of the mobile version, in the center of the screen).

Beyond asset creation, the context menu gives access to board-level settings (**toggle grid**, **toggle snapping**, **toggle floating toolbars**, **set the board grid color**, **open the Module Settings panel**) and **View** actions: **Save as View** captures the current viewport as a new View, **Show / Hide all Views** toggles the visibility of all View Tokens on the Board, and **Open View Manager** opens the View management panel. When one or more Tokens are selected, **Create View from selection** is also available, creating a View bounded by the selected Tokens. When inside a **Module Collection**, an **Open Module Panel** option is available too. See the Views page for more details.



When the current Module is a **Module Collection**, the context menu also includes an **Add to Collection** action, which opens a Module picker to assign any eligible Module as a child of the collection.

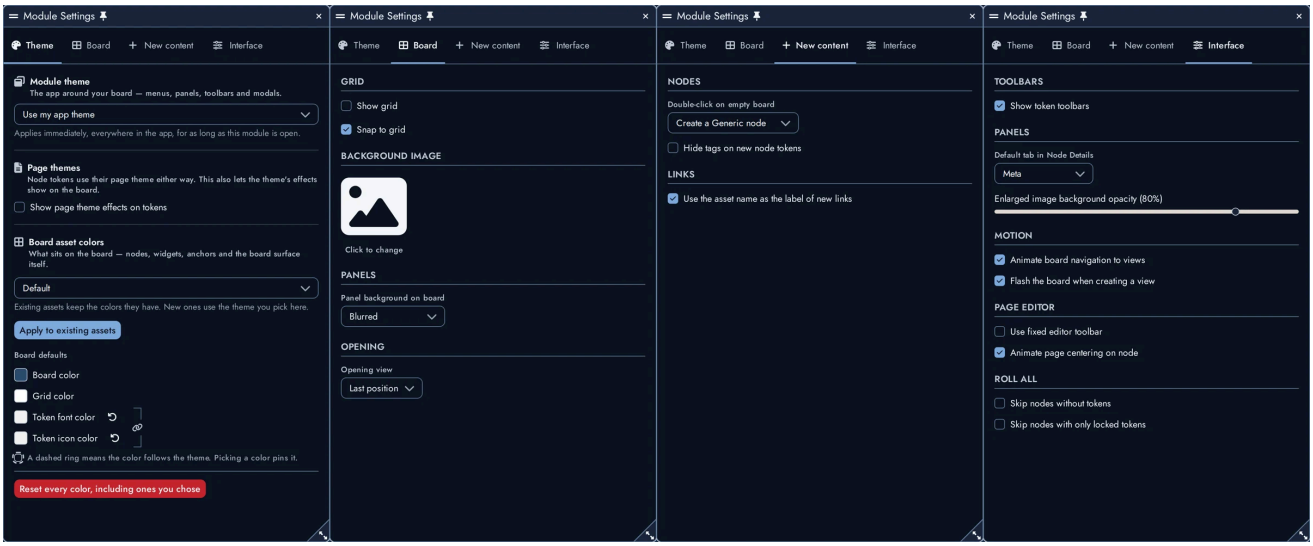
As a shortcut, **double-clicking on any empty Board space** creates a new **Node** directly at that position. By default the Node uses the **Generic** type. The **Double-click on empty board** option in the **New content** tab of the Module Settings lets you choose another Node type, or turn the shortcut off.

Press F2 to rename the focused item directly on the Board. This works for Node Tokens, Widget Groups, Text Widgets, and Link Token labels.

Module Settings

The **Module Settings** panel (called *Board Settings* before v0.19) controls the appearance and behavior of the current Module. Open it from the Board context menu or with the **Module Settings** button in the top toolbar. It is a floating window that you can move, resize and pin, and it reopens on the tab you last used.

The settings are organized into four tabs: **Theme**, **Board**, **New content** and **Interface**.



Theme

Module theme: gives this Module its own interface theme. While the Module is open, the theme applies to everything around the Board: menus, panels, toolbars and dialogs. Leave it on *Use my app theme* to follow the theme you chose in the Lobby Settings.

Show page theme effects on tokens: lets the background effects of a Page style show on the Tokens that use it.

Board asset colors: chooses the color palette used by what sits on the Board (Nodes, Widgets, Anchors and the Board surface itself), independently of the Module theme. New Assets use the palette you pick. Existing Assets keep their colors unless you click **Apply to existing assets**, which leaves the colors you customized yourself untouched.

Board color and **Grid color:** set the Board canvas background and the color of its grid lines.

Token font color and **Token icon color:** set the default colors used by Tokens on this Board. The link control lets you change both together, and the reset buttons return a color to the palette's value.

A dashed ring around a color swatch means the color follows the selected palette. Picking a color yourself pins it. The **Reset every color** button returns every color to the palette, including the ones you chose.

Board

Show grid: shows or hides the Board's grid lines.

Snap to grid: aligns Tokens to the grid while you move them, helping you keep layouts regular.

Background image: click the image preview to choose or replace the Board's background image. The background image and its settings are saved with the Module and can be undone or redone like other Board changes.

Panel background on board: chooses how the background behind the Board's interface elements is rendered. *Blurred* keeps some of the Board's visual context; *Solid* gives stronger contrast and legibility.

Opening view: chooses the View displayed when the Module opens. Select *Last position* to restore the Board's last saved camera position, or select one of the Module's saved Views.

New content

Double-click on empty board: chooses what a double-click on empty Board space does. Pick the type of Node to create (Generic, Location, Entity, Clue, and so on), or select *Do nothing* to turn the shortcut off.

Hide tags on new node tokens: creates new Node Tokens with their Tags hidden. You can still show the Tags of any individual Token in its Token Settings.

Use the asset name as the label of new links: automatically displays the Asset Link's name as the label of each newly created Link Token.

Interface

Show token toolbars: shows a contextual toolbar when a Token is selected. Disable it to keep the Board visually quieter without changing Token behavior.

Default tab in Node Details: chooses which tab is selected first when the Node Details panel opens.

Enlarged image background opacity: adjusts the opacity of the backdrop displayed behind an image when you open it in its enlarged view.

Animate board navigation to views: smoothly pans and zooms the Board when you activate a View. Disable it to move to the View immediately.

Flash the board when creating a view: briefly flashes a thin white frame around the edges of the screen when you create a View.

Use fixed editor toolbar: keeps the Editor's formatting toolbar at the top of the Page instead of using the floating contextual toolbar on non-touch screens.

Animate page centering on node: smoothly scrolls the Editor Page when centering it on a Node. Disable it to jump to the Node immediately.

Roll All: two options decide which Random Nodes the *Roll All* command re-rolls. **Skip nodes without tokens** ignores Nodes that have no Token on the Board, and **Skip nodes with only locked tokens** ignores Nodes whose Tokens are all locked. See Random Nodes.

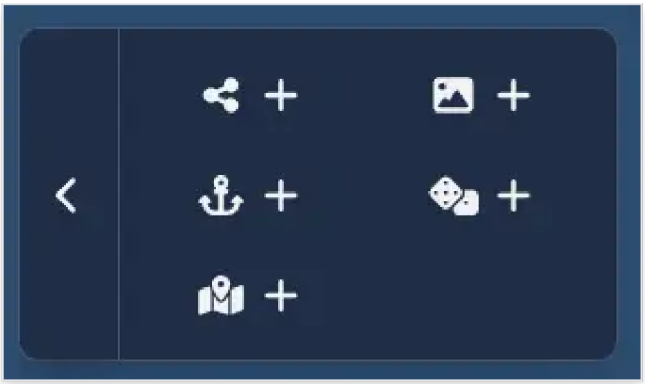
Adding Assets to the Board

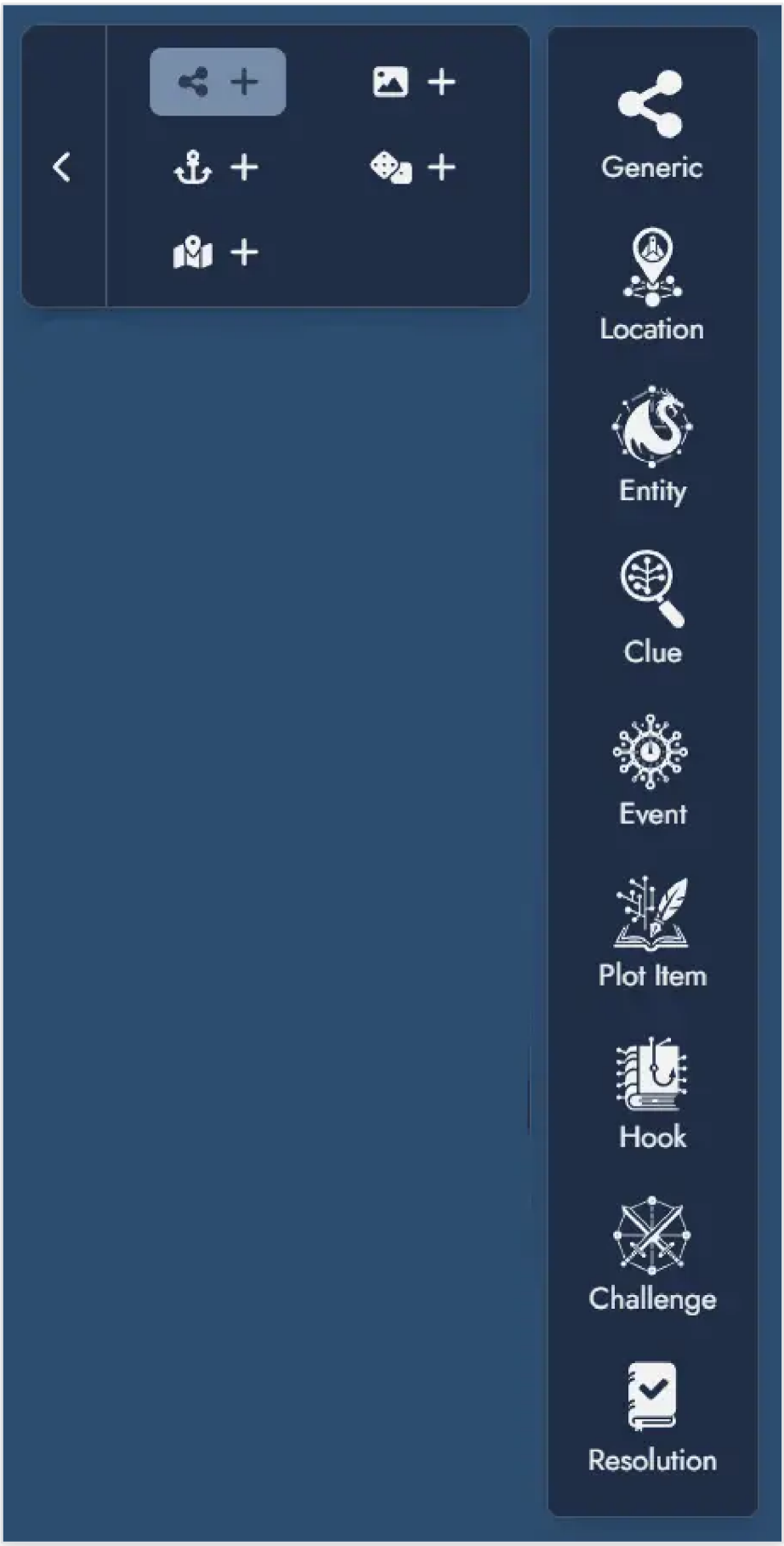
Each toolbar button on the left of the interface is a switch that displays or hides functions grouped by theme. Most of the functions accessible here are used to add components to the **Board**: **Nodes**, **Widgets**, **Anchors** and **Random Nodes.**

Each set of functions let you add the different types of **Assets** from each category.

Press `Ctrl` + `M` to hide or show the Board's interface controls. This includes the Module Collection and Board Views buttons when they are available.

The last set, **Random Nodes**, provide handy functions to spawn **Nodes** pre-configured with **Random Tables**. This is designed to get an efficient access to the most generic **Random Tables**. It also provides a special command allowing you to re-roll every **Random Node** in the **Module**.




Generic
Location
Entity
Clue
Event
Plot Item
Hook
Challenge
Resolution

Asset Tree

The **Asset Tree** gives you quick access to all the components in your **Module**. It features three tabs for the three types of elements available: **Nodes**, **Widgets** and **Anchors**. A contextual menu shows the different actions possible for each type of **Asset**.

For **Assets** that may have several **Tokens**, the **Asset Tree** also lets you manipulate each one individually.

Hovering the pointer over an item in the **Asset Tree** will highlight its corresponding **Token** on the **Board** if it is in the currently visible part of your screen. Double-clicking on one of the elements will select its corresponding **Token** and position the camera over it. If the **Asset** has several **Tokens** on the **Board**, double-clicking several times will loop through them.

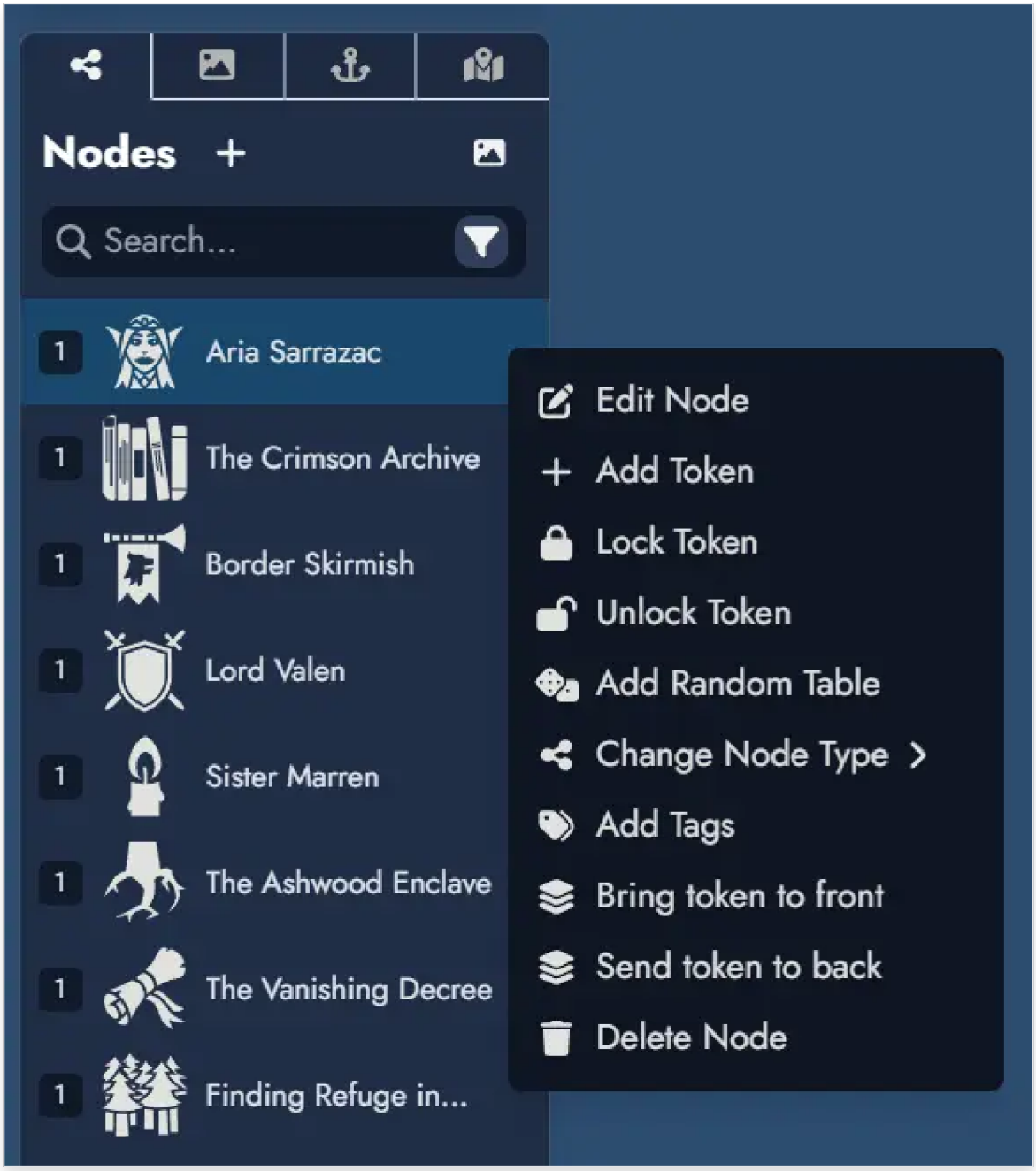
The **“Nodes”** tab lets you limit the display to a specific type of **Node** via a drop-down menu, as well as filtering by name via a text input field.



The number displayed to the left of each **Node** or **Anchor** indicates the number of **Tokens** it contains. **Widgets** do not display such a number because they can only contain one **Token**.

Right-clicking on an **Asset** in the tree will display a contextual menu with various actions (or a long press on touch devices). Most of these actions can also be applied to a selection of **Assets**. To select multiple **Assets**, hold down the `Ctrl` key while clicking.

To rename a Node straight from the tree, right-click it and choose **Rename Node**, type the new name, and press `Enter`. The rename can be undone like any other change.



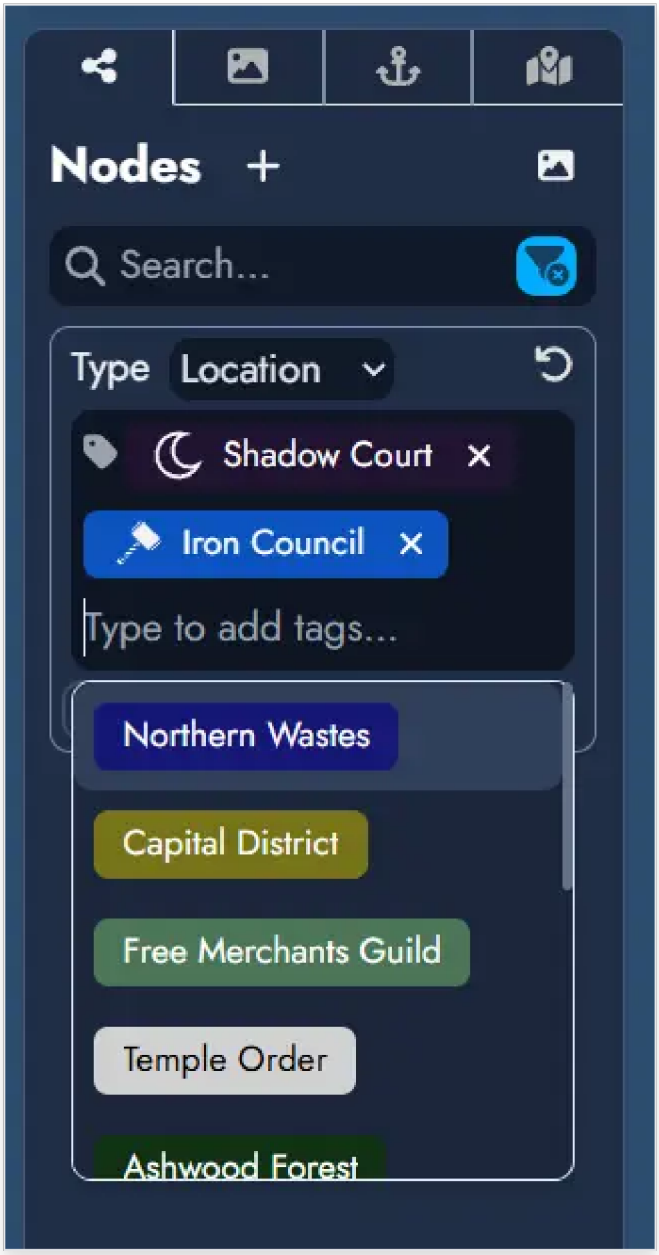
Search

The Node Tree includes a search function. The text field allows you to search within the names of the Nodes in your module.

A filter button on the far right of the search field provides additional filtering options. You can filter Nodes by type or select specific Tags if they are available in the Module. The filter button turns blue to indicate when a filter is active.

Beyond the Node Tree, you can open a dedicated search window using the search button in the top toolbar or by pressing the `Ctrl` + `Shift` + `F` keyboard shortcut.

This search window offers an interface similar to the Node Tree search, allowing for quick access to Nodes across your Module. Each result shows the Node name, type, Tags, a content preview, and the source Module name (results from the current Module do not show a source label).



When the current Module belongs to a **Module Collection**, the search window includes a scope toggle.

Switching to **Collection** searches across every Module in the collection at once. Results from sibling Modules display the source Module name alongside the Node name, type, Tags, and a content preview.

Depending on the scope, you can do various actions. For local Nodes, you can either center the Board on the Node or open it in the Editor. In **Collection** scope, you can navigate directly to any Node, which opens the source Module and scrolls to that Node.

Find Node

ashwood

THIS MODULE | COLLECTION



Ashwood Brotherhood

Secrets of the Silver Council

Navigate

Ashwood Forest

Operated by the Free Merchants, nestled deep within Ashwood Forest. Smugglers, exiles, and independent agents who cannot safely conduct business in the Capital District. Their Enclave is the closest thing to a safe ...



Finding Refuge in Ashwood

Ashwood Forest | Side Quest | Free Merchants Guild

The Enclave is the closest thing to a safe house this campaign has. PCs will most probably find refuge there at some point.



Search the Ashwood Enclave

The Crimson Archive Mystery

Navigate

Investigation

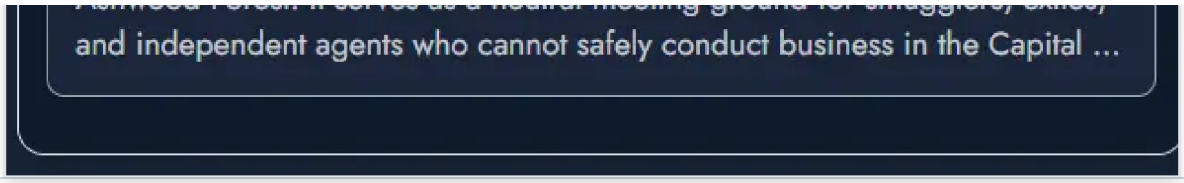
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The Ashwood Enclave

Free Merchants Guild | Ashwood Forest | Side Quest

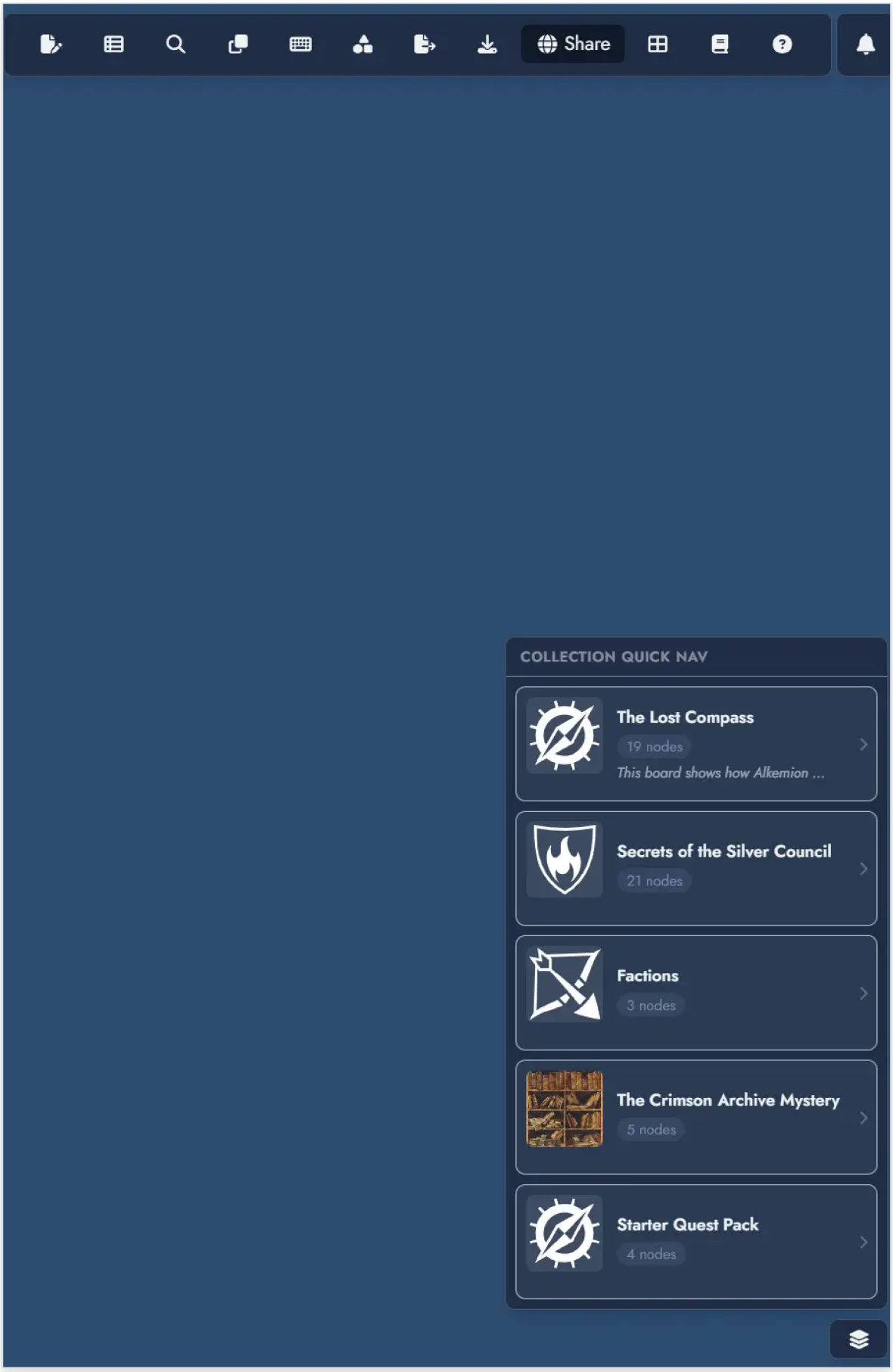
A hidden waystation operated by the Free Merchants, nestled deep within Ashwood Forest. It serves as a neutral meeting ground for smugglers, exiles



Quick Navigation

When the current Module belongs to a **Module Collection**, a **quick navigation** button appears at the bottom right of the Board. Clicking it opens a menu listing all Modules in the collection. Selecting any Module from the list immediately navigates to it.

This provides a fast way to move between Modules in a collection without returning to the Lobby.


Share
COLLECTION QUICK NAV
The Lost Compass
19 nodes
This board shows how Alkemion ...
Secrets of the Silver Council
21 nodes
Factions
3 nodes
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Starter Quest Pack
4 nodes

Views

A **View Shortcut** button in the bottom-right corner of the Board gives quick access to all saved **Views** for the current Module. Views are named navigation shortcuts that smoothly pan and zoom the Board to a specific region of the canvas.

You can also open the **Module Panel** at any time with the keyboard shortcut `Ctrl` + `Shift` + `M`.

See the Views page for the full documentation on creating and managing Views.

Undo/Redo

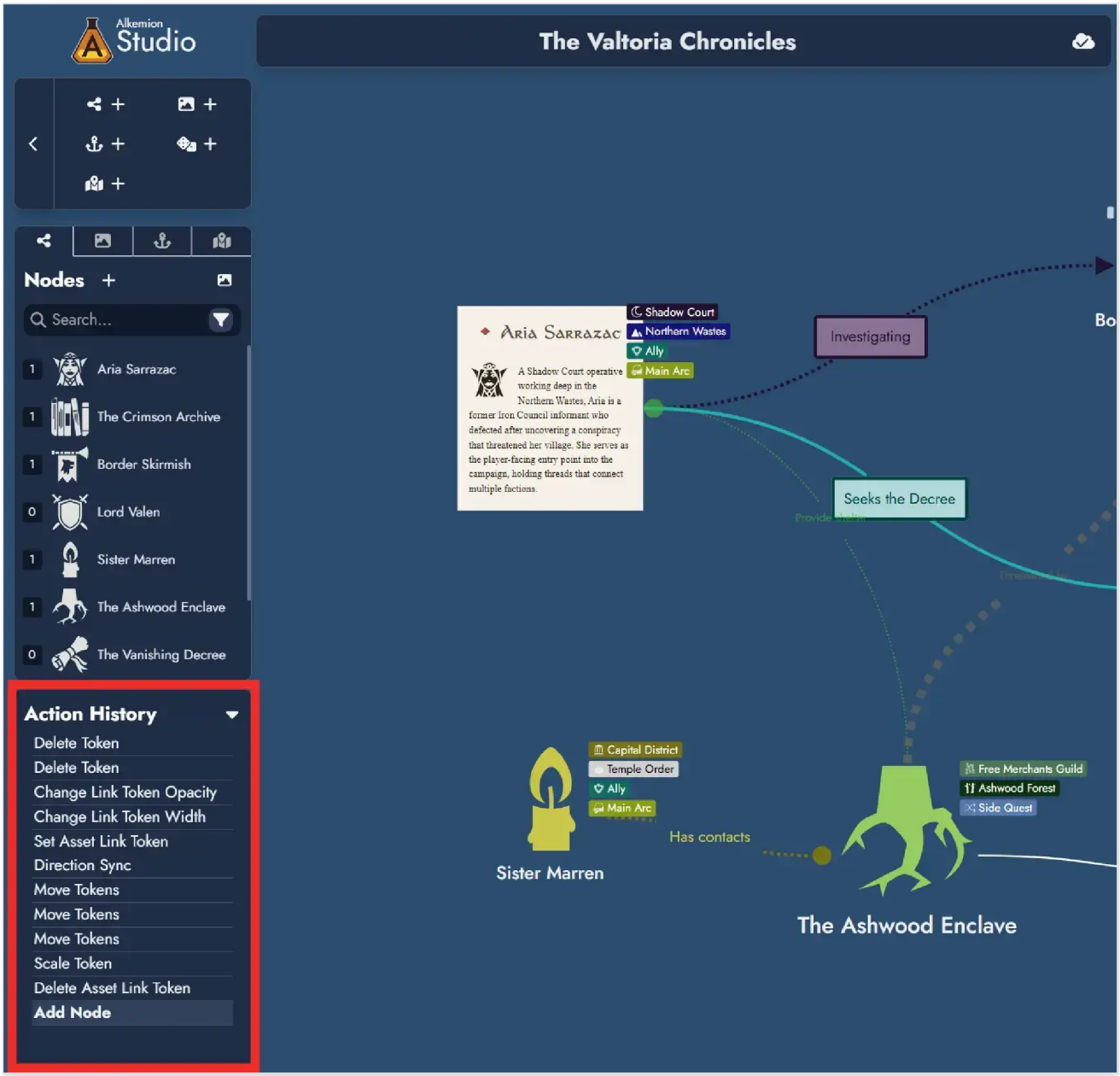
Most actions in Alkemion Studio can be undone (and redone). Use the "undo"  and "redo"  buttons in the interface or the keyboard shortcuts:

- `Ctrl` + `Z` to undo the last action
- `Ctrl` + `Y` (or `Ctrl` + `Shift` + `Z`) to redo the last action

Undo and redo are context-sensitive. You can only undo or redo actions within the same interface where the action occurred. For example, actions on the board can be undone while on the board but not while the Editor is open. Each context has its own undo/redo history.

The list of actions currently stored in the undo/redo stack is displayed in the Action History panel, right under the Node Tree.

NB: reloading the application will clear the undo/redo action stack.


Alkemion Studio
The Valtoria Chronicles
Nodes
Search...
1 Aria Sarrazac
1 The Crimson Archive
1 Border Skirmish
0 Lord Valen
1 Sister Marren
1 The Ashwood Enclave
0 The Vanishing Decree
Action History
Delete Token
Delete Token
Change Link Token Opacity
Change Link Token Width
Set Asset Link Token
Direction Sync
Move Tokens
Move Tokens
Move Tokens
Scale Token
Delete Asset Link Token
Add Node
Aria Sarrazac
Shadow Court
Northern Wastes
Ally
Main Arc
A Shadow Court operative working deep in the Northern Wastes, Aria is a former Iron Council informant who defected after uncovering a conspiracy that threatened her village. She serves as the player-facing entry point into the campaign, holding threads that connect multiple factions.
Investigating
Seeks the Decree
Capital District
Temple Order
Ally
Main Arc
Has contacts
Sister Marren
Free Merchants Guild
Ashwood Forest
Side Quest
The Ashwood Enclave

SECTION 7.

Views

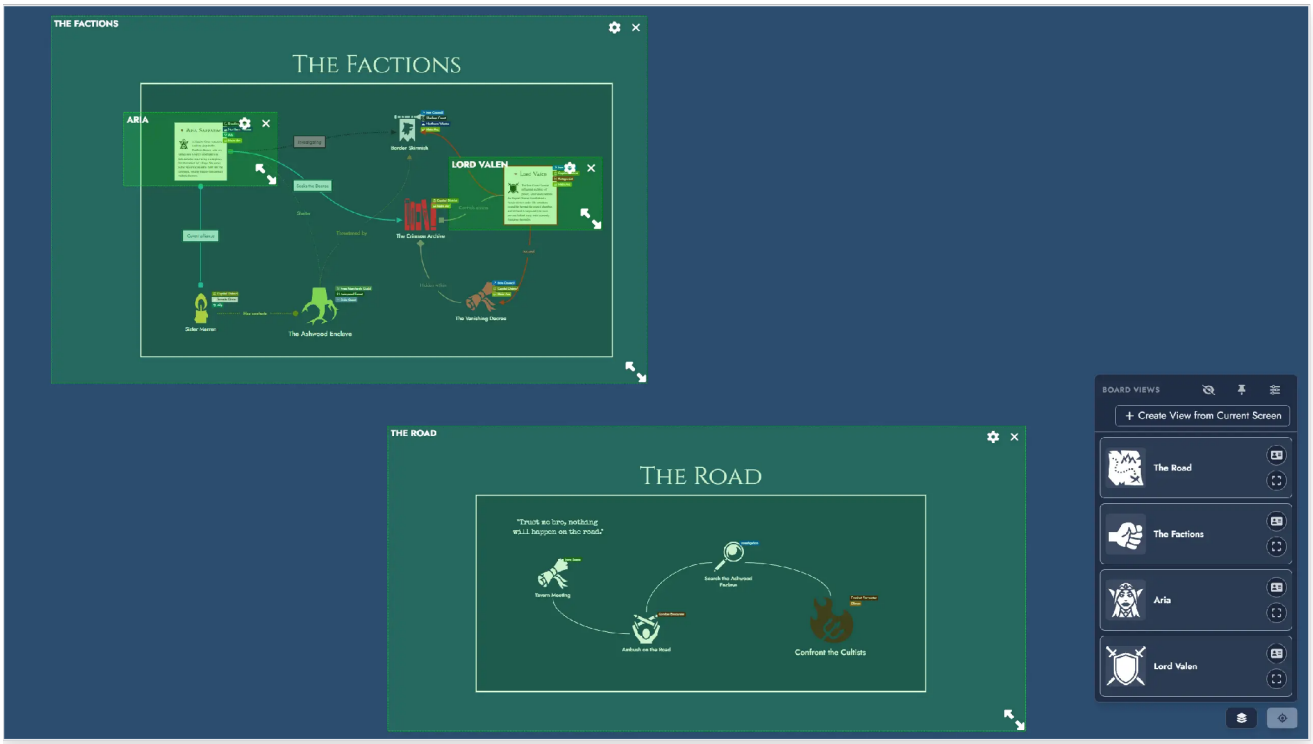
Views

Last update: October 11th 2026

Views let you save named navigation shortcuts to specific regions of the **Board** canvas. Activating a View smoothly pans and zooms the Board so that the defined area fills your screen, no matter what device you are on.

Views are purely a navigation tool. They do not group, filter, or affect the tokens inside them. Visual grouping remains the responsibility of **Group Widgets** and other layout assets.

Any View can also be used as the target of a **Module Anchor**. When activated, the Anchor navigates to the Module and immediately zooms to the targeted View. See the Anchors page for details.



Creating a View

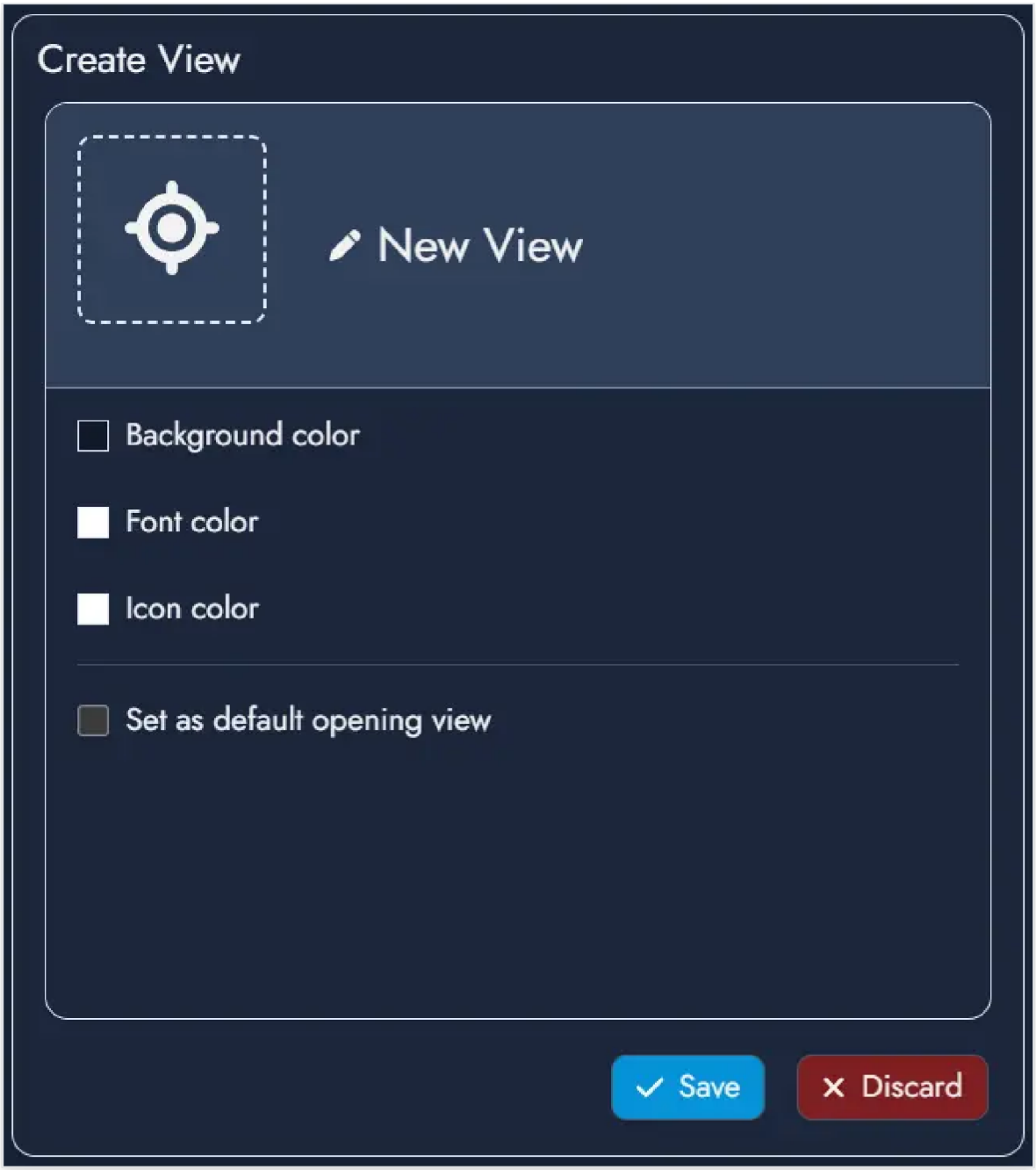
From the current screen

Click the **Create View** button inside the **View Shortcut Dropdown**, use the **Save as View** option in the Board's context menu, or press the keyboard shortcut (`Ctrl` + `Alt` + `V`). A thin white frame briefly flashes around the edges of the screen to show the area being captured (this effect can be turned off in the **Interface** tab of the Module Settings), and a creation modal opens where you can:

Enter a name for the View (required).

Set a featured image, and choose a background, font, or icon color.

Check **Set as default opening view** to make this View the one the Board navigates to each time the Module is opened.

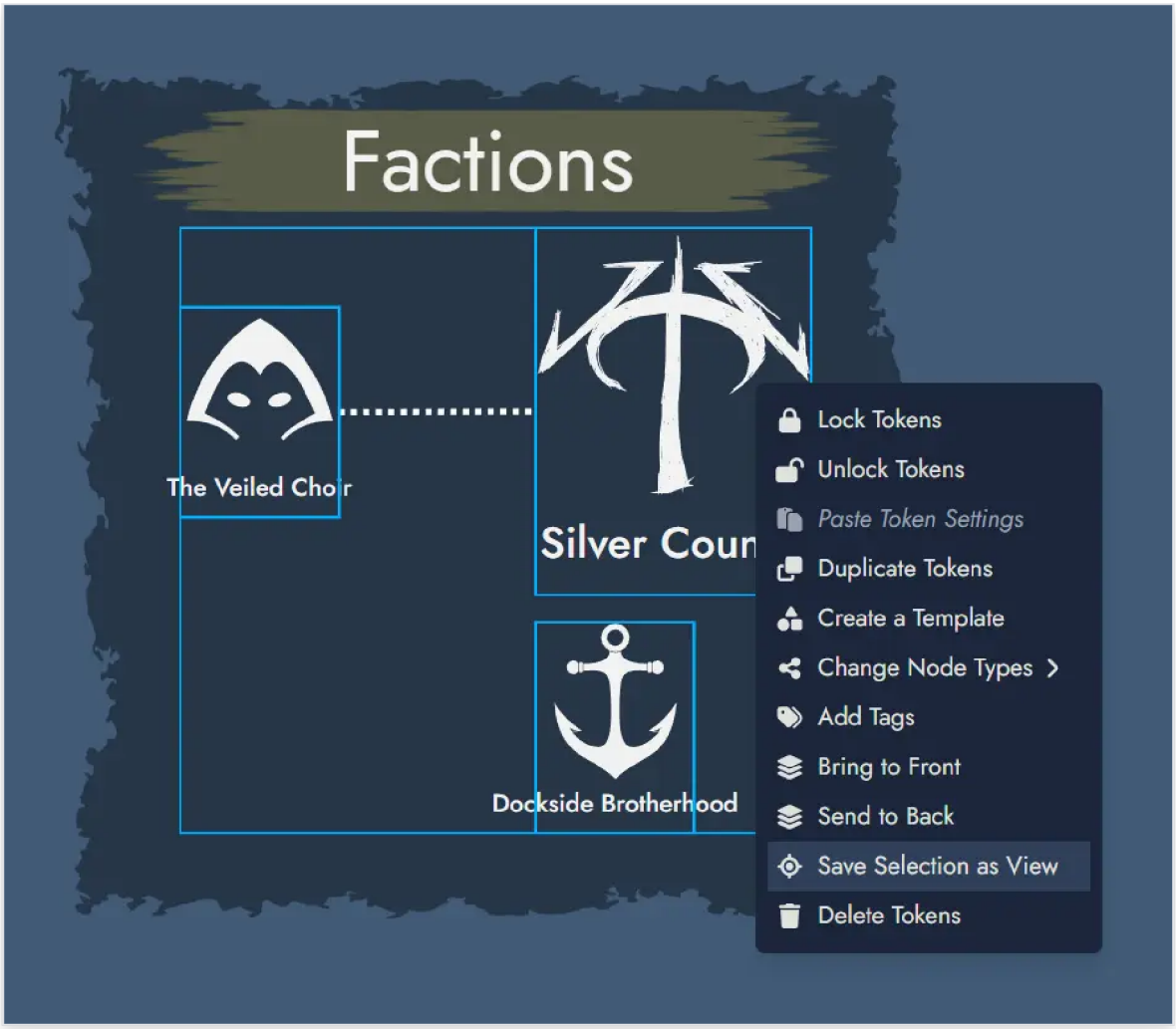


Confirming the modal creates a View using the current visible area of the Board as its boundary. The new View is added to the top of the Views list.

From a token selection

Select one or more **Tokens** on the Board, then open the context menu and choose **Create View from selection**. The same creation modal appears, including the **Set as default opening view** option. When confirmed, the View boundary is calculated from the bounding box of the selected Tokens, with a small automatic padding added around them.

When a single Token is selected, the modal pre-fills the View name and featured image from that Token's parent Asset.



View Shortcut Dropdown

The **View Shortcut** button sits in the **bottom-right corner of the Board**. It is always visible, even if no Views have been created yet.

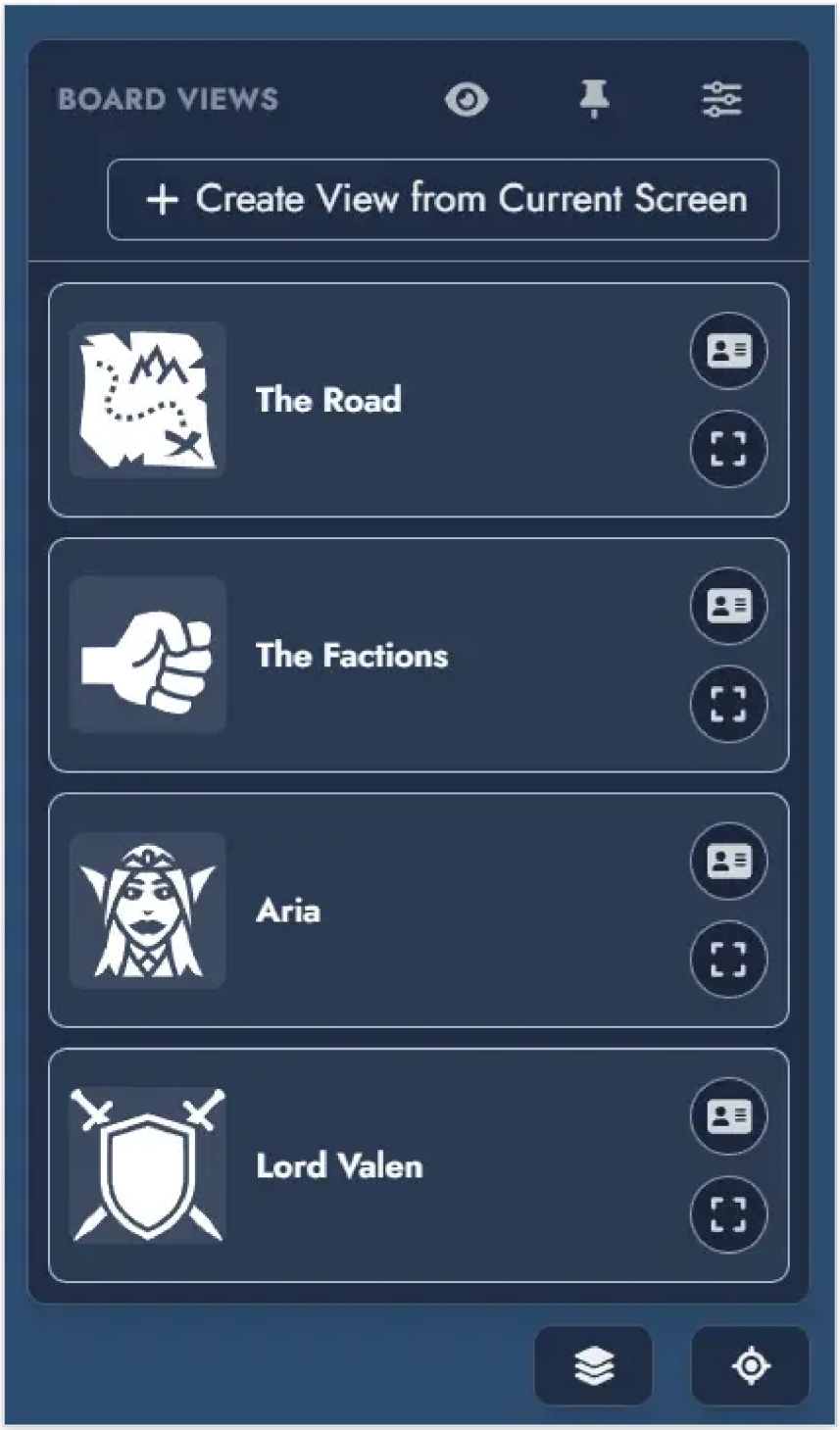
Clicking the button opens a dropdown listing all Views defined in the Module. Each entry displays its featured image, name, and custom color accents. Clicking a View entry smoothly pans and zooms the Board to bring that View's region fully into focus.

Each View card in the dropdown also features action buttons:

Edit: opens the View edition modal, where you can update the View's name, featured image, colors, and default opening view setting.

Show on Board / Hide from Board: toggles the visibility of that individual View Token directly from the list, without closing the dropdown.

A **settings button** at the top of the dropdown opens the View Manager.



Pinned Mode

The View Shortcut Dropdown has an alternative **pinned mode** that keeps View shortcuts persistently visible on the Board without requiring the dropdown to remain open.

Activate pinned mode using the pin button inside the dropdown. In pinned mode, the shortcuts are rendered as a compact vertical panel anchored to the right edge of the Board, directly above the View Shortcut button. Each View appears as a small button showing only its featured image.

The pinned panel also includes a collapsible menu at the top containing three actions:

Settings: opens the View Manager.

Show / Hide Views on Board: toggles the visibility of all View Tokens on the Board at once.

Create: opens the View creation modal.

Clicking a View button in the pinned panel navigates to that View. The panel stays visible after navigation. To exit pinned mode, click the close button that replaces the View Shortcut button while the panel is active.



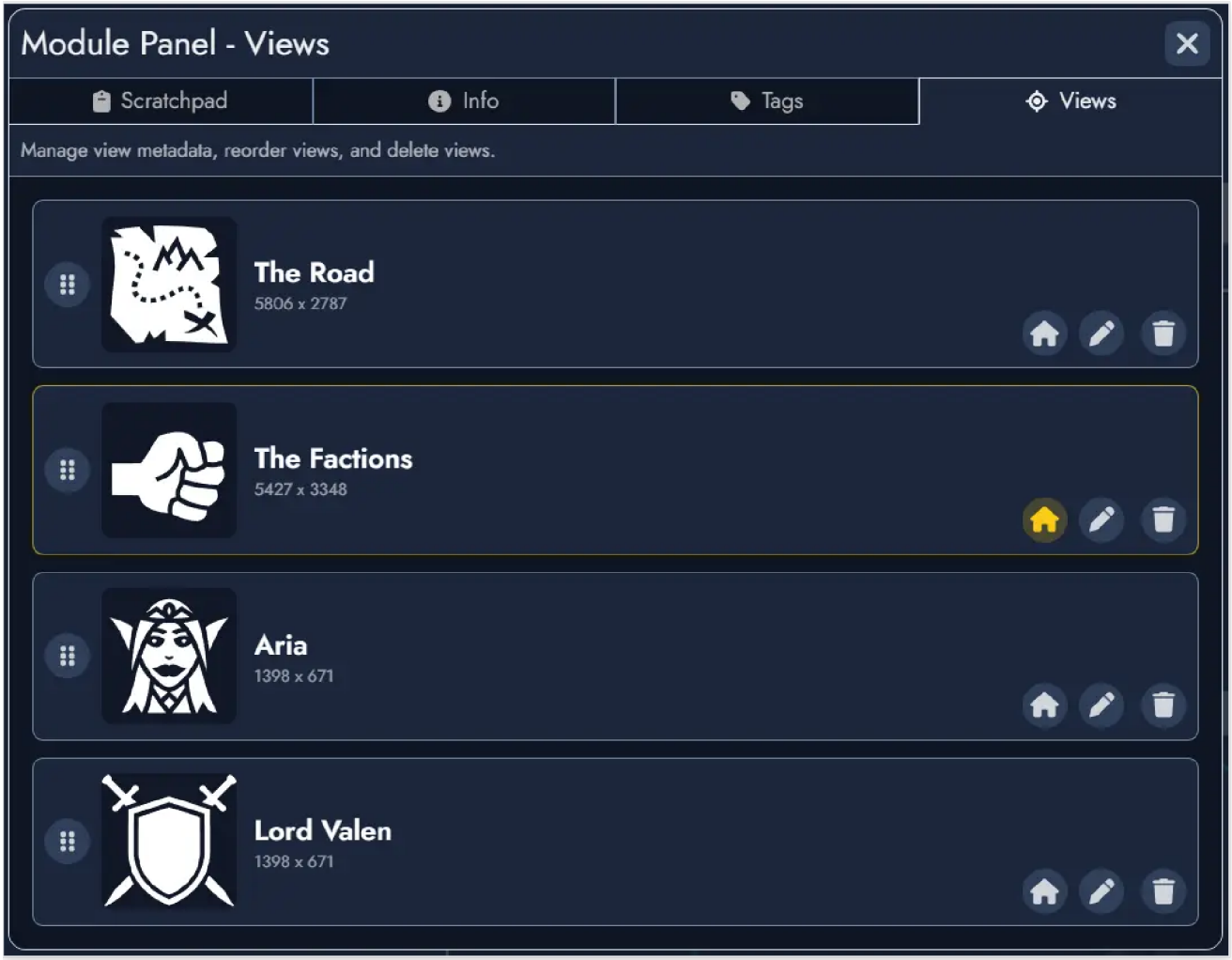
View Manager

The **View Manager** is a panel for managing the full list of Views in a Module. You can open it from:

- The settings button at the top of the View Shortcut Dropdown.
- The **Open View Manager** action of the Board context menu.

From the View Manager, you can rename any View, update its featured image and colors, reorder Views by **drag and drop**, and delete them. The order defined here determines the sequence in the View Shortcut Dropdown.

You can also designate a **default Opening View**: when set, opening the Module will navigate directly to that View instead of restoring the last saved camera position.



Edit Mode

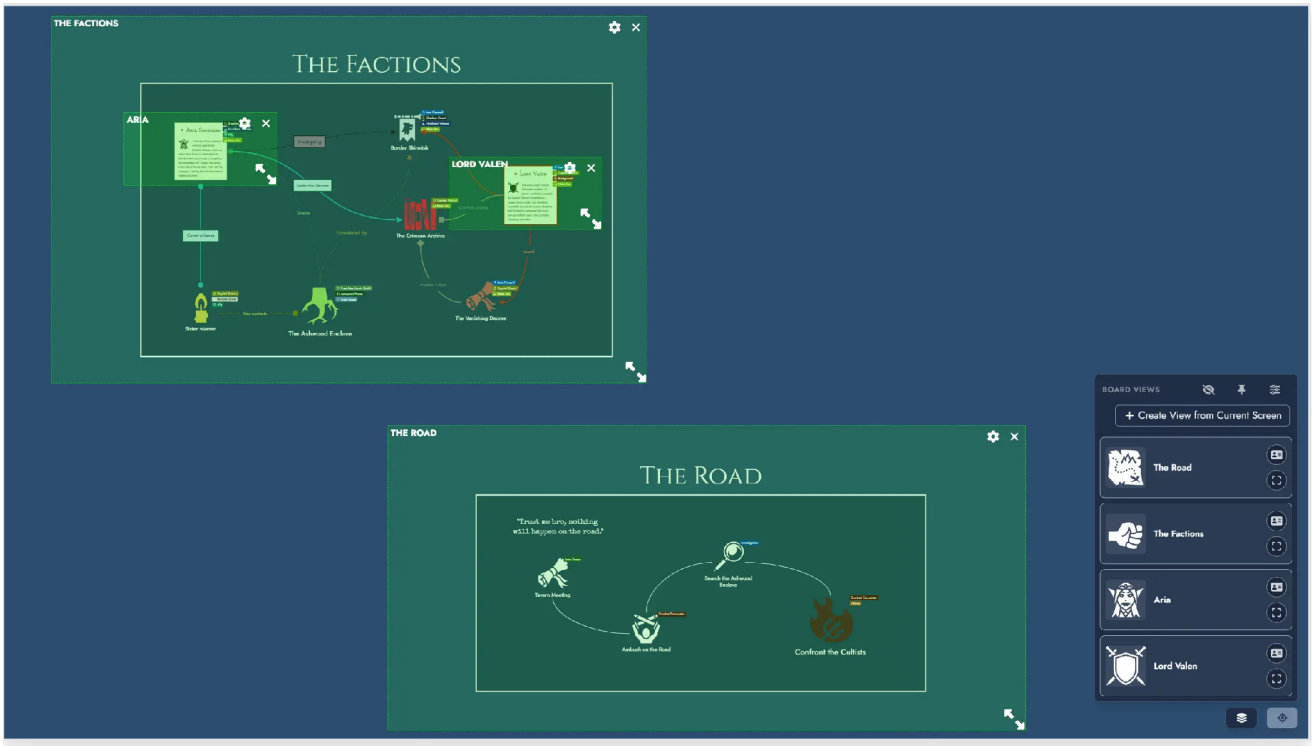
A View has no visible presence on the Board during normal use. To reposition or resize the area a View covers, enter edit mode for that View by clicking the **Edit** button on its card in the dropdown, or using the **Show on Board** button. This reveals the View Token on the Board: a transparent green rectangle with a resize handle, the View name, and two buttons:

Edit: opens the View edition modal to update the View's metadata (name, featured image, colors, default opening view).

Close: hides the View Token without deleting the View.

You can freely move and resize the View Token to redefine its boundary. Changes are saved automatically.

A global **Show all Views** toggle lets you reveal all View Tokens simultaneously for spatial reference or bulk repositioning. It is available as an option in the Board's context menu or as a button in the View Shortcut Dropdown. The label updates to **Hide all Views** when at least one View Token is visible. Turning it off hides all View Tokens again.



Opening View

You can configure which View the Board navigates to when a Module is opened. By default, the Board restores the last saved camera position (**Last Position**).

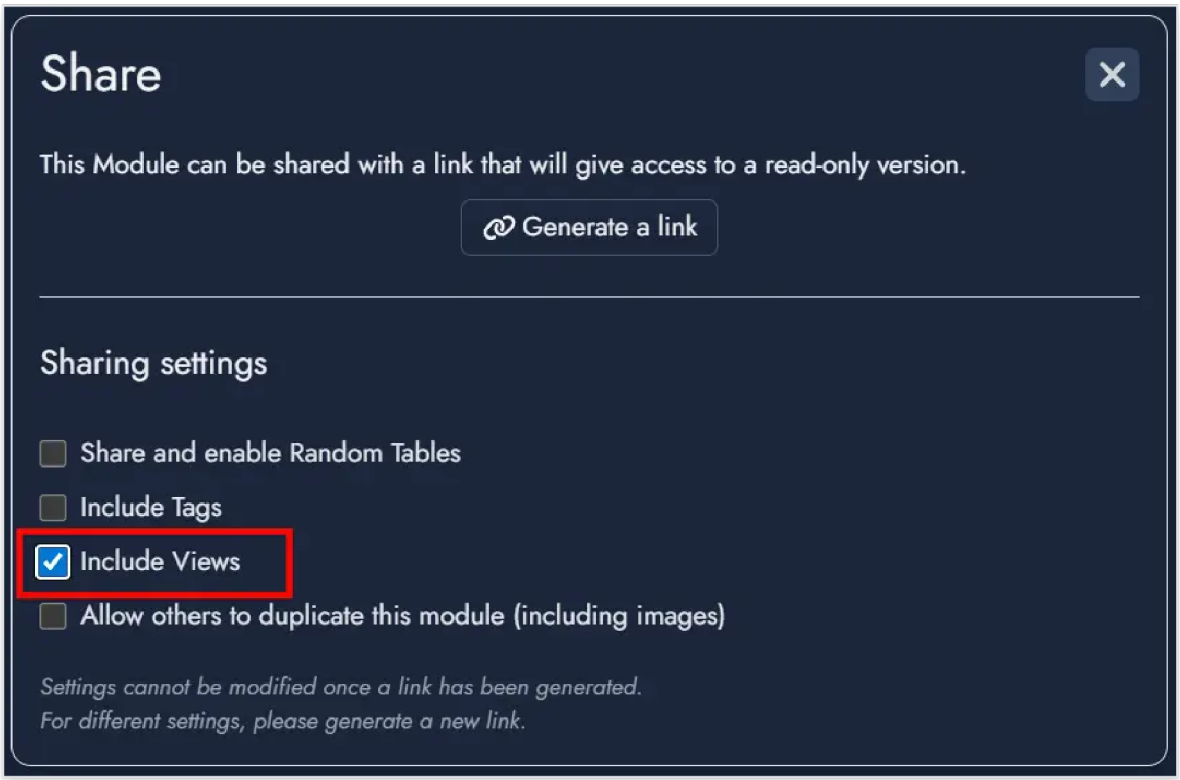
The Opening View can be set in three places:

- The **Board** tab of the Module Settings panel, via the **Opening view** dropdown.
- The **View Manager**, using the dedicated option on each View.
- The **View edition modal**, using the **Set as default opening view** checkbox, accessible from the creation modal or the Edit button on any View card.

Sharing and Templates

When sharing a Module via a **read-only link**, an optional toggle in the share settings controls whether Views are included. When included, viewers can use the View Shortcuts to navigate the shared Board. They cannot create, edit, reorder, or delete Views.

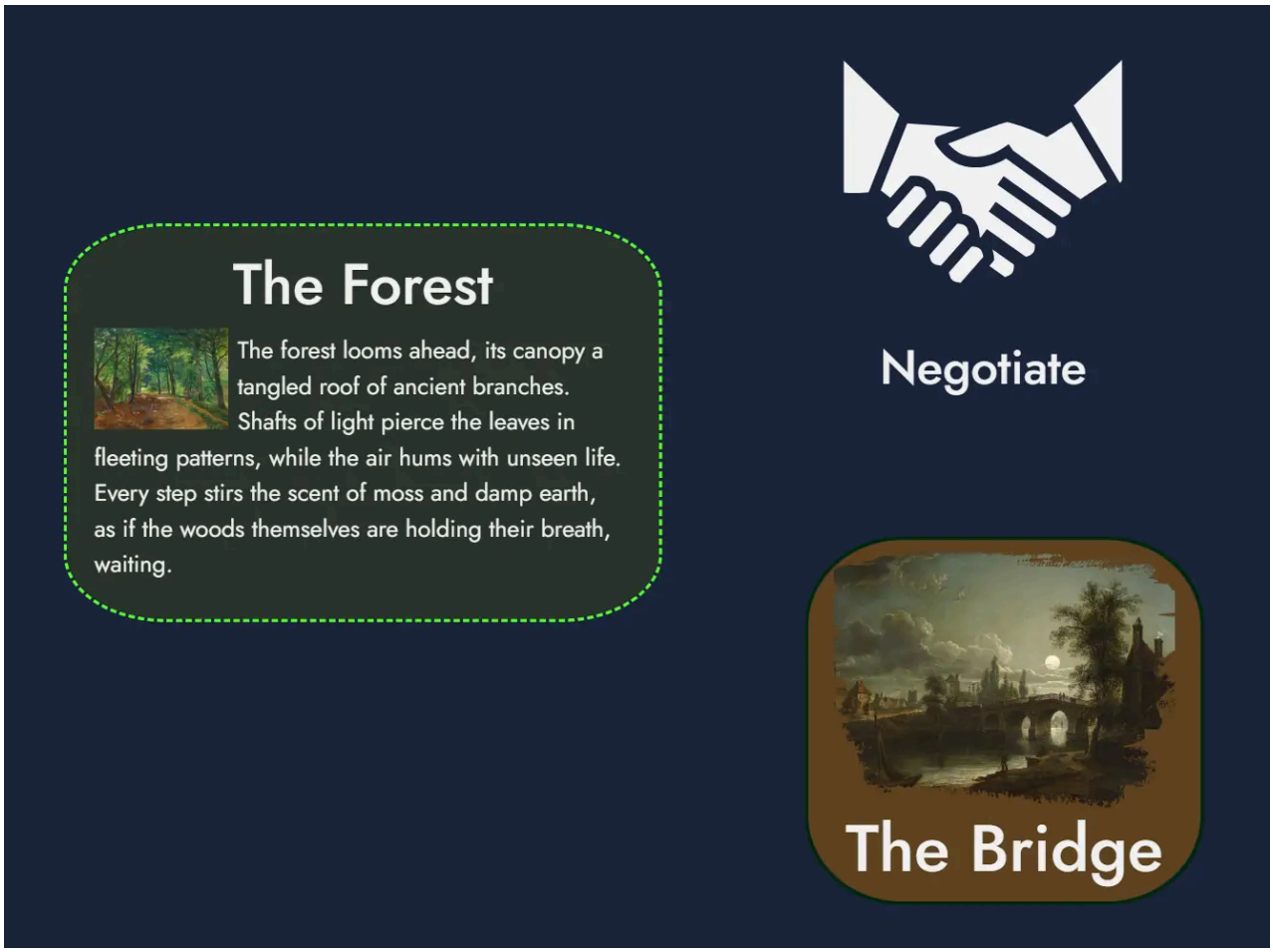
When exporting a Module as a **Template**, an optional toggle in the export dialog controls whether Views are packaged with the Template. When included, Views are restored when the Template is used to create a new Module.



Tokens

Last update: October 12th 2026

Tokens are visual representations of elements on the **Board** in Alkemion Studio. They serve as the graphical instances that you interact with during the creation and organization of your **Modules**. Each **Token** corresponds to an **Asset** on the **Board**: a **Node**, a **Widget** or an **Anchor**.



Node Tokens



Widget Tokens



Anchor Tokens

Multiple vs Unique Tokens

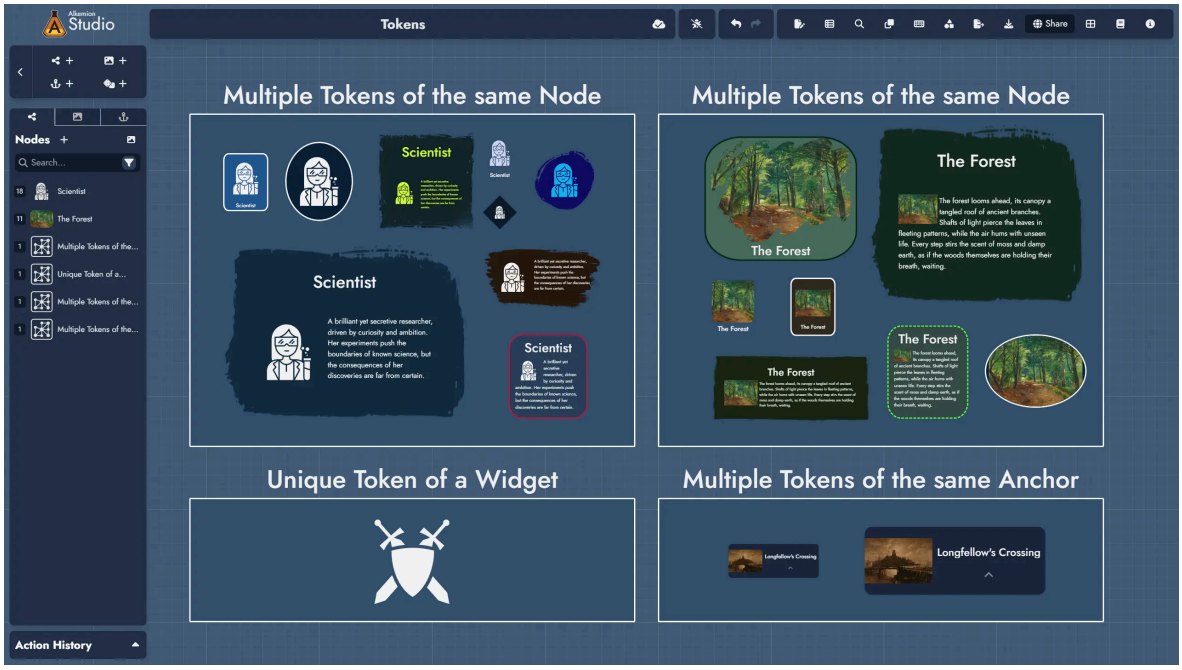
Nodes can have several **Tokens** on the **Board** to represent them. In addition, each **Token** belonging to the same **Node** share the same image, but can have its own visual customization settings.



An **Anchor** can be represented by several **Tokens** on the **Board**, and just like **Node Tokens**, each can have its own visual customization settings.

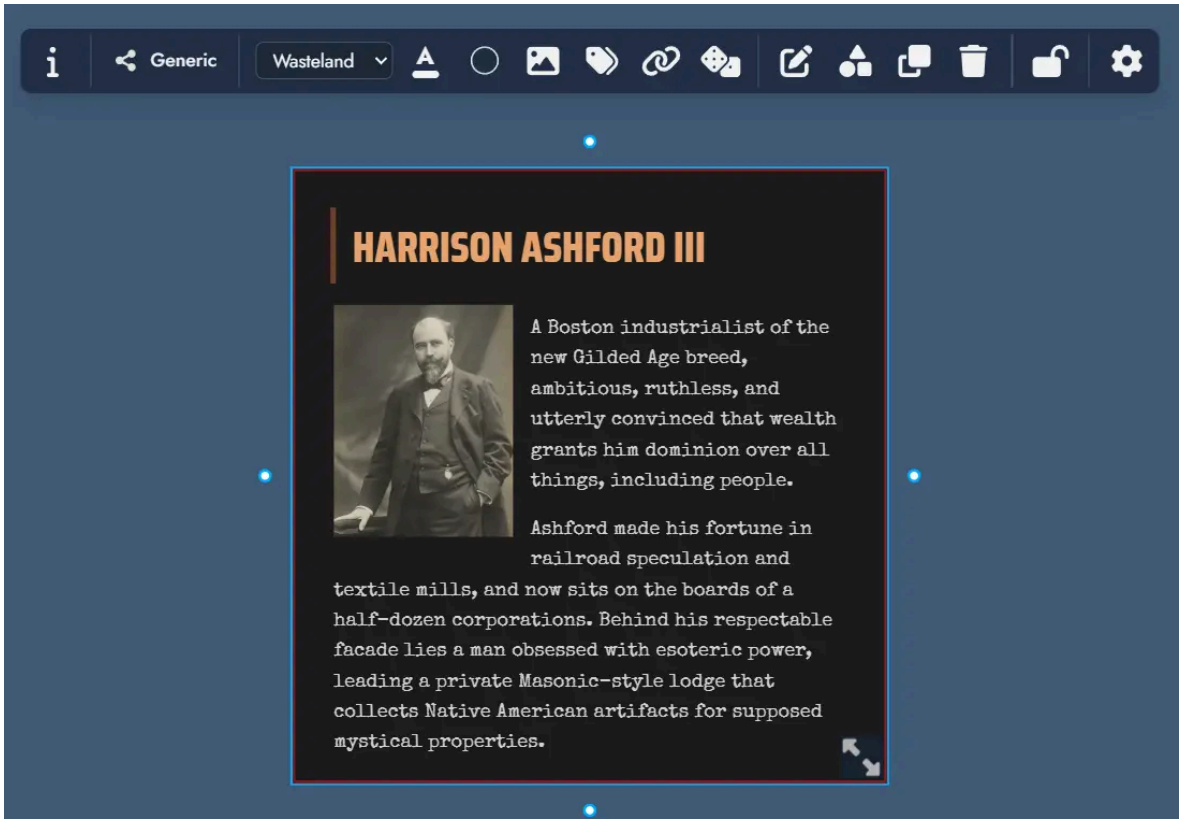
A **Widget** is different in nature from a **Node** in that it is merely a decorative or illustrative element within a **Board**. This nature makes the **Widget** a **Token** in itself, and it exists only through its unique representation on the **Board**.

Adding a **Widget** to a **Module** imposes its presence on the **Board** via its unique **Token**. And deleting a **Widget**'s **Token** from a **Board** means deleting the **Widget** from the **Module**.



Floating Token Toolbars

Every **Token** on the **Board** has a **floating toolbar** that appears when the Token is selected. It gives you quick access to the most common actions and settings without opening the full Settings Panel.



Floating toolbars can be toggled on or off globally with the **Show token toolbars** option in the **Interface** tab of the Module Settings panel, or from the **Board context menu**. When disabled, Tokens continue to behave normally; the toolbar simply does not appear on selection.

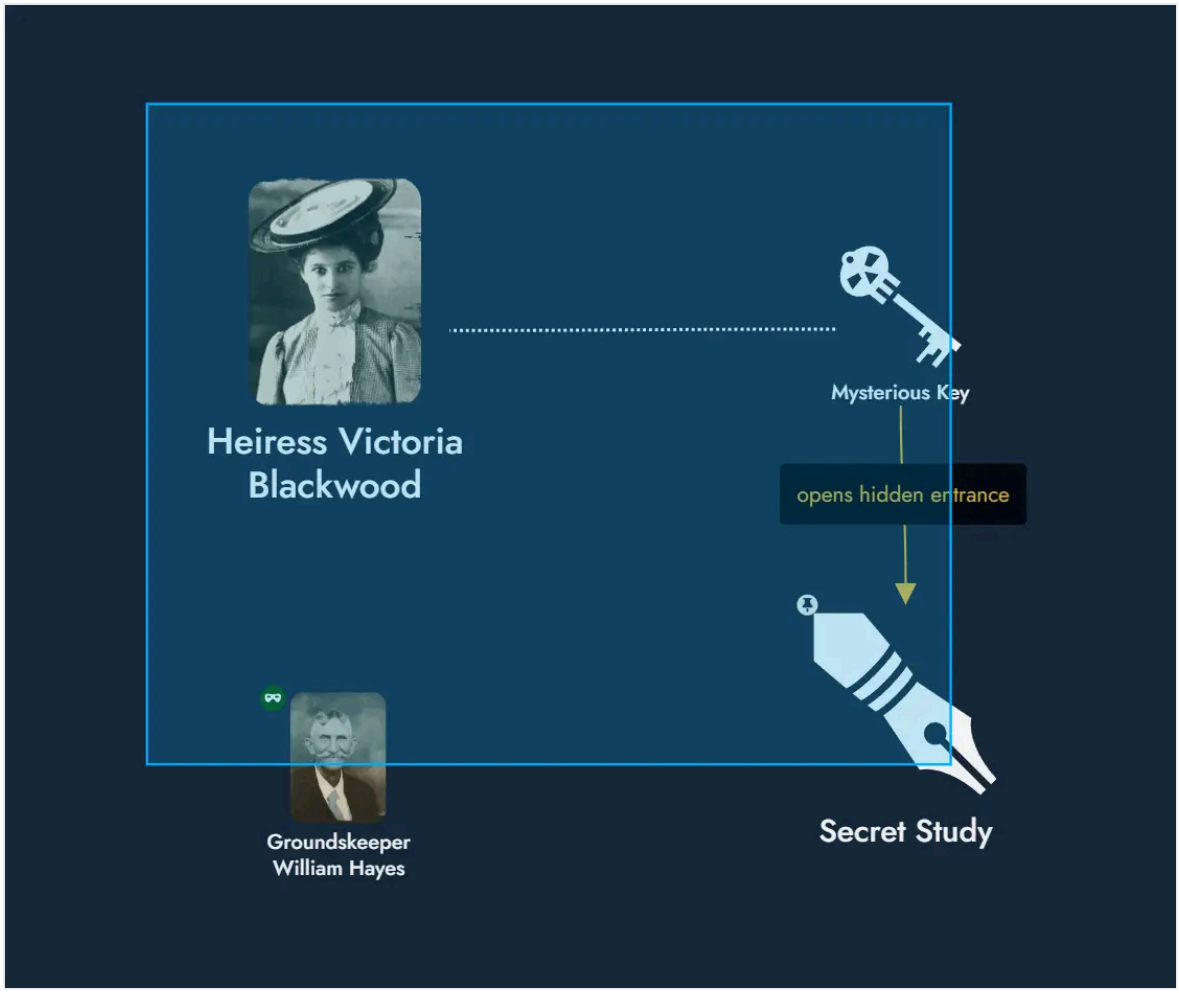
The toolbars of the selected Tokens hide while you pan or zoom the Board, and reappear as soon as you stop.

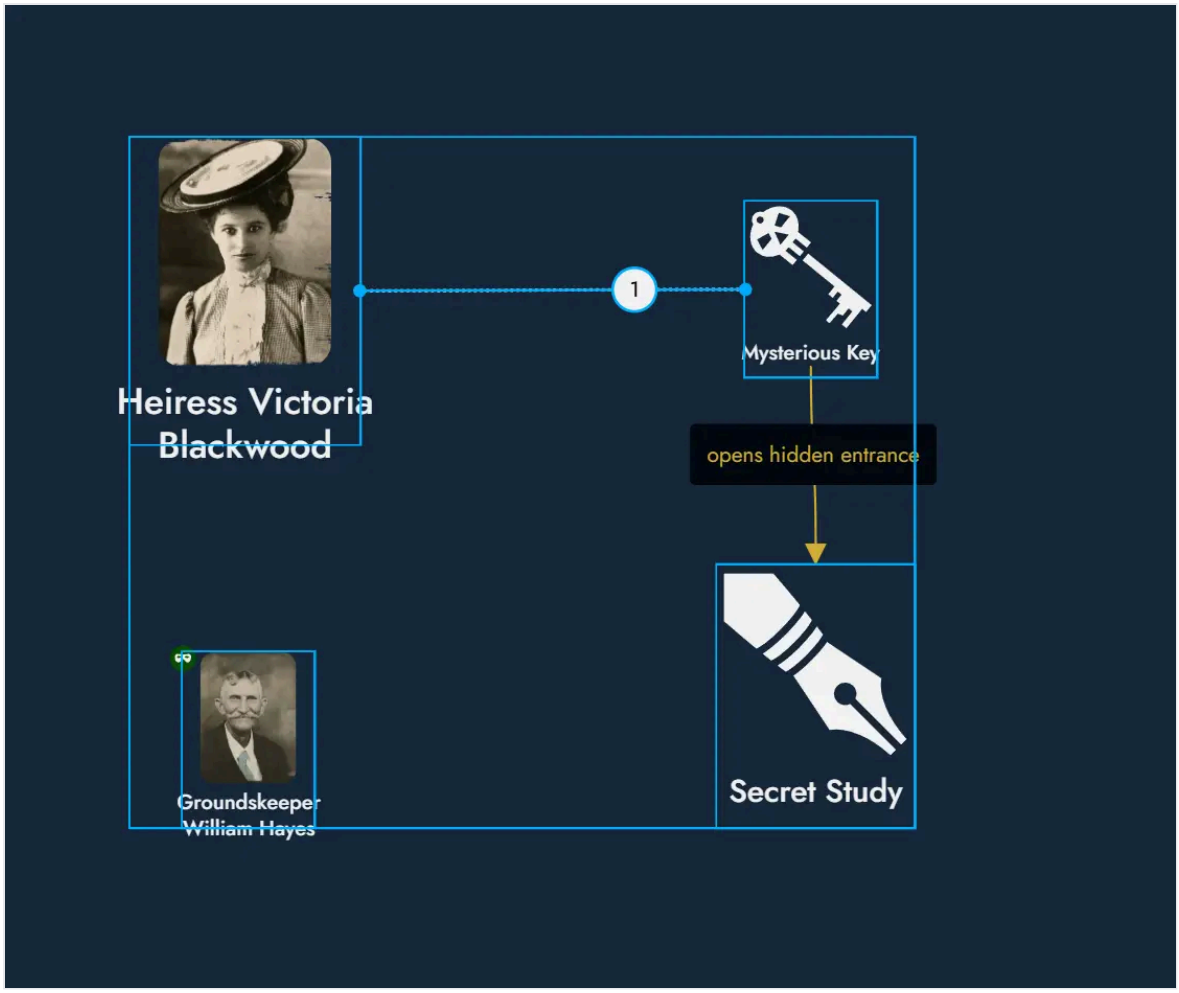
In **reader mode** (shared modules), Node Tokens display a minimal toolbar with *View* and *Info* buttons, giving viewers quick access to open the Node's content or details without full editing controls.

Token Selection

To select a **Token**, click (or tap) on it.

To select multiple **Tokens**, hold down the `Ctrl` key, or click on the board and create a selection area by dragging the mouse. The same can be achieved on touch devices by tapping and dragging.


Heiress Victoria Blackwood
Mysterious Key
opens hidden entrance
Groundskeeper William Hayes
Secret Study

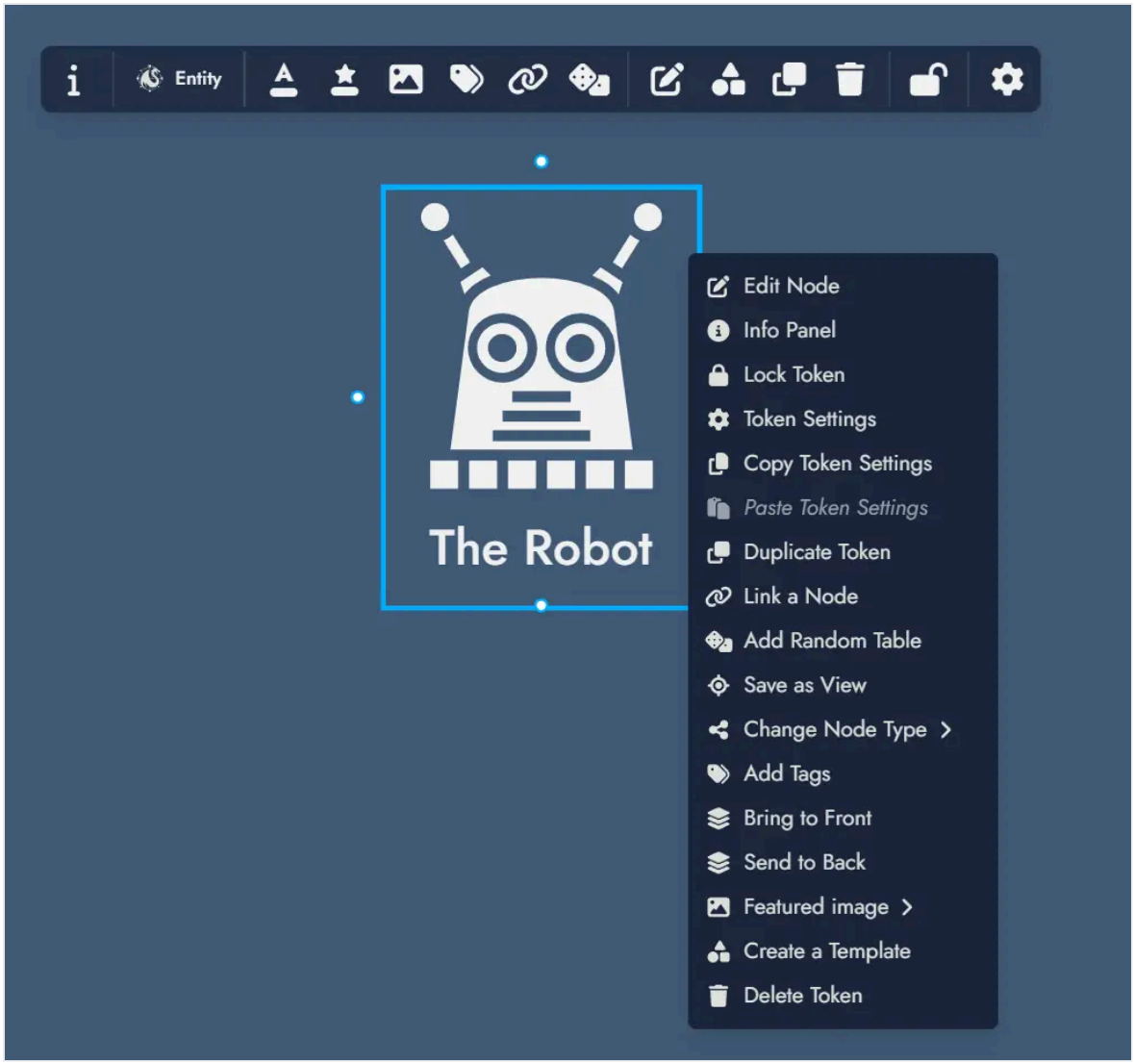


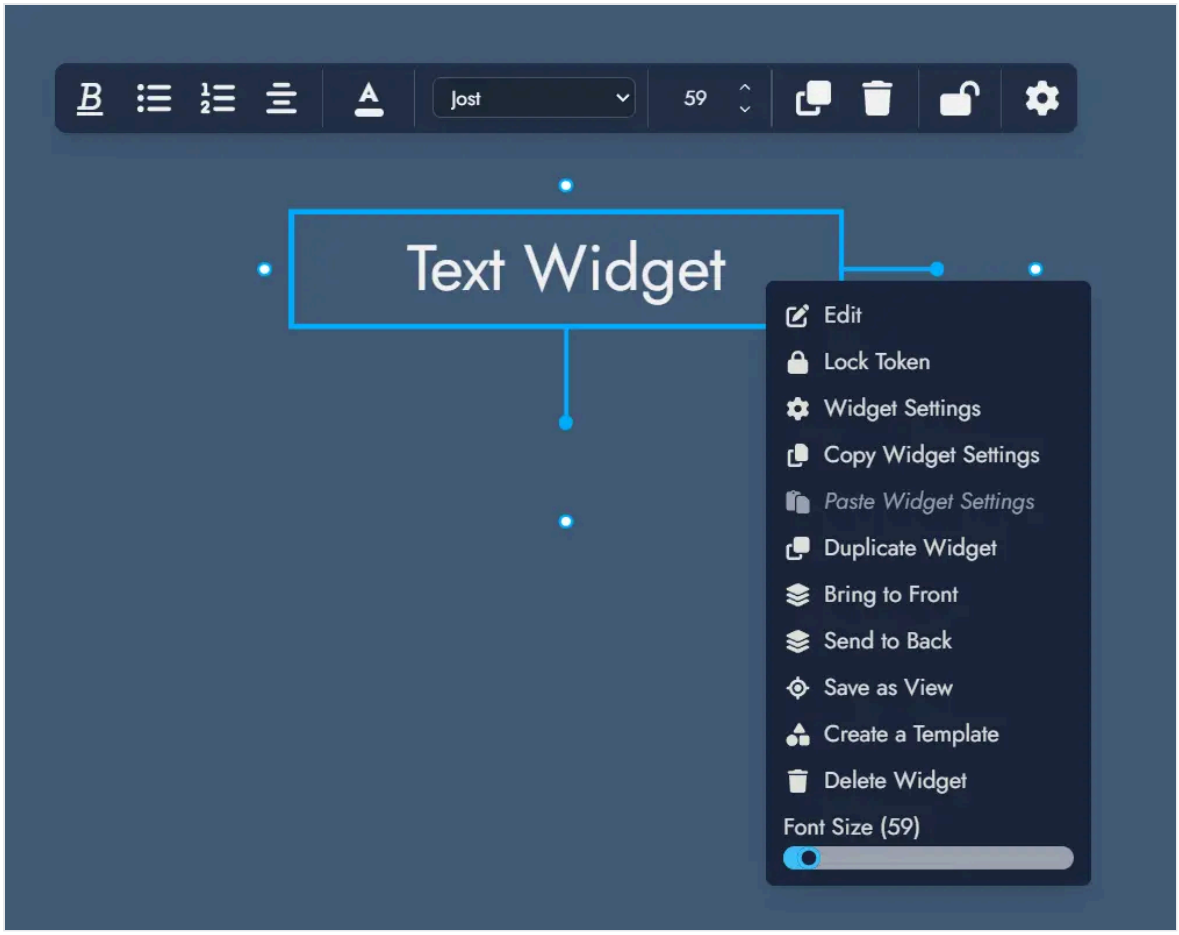
Once **Tokens** are selected, several actions can be performed: they can be deleted by pressing the `Del` key or dragged across the **Board**.

Additional actions are available in the Contextual Menus.

Contextual Menus

Right-clicking on a **Token** will display a contextual menu with various actions (or a long press on touch devices). Some of these actions can also be applied to a selection of **Tokens** (see Token Selection).


Entity
The Robot
Edit Node
Info Panel
Lock Token
Token Settings
Copy Token Settings
Paste Token Settings
Duplicate Token
Link a Node
Add Random Table
Save as View
Change Node Type
Add Tags
Bring to Front
Send to Back
Featured image
Create a Template
Delete Token





The details of the available actions are described below:

Lock Token and Unlock Token will respectively lock and unlock the **Token**. A locked **Token** cannot be moved, and shows no hover popup. A contextual menu with a limited set of actions can still be triggered on a locked **Token**. To check the details of a locked **Node Token** without unlocking it, click it and press `I`: its Info Panel opens while the Token stays locked.

Token Settings will open the **Settings Panel** for the **Token**. The panel offers visual customization options and link configurations that vary by **Asset** type; **Node Tokens** and **Widget Tokens** each provide different settings.

Duplicate Token will create a new **Token** with the exact same settings and position it right next to the original.

Bring to Front and Send to Back will change the display layer of the **Token** so that it appears on top of or below any overlapping **Tokens**. Also, both these actions can be done with `PageUp` and `PageDown` key shortcuts on a selection of Tokens.

Create a Template will open the **Create Template** dialog and let you create a new **Template** containing the **Token** (along with its parent **Node**), and any other selected **Assets**.

The following options are only available for Node Tokens:

Edit Node will open the **Token**'s parent **Node** in the **Editor**.

Info Panel will open the parent **Node**'s Information Panel in a floating window (or a modal window on small screens). This panel contains the essential information about the **Node**.

Link a Node and Unlink a Node will allow you to link the **Token**'s parent **Node** to another **Node** or to remove one of the current links. The first action will open a **Node** selection modal, whereas the second will directly list the current links in a sub-menu.

Link a Random Table, Change Random Table and Unlink the Random Table: The first option will allow you to link the **Node** to a **Random Table**. A modal window will let you select one of the available **Random Tables**. The second option will let you change the linked **Random Table** with the same modal window. The third option will unlink the currently linked **Random Table**.

Add to Pages... will let you add the **Token**'s parent **Node**, or every Node of a selection of Tokens, to one or several **Pages** of the Editor at once. See Adding Nodes to Pages.

Featured Image will open the **Image Browser** and let you pick a new Featured Image for the **Token**'s parent **Node**.

Delete Token will delete the **Token**, but it won't delete the parent **Node**.

The following options are only available for Widget Tokens:

Delete Widget will delete the **Widget** and its unique **Token**.

The following options are only available for Anchor Tokens:

Travel to Module will transport the **Board** to the **Module** set in the **Anchor**.

Delete Token will delete the **Token**, but it won't delete the parent **Anchor**.

Duplicating Tokens

To duplicate one or more **Tokens**, first select the **Tokens** you wish to duplicate (see Token Selection for more details about this).

Once selected, you can duplicate the **Tokens** in two ways:

- Right-click to open the contextual menu and choose the 'Duplicate Tokens' option.
- Use the keyboard shortcut `Ctrl` + `D`.

The duplicated **Tokens** will appear adjacent to the original ones and will retain all the same settings and properties as the originals.

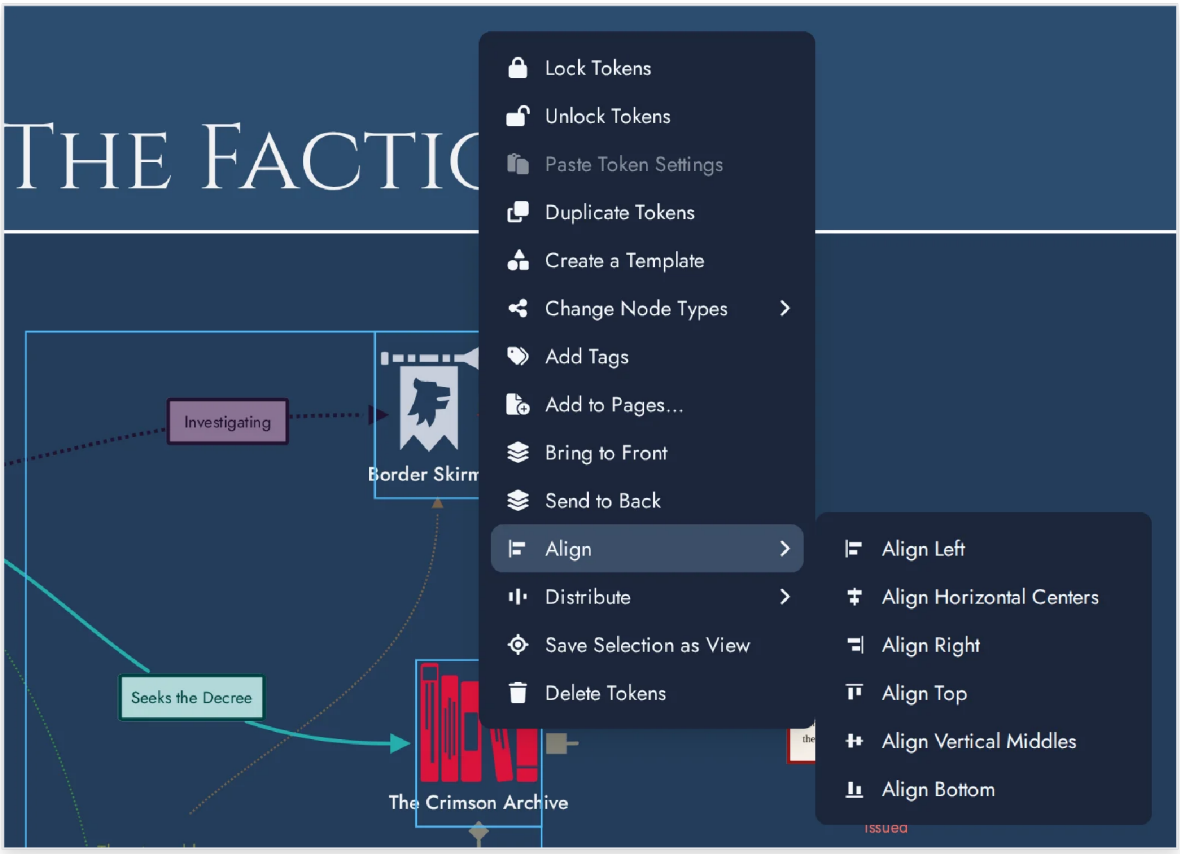
Aligning and Distributing Tokens

To tidy up a layout, select several **Tokens**, right-click one of them, and use the **Align** or **Distribute** sub-menus.

Align lines up the selected Tokens by their left, right, top or bottom edges, or by their horizontal or vertical centers. **Distribute** spaces three or more Tokens evenly, horizontally or vertically.

Each command can be undone, and has its own keyboard shortcut:

- `Shift` + `A` / `D`: align left / right
- `Shift` + `W` / `S`: align top / bottom
- `Shift` + `H` / `V`: align horizontal centers / vertical middles
- `Shift` + `X` / `Y`: distribute horizontally / vertically



Customizing Tokens

The **Token Settings** window, accessible via a **Token**'s contextual menu or the gear button of its floating toolbar, provides the customization options specific to the selected **Token**.

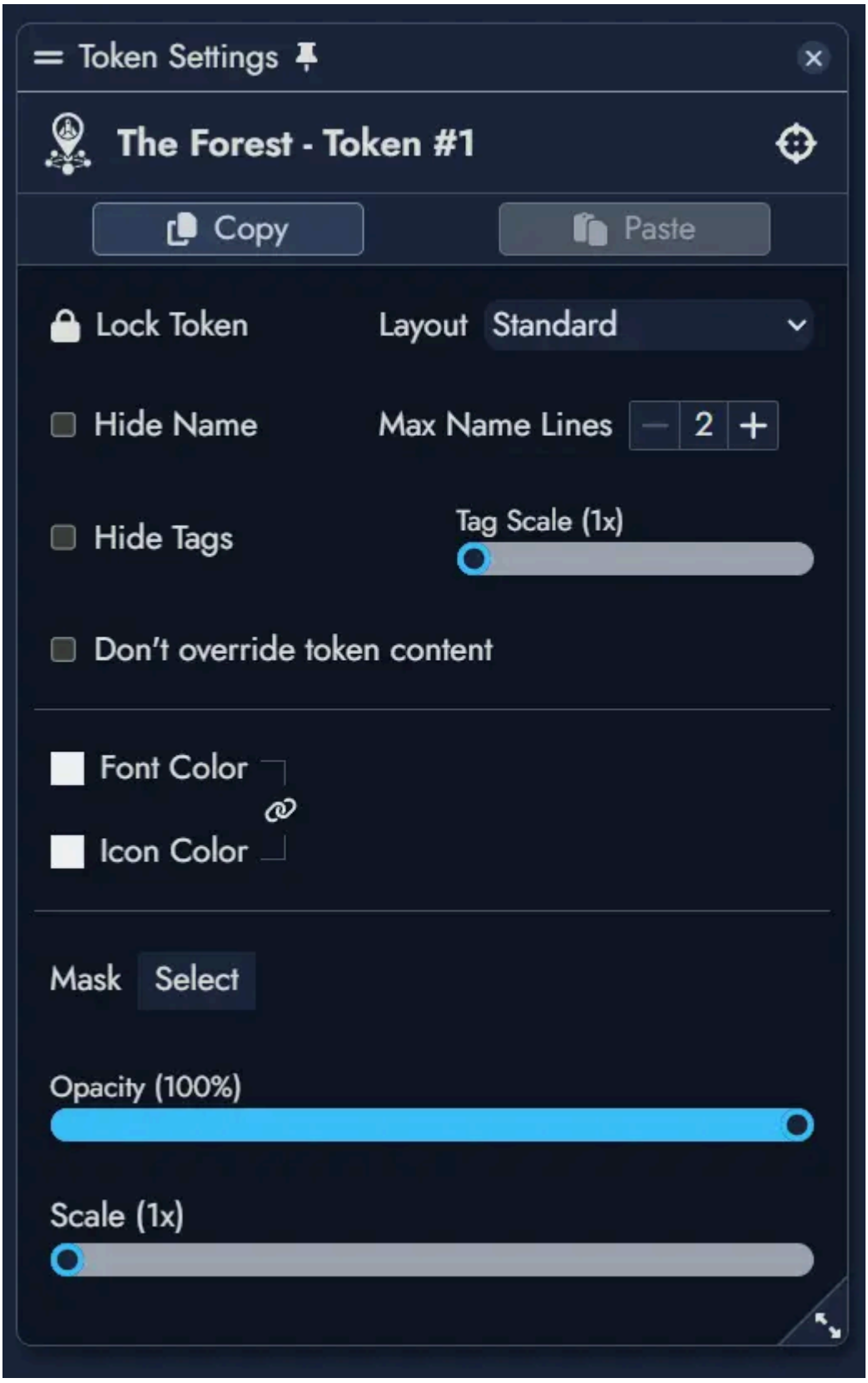
If a **Node** has multiple **Tokens**, the settings apply only to the currently selected one. Each Token shows only the settings that are relevant to it, so the content of the window depends on the **Asset** type and, for Node Tokens, on the selected **Layout**.

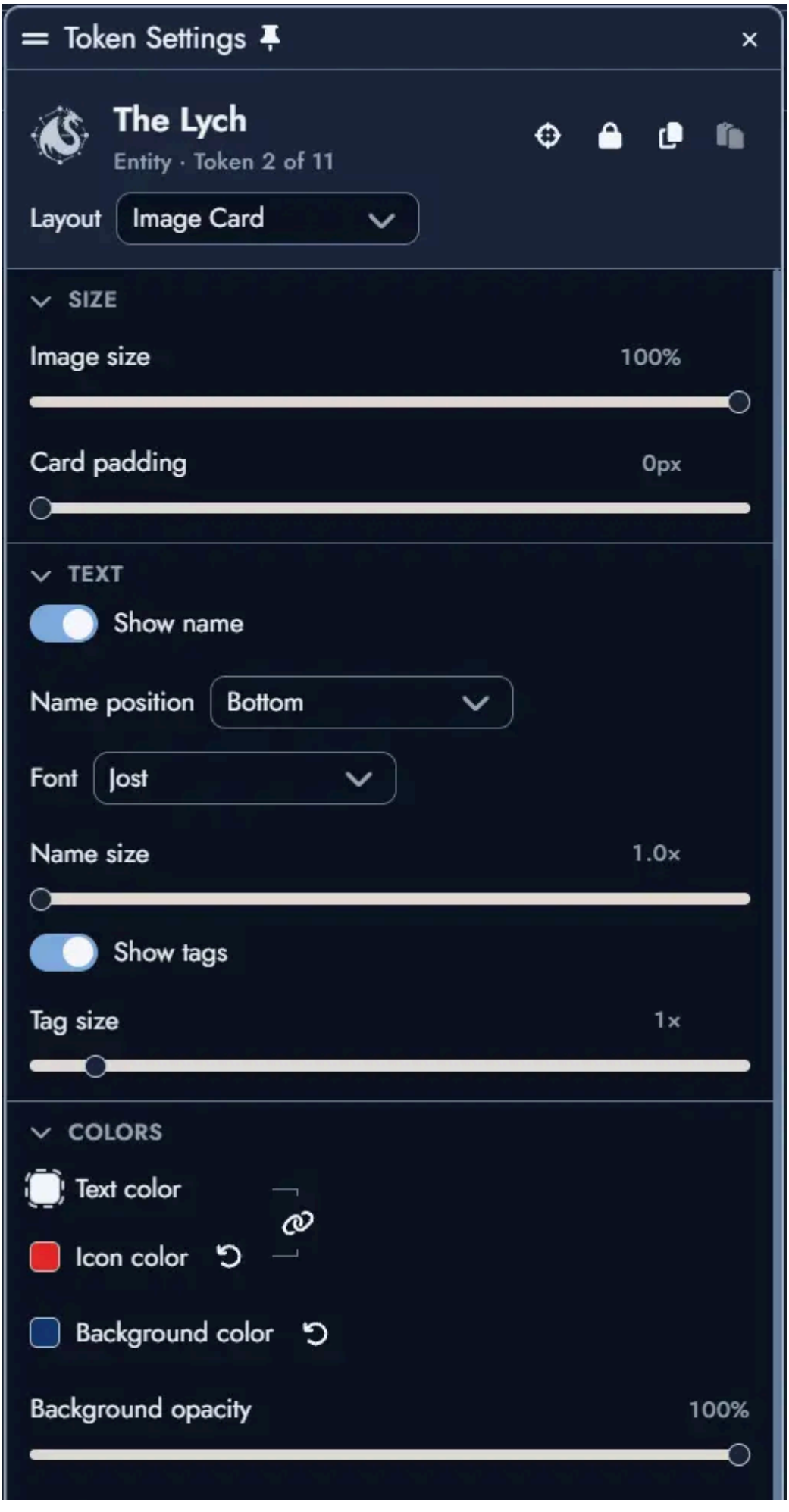
The header of the window shows the Asset's name and type, with buttons to center the Board on the Token, lock it, and **copy** or **paste** its settings. Copying and pasting includes every visual setting. For Image and Icon Widgets, this also applies the source Widget's custom resized dimensions.

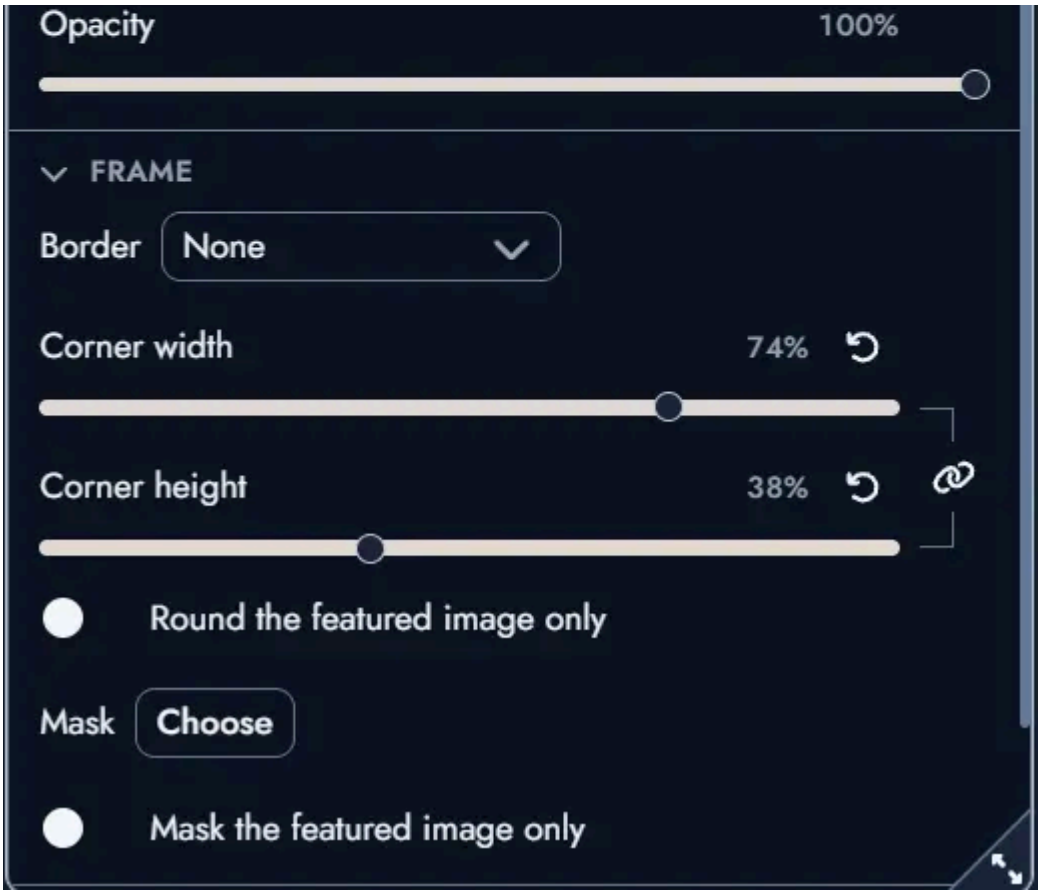
Below the header, the settings are grouped into collapsible sections: **Size**, **Text**, **Colors**, **Frame** and **Behavior**. Colors that can follow the Board's palette have a reset button to return to it. Every change made in Token Settings can be undone.

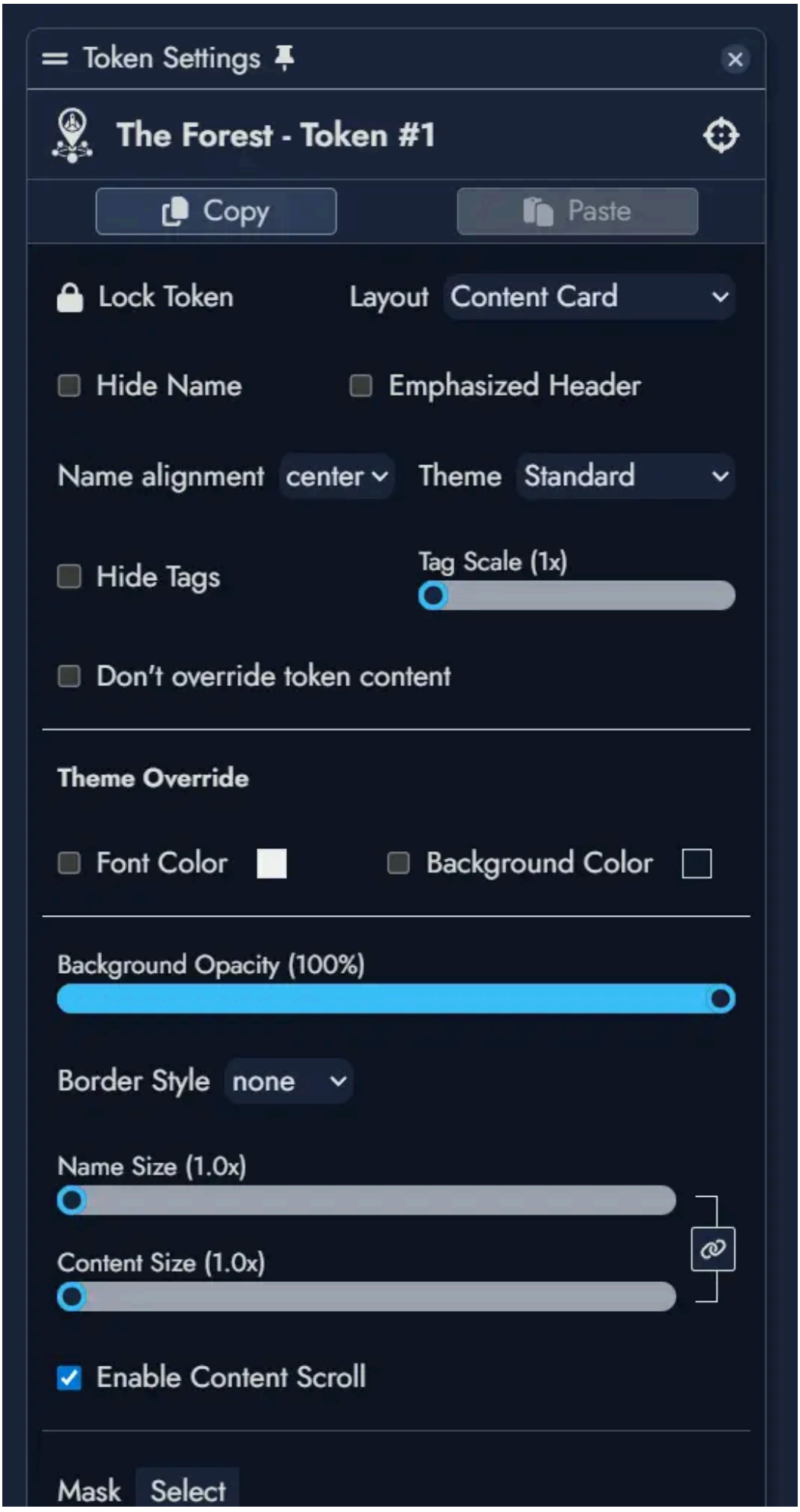
Node Token layouts: Standard, Diamond, Content Card and Image Card

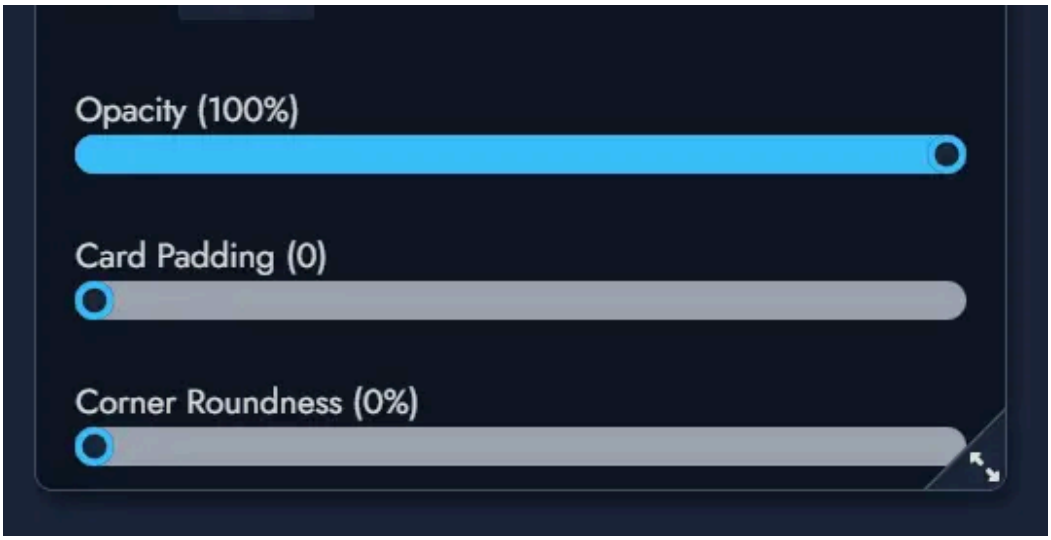
The **Layout** selector at the top of the window changes how a Node Token is drawn on the Board. The Standard layout shows the Node's featured image or icon with its name, the Diamond layout frames the image in a diamond, the Image Card shows the image as a card, and the Content Card displays the Node's content.


Token Settings
The Forest - Token #1
Copy
Paste
Lock Token
Layout
Standard
Hide Name
Max Name Lines
2
Hide Tags
Tag Scale (1x)
Don't override token content
Font Color
Icon Color
Mask
Select
Opacity (100%)
Scale (1x)


Token Settings
The Lych
Entity · Token 2 of 11
Layout
Image Card
SIZE
Image size
100%
Card padding
0px
TEXT
Show name
Name position
Bottom
Font
Jost
Name size
1.0×
Show tags
Tag size
1×
COLORS
Text color
Icon color
Background color
Background opacity
100%


Opacity
100%
FRAME
Border
None
Corner width
74%
Corner height
38%
Round the featured image only
Mask
Choose
Mask the featured image only


Token Settings
The Forest - Token #1
Copy
Paste
Lock Token
Layout
Content Card
Hide Name
Emphasized Header
Name alignment
center
Theme
Standard
Hide Tags
Tag Scale (1x)
Don't override token content
Theme Override
Font Color
Background Color
Background Opacity (100%)
Border Style
none
Name Size (1.0x)
Content Size (1.0x)
Enable Content Scroll
Mask
Select



From left to right: the Standard, Image Card and Content Card layouts.

The main settings of the Standard and Image Card layouts are:

Scale (Standard): resizes the whole Token. Tokens can be scaled down to 0.75×, 0.5× or 0.25× as well as enlarged.

Show image (Standard): hides the featured image or icon for a text-only Token.

Image size: shrinks the featured image or icon without changing the size of the name.

Show name and **Name position:** shows or hides the Node's name, and places it above, below, to the left or to the right of the image.

Name lines (Standard): sets how many lines the name can use before it is truncated.

Font: chooses the font of the Node's name, from the same list of fonts as Text Widgets.

Show tags and **Tag size:** shows or hides the Tag overlays of the Token and scales them, down to 0.25×.

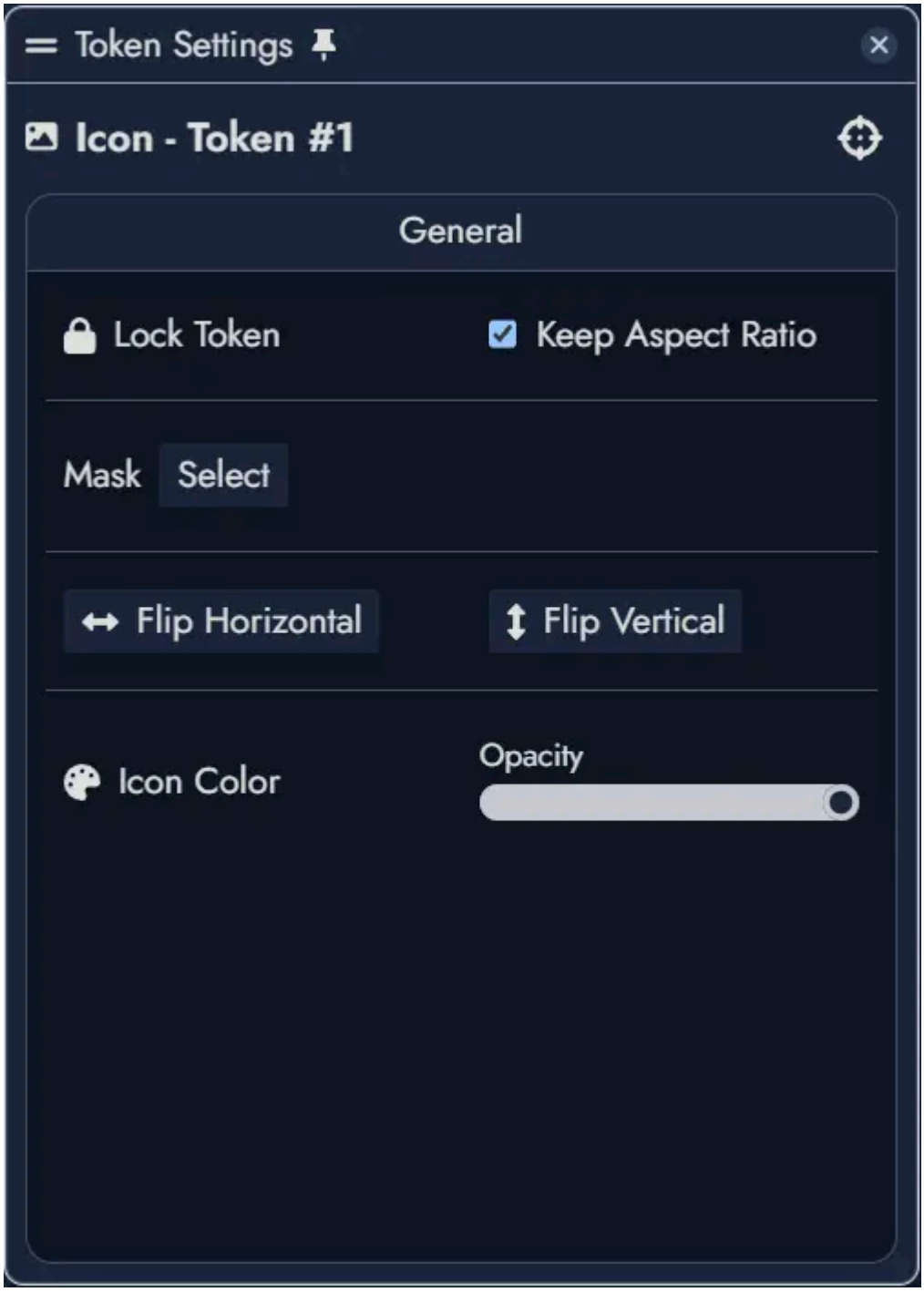
Text color, **Icon color** and **Opacity**. Image Cards also have a background color and opacity.

Mask, and for Image Cards the border style, corner width and corner height.

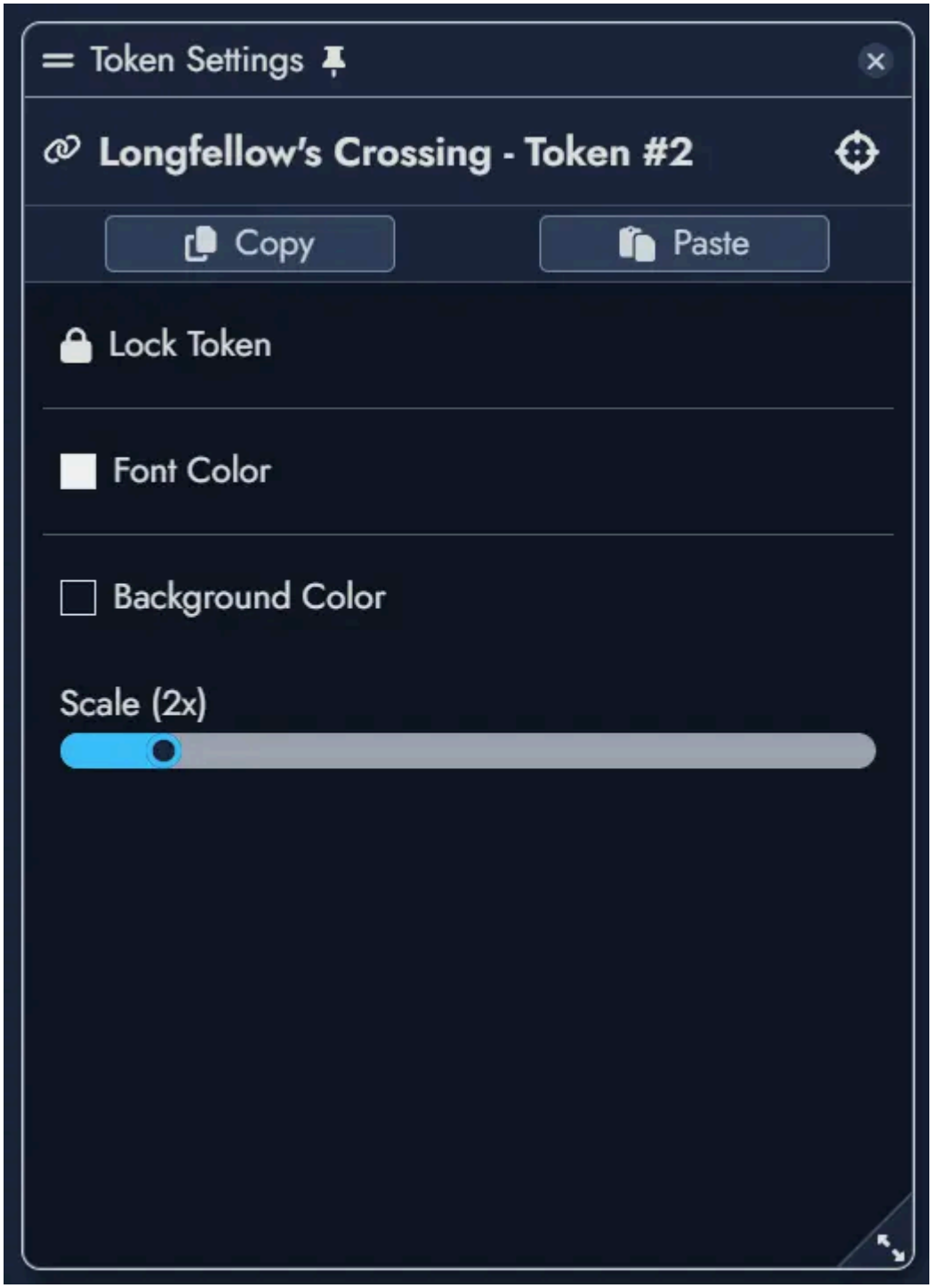
Opens on: chooses which Page the Editor opens when you double-click this Token. Leave it on *Automatic* to use the Node's own default Page. See Choosing the Page a Node opens.

Image Cards and Content Cards can be resized freely with their resize handle, down to a minimum of **150 × 150**, which makes compact and landscape cards possible.

Below are the options available to a Widget Token:



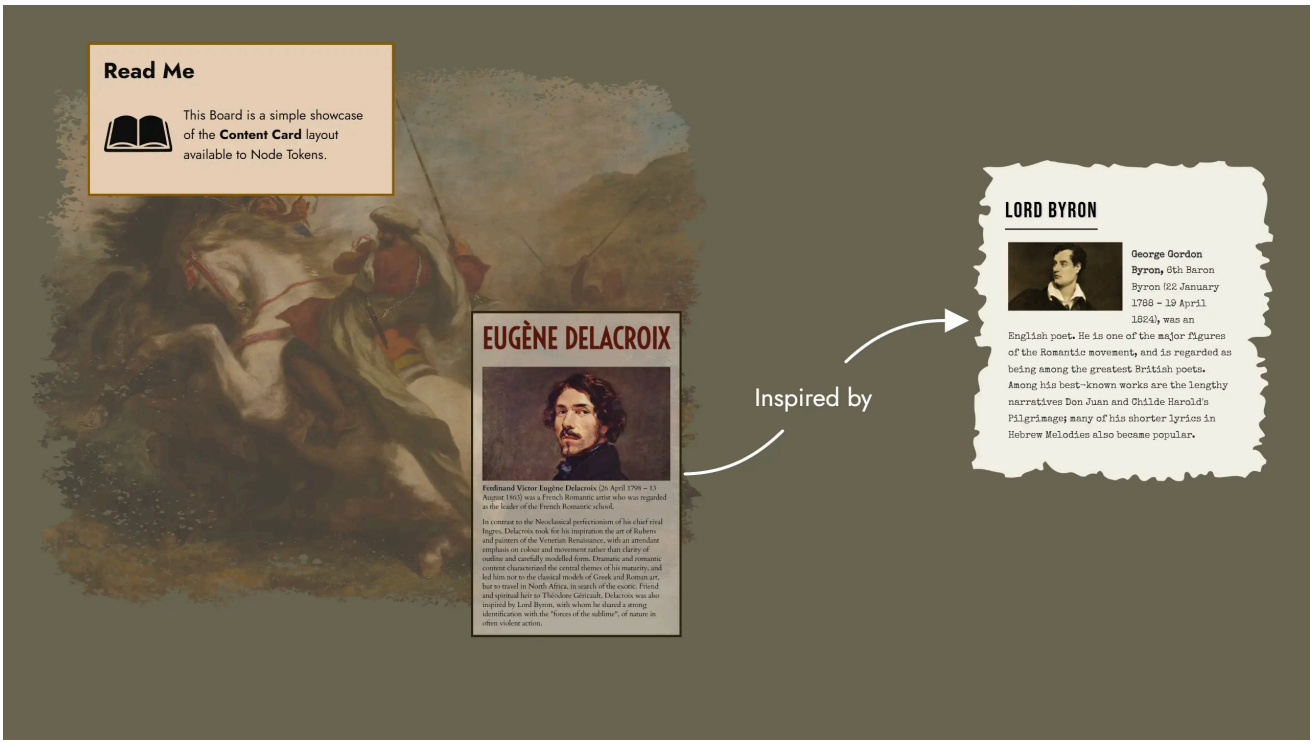
Below are the options available to an Anchor Token:



Content Card Layout

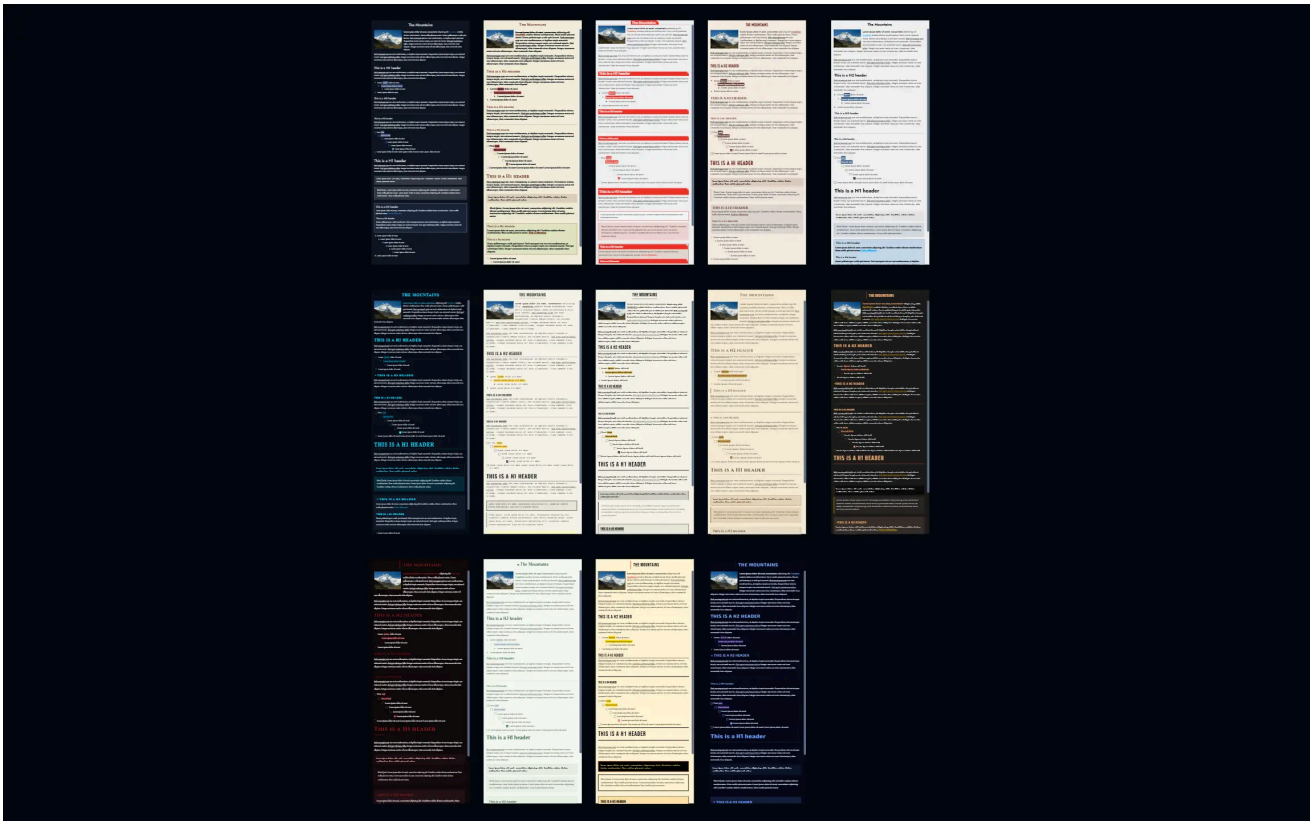
The **Content Card** layout is a specialized **Token** layout that displays not only the **Node**'s name but also its rich text content directly on the **Board**. Unlike the Standard layout which only shows the name and featured image, Content Card tokens render the actual content of the **Node**, making it visible without needing to open the **Editor**.

This layout is particularly useful for displaying narrative text, descriptions, or any content you want readily visible while navigating your **Module** on the **Board**.



Page Style Selection

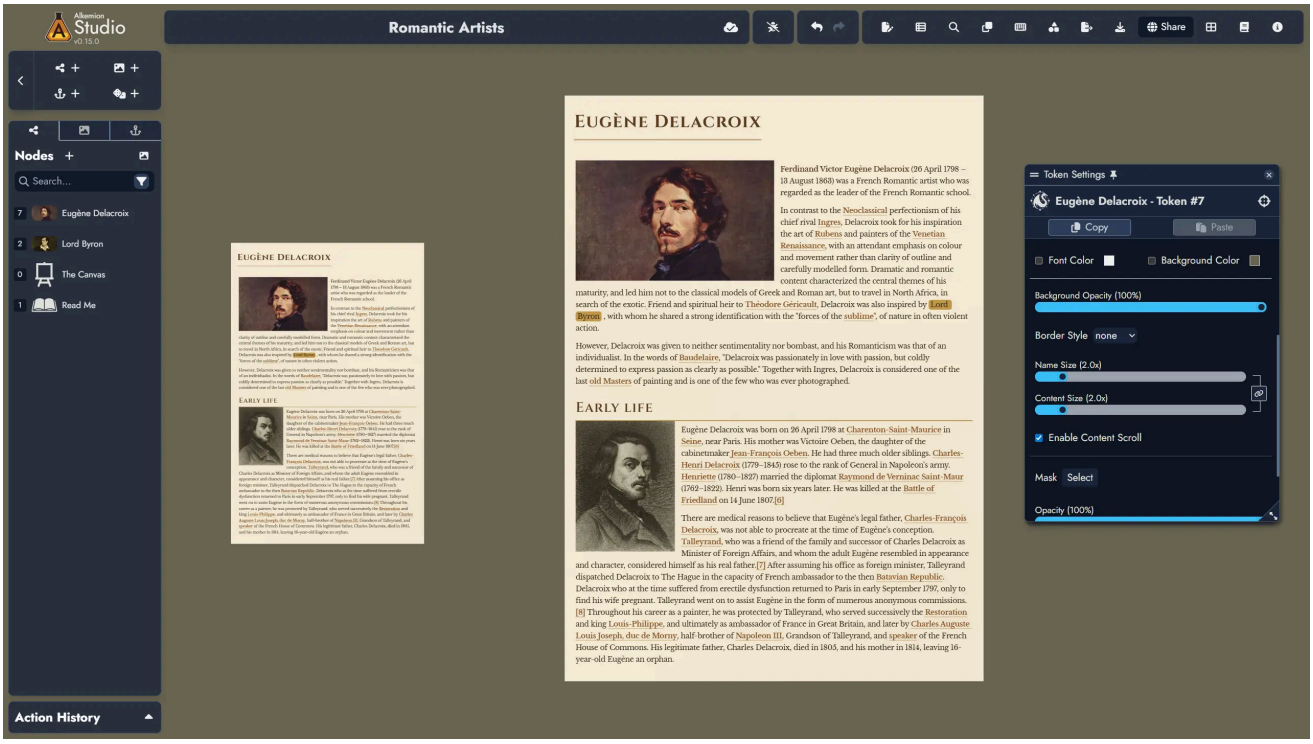
Content Card tokens display their content using a **Page style**, similar to how content appears in the **Editor**. You can select any available Page style for each Content Card token, in the **Colors** section of its Token Settings, independently of the style used in the Page Editor. This allows you to visually differentiate different types of content or simply match the aesthetic of your **Board**.



Responsive Scaling

The content displayed in a Content Card token scales according to two dedicated slider settings: **Name Size** and **Content Size**. These settings allow you to independently control the size of the **Node**'s name and its content text, or you can adjust them in sync to maintain consistent proportions. This flexibility ensures optimal readability while allowing you to create visual hierarchy within your cards on the **Board**.

The **Keep Aspect Ratio** toggle in Token Settings controls whether the card preserves its proportions when you drag its resize handle. A Content Card can be resized down to **150 × 150**.

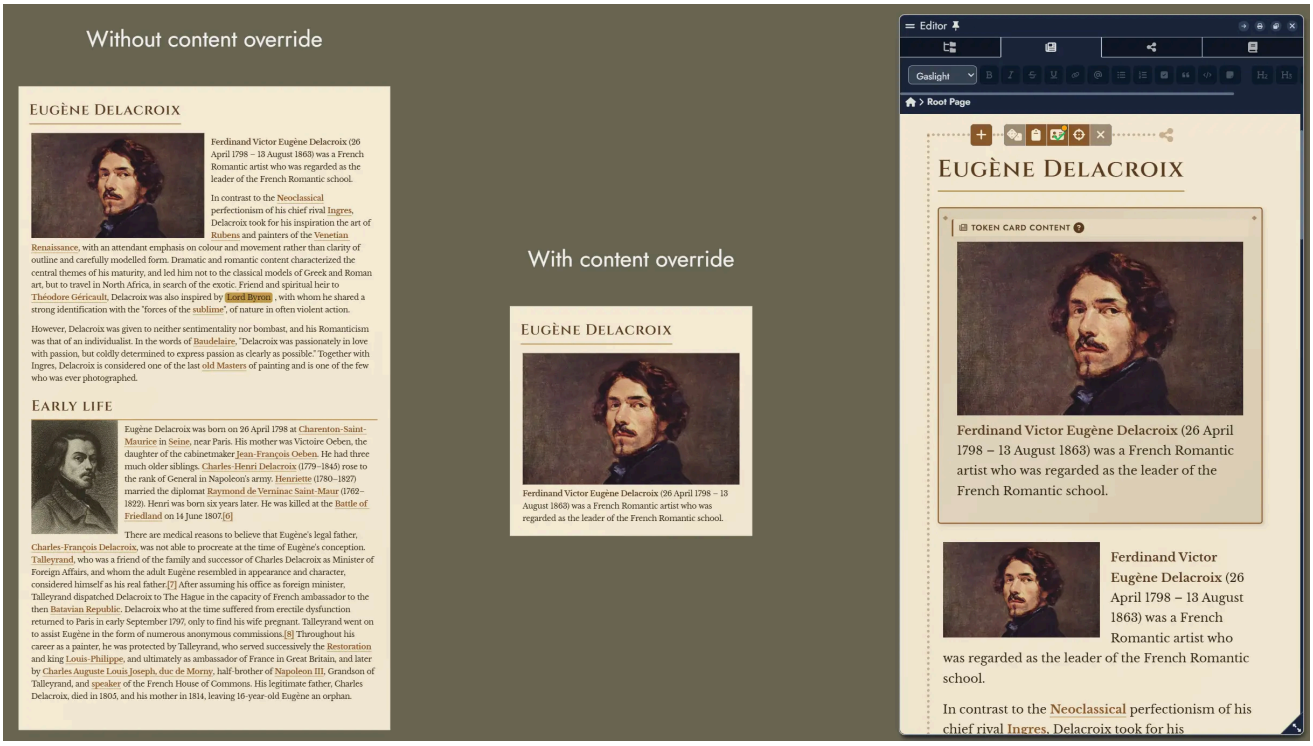


Content Override

By default, a Content Card token displays the full content of its parent **Node**. However, you have two levels of content override available:

> In the **Editor**, you can specify alternative content for any **Node** that will be displayed in all Content Card tokens of that **Node**, overriding the original content. You can hide and display this alternative content in the Editor using the button in the Node's toolbar.
>
> In the **Token Settings**, you can use the **Ignore Token Card Content** option of the **Behavior** section to force an individual token to display the original **Node** content, ignoring any Editor-level override.

In the Editor, the Token Card Content of a Node is only visible to the Module's owner. Readers of a shared Module do not see it in the Page.



Customization Options

The **Token Settings Window** for Content Card layout provides extensive customization options:

Size:

Keep aspect ratio: preserves the card's proportions when you drag its resize handle.

Card padding: adjusts the inner spacing between the card's border and its content.

Text:

Show name: toggles the visibility of the **Node**'s name.

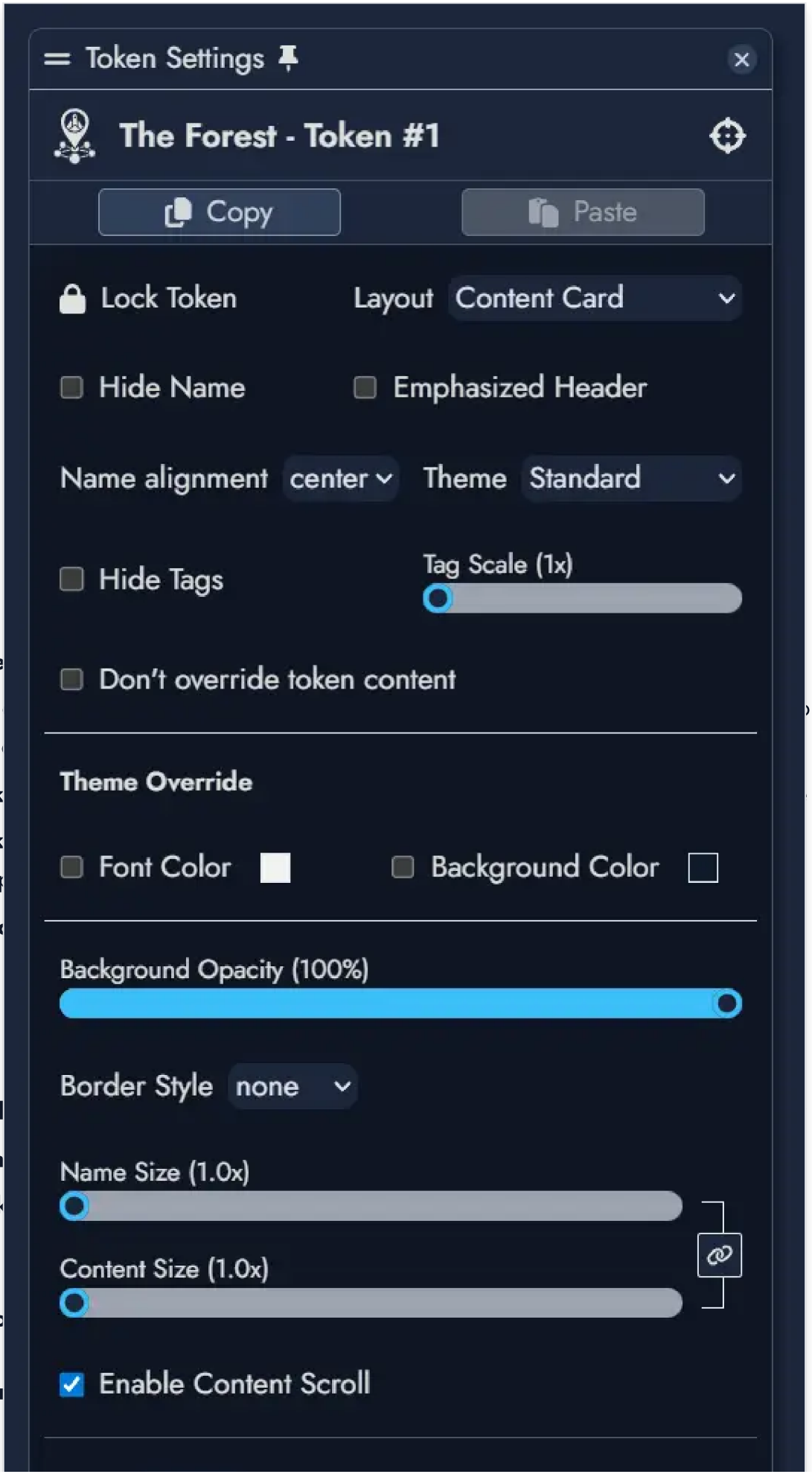
Name position: places the name above or below the content.

Emphasized name: when enabled, the name uses h1 styling instead of h2 for greater prominence.

Name alignment: positions the **Node**'s name horizontally (left, center, or right).

Name size and **Content size:** adjust the size of the name and of the content text. The link control keeps both sliders in sync.

Show tags and **Tag size:** toggle the visibility of the **Tags** assigned to the **Node** and scale their overlays, down to 0.25×.



Colors:

Page

Text lor of your

Back it.

Back transp

Opac

Frame:

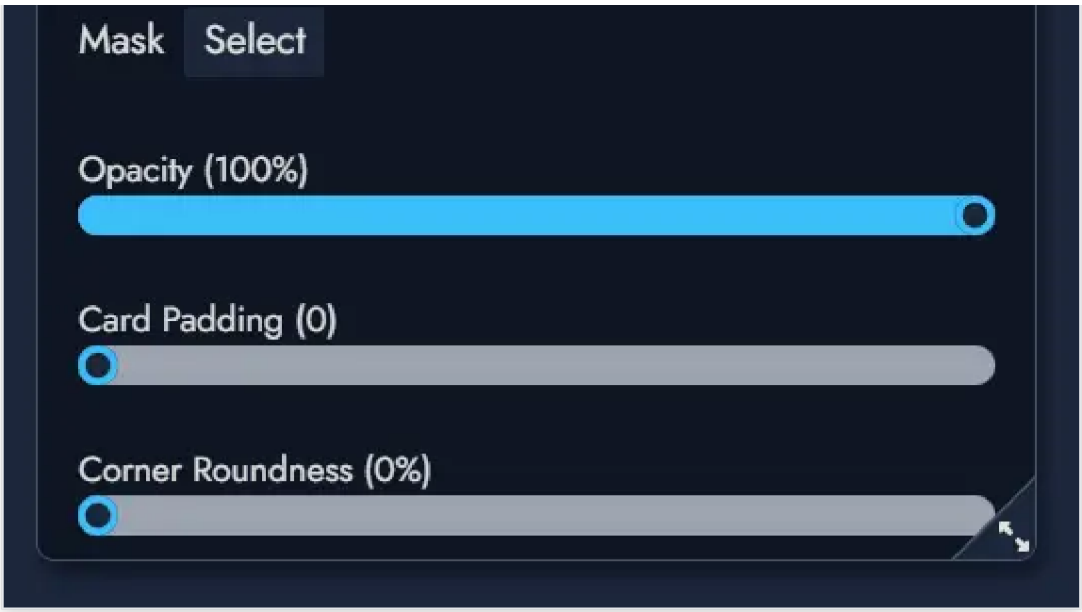
Bord card.

Corn

Mask

Behavic

Oper



Scrollable content: when enabled, a vertical scrollbar appears when content overflows the card boundaries, allowing you to see all content within a fixed token size.

Ignore Token Card Content: displays the original Node content instead of the Editor-level Token Card Content.

The Editor

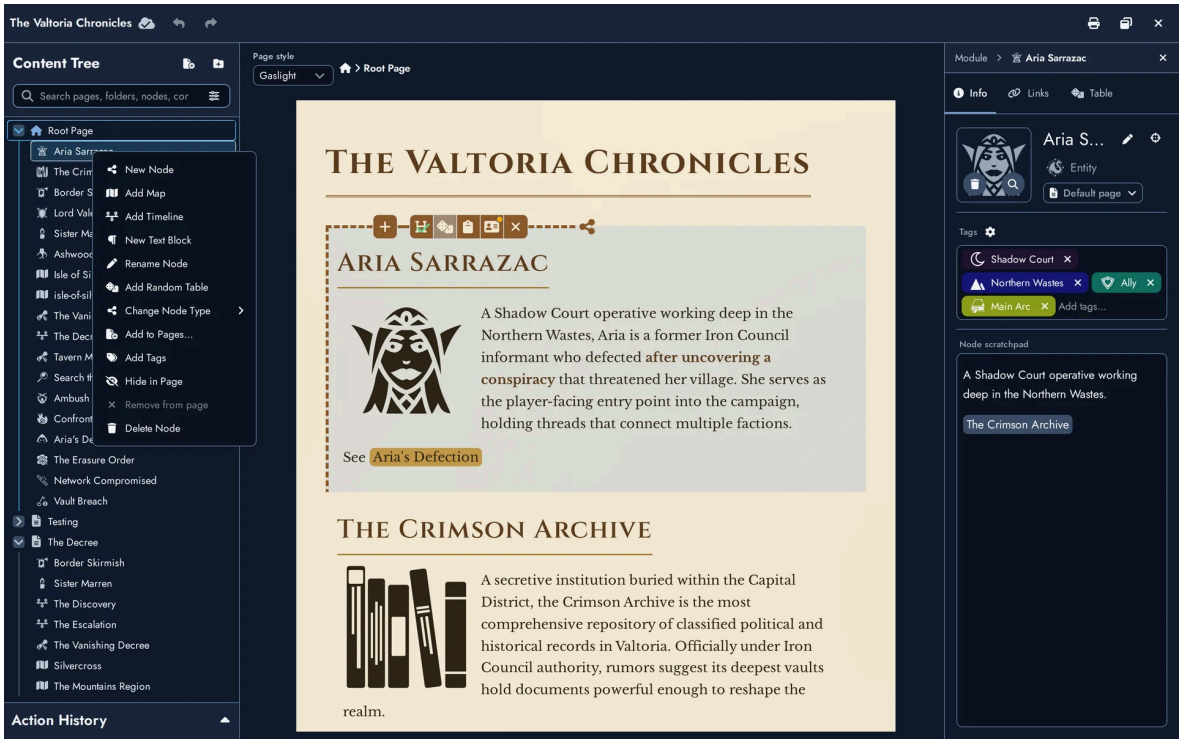
Last update: October 11th 2026

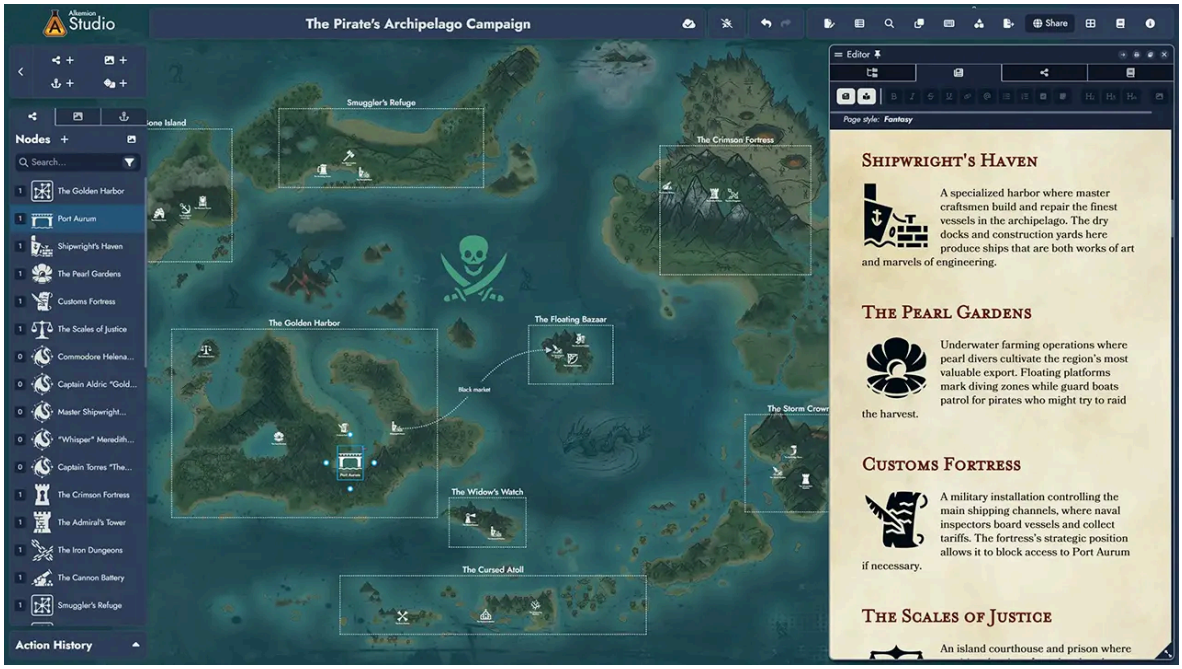
The **Editor** facilitates the organization and detailed editing of your **Module**'s content. It consists of three main components: the *Editable Page*, the *Content Tree*, and the *Details Panel*. Use this interface to arrange **Nodes**, edit their rich-text content, and prepare your **Module** for in-game access, printing, or sharing.

The **Editor** can be opened in full screen or as a resizable window within the **Board**, letting you write while navigating your visual structure.

Editor Layout

The dividers between the **Content Tree**, **Editable Page**, and **Details Panel** can be dragged to resize the panels. A resize handle appears only when the two panels on either side of it are visible.


The Valtoria Chronicles
Content Tree
Search pages, folders, nodes, cor
Root Page
New Node
Add Map
Add Timeline
New Text Block
Rename Node
Add Random Table
Change Node Type
Add to Pages...
Add Tags
Hide in Page
Remove from page
Delete Node
The Erasure Order
Network Compromised
Vault Breach
Testing
The Decree
Border Skirmish
Sister Marren
The Discovery
The Escalation
The Vanishing Decree
Silvercross
The Mountains Region
Action History
Page style
Gaslight
Root Page
THE VALTORIA CHRONICLES
ARIA SARRAZAC
A Shadow Court operative working deep in the Northern Wastes, Aria is a former Iron Council informant who defected after uncovering a conspiracy that threatened her village. She serves as the player-facing entry point into the campaign, holding threads that connect multiple factions.
See Aria's Defection
THE CRIMSON ARCHIVE
A secretive institution buried within the Capital District, the Crimson Archive is the most comprehensive repository of classified political and historical records in Valtoria. Officially under Iron Council authority, rumors suggest its deepest vaults hold documents powerful enough to reshape the realm.
Module
Aria Sarrazac
Info
Links
Table
Aria S...
Entity
Default page
Tags
Shadow Court
Northern Wastes
Ally
Main Arc
Add tags...
Node scratchpad
A Shadow Court operative working deep in the Northern Wastes.
The Crimson Archive

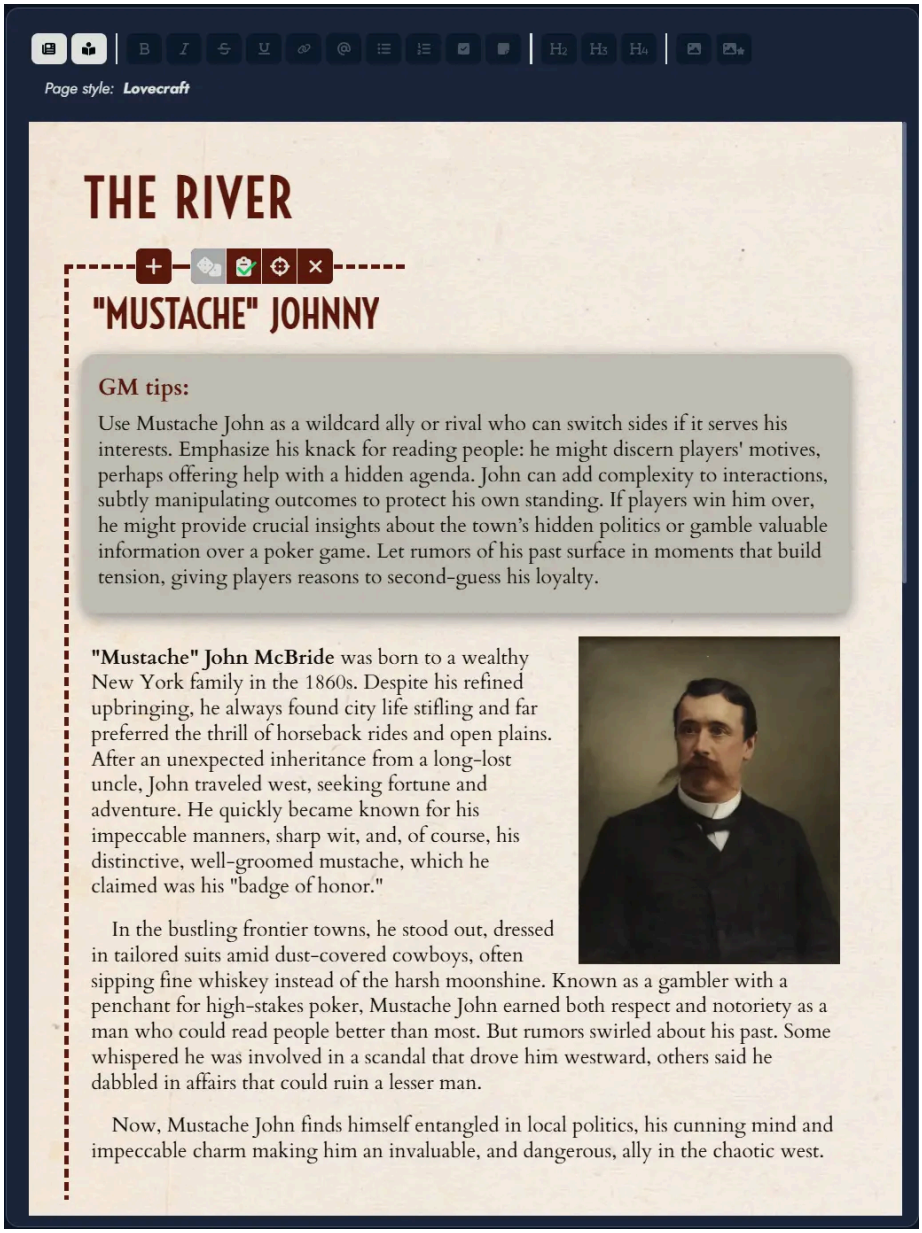

Studio
The Pirate's Archipelago Campaign
Share
Nodes
Search...
The Golden Harbor
Port Aurum
Shipwright's Haven
The Pearl Gardens
Customs Fortress
The Scales of Justice
Commodore Helena...
Captain Aldric "Gold...
Master Shipwright...
"Whisper" Meredith...
Captain Torres "The...
The Crimson Fortress
The Admiral's Tower
The Iron Dungeons
The Cannon Battery
Smuggler's Refuge
Action History
Smuggler's Refuge
The Crimson Fortress
The Golden Harbor
The Floating Bazaar
Black market
The Widow's Watch
The Cursed Atoll
Editor
Page style: Fantasy
SHIPWRIGHT'S HAVEN
A specialized harbor where master craftsmen build and repair the finest vessels in the archipelago. The dry docks and construction yards here produce ships that are both works of art and marvels of engineering.
THE PEARL GARDENS
Underwater farming operations where pearl divers cultivate the region's most valuable export. Floating platforms mark diving zones while guard boats patrol for pirates who might try to raid the harvest.
CUSTOMS FORTRESS
A military installation controlling the main shipping channels, where naval inspectors board vessels and collect tariffs. The fortress's strategic position allows it to block access to Port Aurum if necessary.
THE SCALES OF JUSTICE
An island courthouse and prison where

Editable Page

The Editable Page displays the contents of the currently selected **Page** from the **Content Tree**. You can switch between multiple **Pages** within your **Module**. Each **Page** is an independent document-like space where you can arrange content blocks.

A Page can include an ordered mix of **Node**, **Text**, and **Construct Content Blocks**. Within this area, you can edit Node content using rich-text tools, add or format standalone text, insert images, embed Maps and Timelines, and build your Page's layout block by block.

At the end of each **Page**, a placeholder **Text Block** is automatically shown to let you begin typing without needing to manually add a block. This placeholder is only converted into a real **Text Block** when you start entering content. If the last block on the **Page** is already a **Text Block**, no placeholder is added.



A dotted line indicates the selected Content Block. When a **Node** is selected, additional functions appear, such as rolling the linked random table, toggling notes, or inserting new blocks.

When the Editor is in windowed mode, a "Center on Board" button is available; clicking it will center the Board on the selected Node's token. If the Node has multiple tokens, repeated clicks will cycle through them.

Each Content Block can be shown or hidden in the Page using the context menu available on each block in the Content Tree. The header of a Node or Construct Content Block can also be hidden independently.

Content Blocks

A Page can contain three types of Content Block:

Node Content Blocks display content tied to a Node. Editing the block header renames the Node.

Text Content Blocks contain standalone rich text that is not tied to an Asset.

Construct Content Blocks embed a Map or Timeline from the current Module directly in the Page.

To add a Construct Content Block, use the `+` button on a selected block and choose a Map or Timeline. An option is available only when the Module contains at least one Construct of that type. You can embed the same Construct more than once, and each block keeps its own position, zoom, visibility, and other display settings.

While you are editing the title or the text of a Map or Timeline block, or interacting with the Map or Timeline itself, the first press of `Escape` leaves that mode. A second press closes the Editor, as it does for Node Content Blocks.

A Construct block's header initially uses the Asset's name, but it can be renamed without changing the source Asset. Use the reset header action to restore the source Asset's current name. The floating toolbar also lets you enable interaction, lock the block, resize it while preserving its aspect ratio, and open its settings. An optional text area below the Construct can hold a caption or supporting notes.

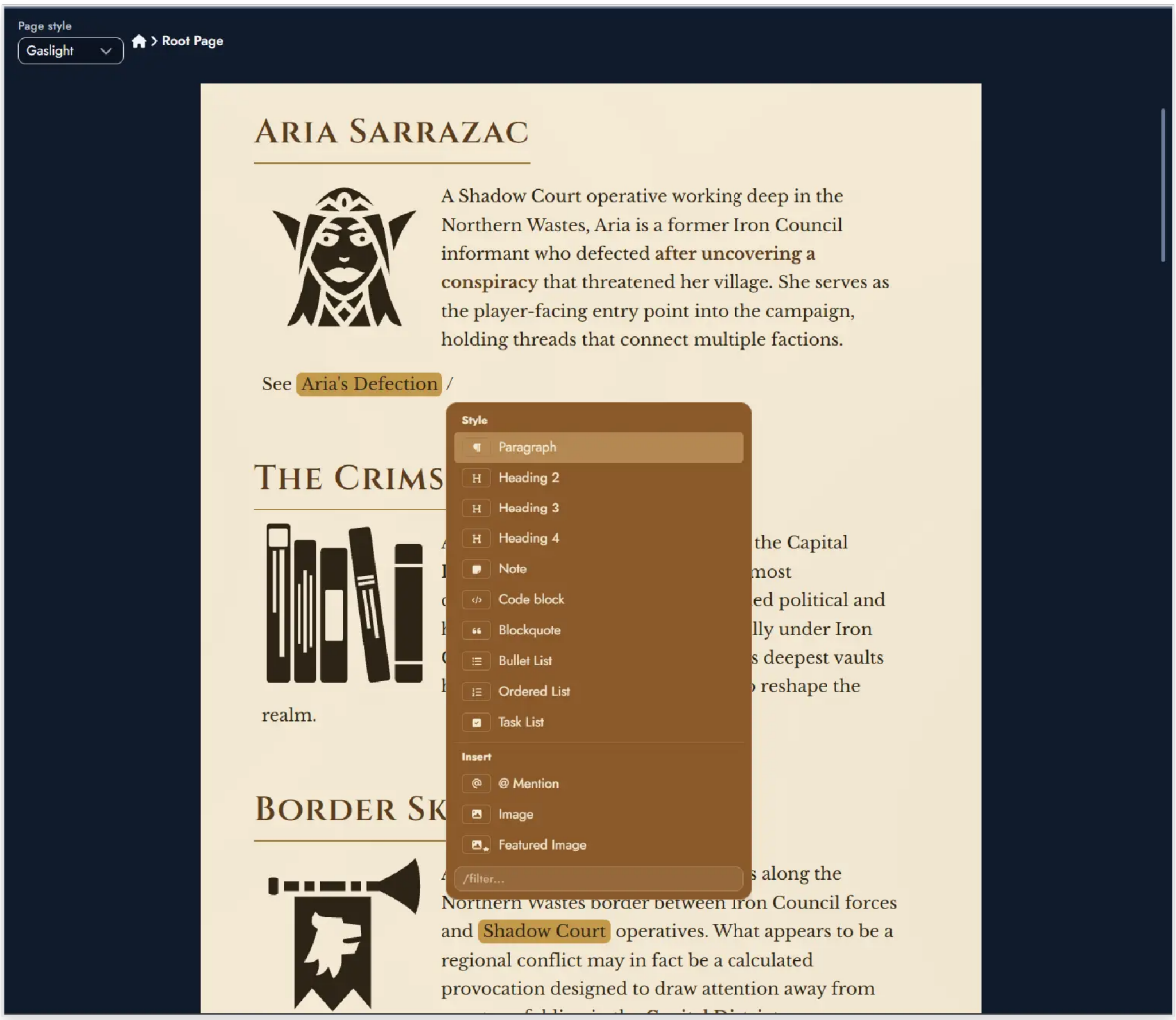
Construct Content Blocks can be reordered, nested in folders, and shown or hidden from the Content Tree like other blocks. Their configuration is independent from every Token of the same Construct on the Board.

Formatting Tools

On non-touch screens, selecting text opens a floating contextual toolbar with the actions that apply to the selection, including the text and background colors.

Type `/` at the start of a line, or after a space anywhere in a paragraph, to open the **slash command menu**. From the keyboard, you can then change the style of the block (paragraph, headings, note, blockquote, lists, and more) or insert a Mention or an image.

A slash typed inside a word, or right after one, stays ordinary text: writing *and/or* or *1/2* does not open the menu.



These controls replace the fixed toolbar on non-touch screens. To keep the fixed toolbar visible instead, enable **Use fixed editor toolbar** in the **Interface** tab of the Module Settings panel. Touch screens continue to use the fixed toolbar.

The formatting controls include the following functions:

The **Page style** selector, above the Page, lets you switch between multiple visual styles for your content. Changing the Page style is undoable, so you can restore the previous one with Undo. Page styles are independent from the interface themes of the application, even though each interface theme is designed to pair nicely with one or two of them.

toggles reader mode, hiding overlay buttons.

Standard formatting tools include bold **B**, italic *I*, strikethrough ~~S~~, underline U, bullet and numbered lists , and headers H.

inserts a secure link (https only).

inserts a **Mention** to another Node. See the Mentions section.

applies a sticky-note style to a paragraph.

inserts an image from your Library.

inserts the Node's featured image.

Selecting an image by clicking on it displays a toolbar dedicated to that image.

The + and − buttons can be used to change the size of the image, while the alignment buttons lets you position the image on the left, right or center of the content.

Finally, the magnifying glass button lets you zoom in on the image, while the trash button lets you delete the image from the content.



Mentions

Mentions create inline references to other **Nodes**, providing a soft-link for narrative or organizational purposes.

Inline Mention: While typing in the **Editor**, press the "@" key to trigger the Mention feature. This action opens a floating search window, allowing for immediate searching of **Nodes** by name. Navigate the search results using the arrow keys and select the desired **Node** to insert a **Mention**. After selection, you can continue typing without interruption.

The Mention dropdown follows the current Page style so its colors and text remain consistent with the content around it.

Toolbar Mention Button: To use this feature, first position your text cursor where you wish to insert a **Mention** or select existing text to be linked. Clicking the  button on the toolbar will open a selection window. Here, you can choose the appropriate **Node** to link to the selected text. If the caret is positioned within a word, the entire word will be automatically selected and linked as a **Mention**.

Clicking on a **Mention** in the **Editor** will select the referenced **Node** in the **Node Details Panel**. If you press the `Ctrl` key while clicking, the **Editor** will also scroll to bring the referenced **Node** into view, assuming it is included in the current active **Page**. This provides seamless navigation when referencing related material.

Content Tree

The **Content Tree** lets you manage multiple Pages inside your Module. Pages act like documents or folders, similar to file browsers in tools like Obsidian or Notion.

Pages can contain a combination of **Node**, **Text**, and **Construct Content Blocks**, organized into a nested folder structure if desired. You can rearrange Pages or Blocks using drag-and-drop, and use right-click (or long press on mobile) for contextual actions like renaming, deleting, hiding a block header, or inserting new content.

Selecting a **Node Content Block** will display its details in the *Node Details Panel*.

You can move content blocks between **Pages** or folders, and freely reorganize your **Module**'s structure. You can also **move or copy selected page content to another page** directly from the Content Tree context menu. A **Node** can be included in multiple **Pages** (but only once per **Page**).

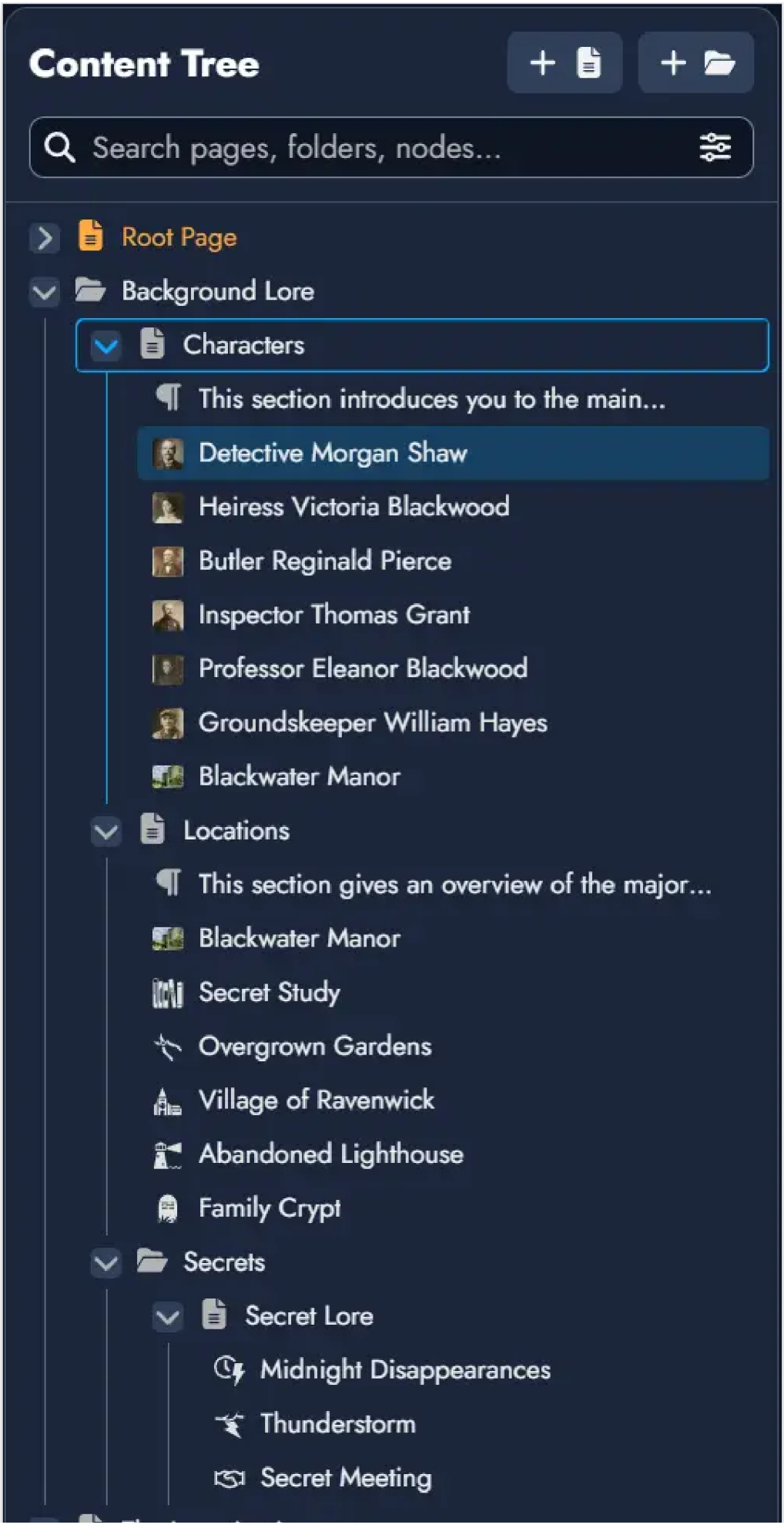
The **Root Page** remains at the top level of the Content Tree. It is a system Page, marked with its own  icon: it cannot be moved, renamed or deleted, and the Content Tree tells you why when you try.

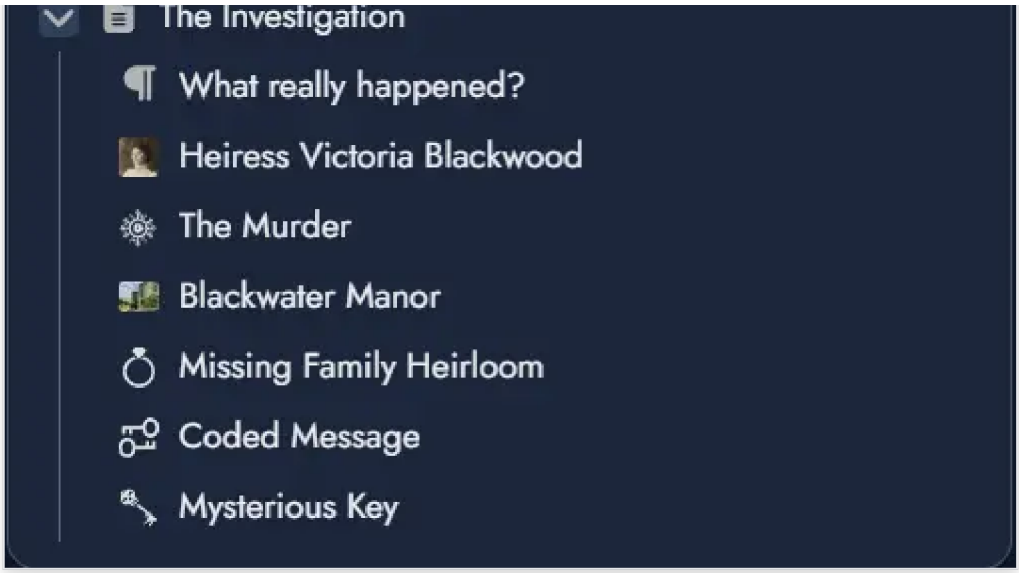
Choosing **Rename** on a Page or a folder selects its whole name, ready to be replaced. Nodes, Maps and Timelines can be renamed from their right-click menu too.

The **Add to Pages...** action of a Node's context menu adds it to several Pages at once. See Adding Nodes to Pages.

The *"Search"* input field will let you search throughout the **Module** content. A settings button  on the far right of the search field provides additional search and filtering options.

The  and  buttons at the top right of the **Content Tree** let you add a new folder or **Page**. The new item will be created inside the currently selected folder or **Page** in the structure, or at the end of the tree if nothing is selected.


Content Tree
Search pages, folders, nodes...
Root Page
Background Lore
Characters
This section introduces you to the main...
Detective Morgan Shaw
Heiress Victoria Blackwood
Butler Reginald Pierce
Inspector Thomas Grant
Professor Eleanor Blackwood
Groundskeeper William Hayes
Blackwater Manor
Locations
This section gives an overview of the major...
Blackwater Manor
Secret Study
Overgrown Gardens
Village of Ravenwick
Abandoned Lighthouse
Family Crypt
Secrets
Secret Lore
Midnight Disappearances
Thunderstorm
Secret Meeting



Right-clicking on a **Content Block** in the tree will display a contextual menu with various actions (or a long press on touch devices). Some of these actions can also be applied to a selection of **Content Blocks**. To select multiple **Content Blocks**, hold down the `Ctrl` key while clicking.

Node Details Panel

Provides meta-information and available actions for the currently selected **Node**. These are divided into three tabs:

Information Tab **:** features general information about the **Node** such as its title, type and its Featured Image. Under the Node's type, a **Default page** picker sets the Page the Node opens on when you double-click one of its Tokens. The tab also displays two input fields dedicated to notes:

> The **Tags** section contains a Tag Box you can use to manage the Tags associated with this Node. You can find more information about managing a Node's Tags in the dedicated page.
>
> The *"Node Scratchpad"* lets you store any kind of notes you want to associate with this Node.

Linked Nodes Tab **:** features the list of Nodes connected to the one selected in the Node Details Panel. From this tab you can remove any of the connections, or you can add new ones. Any of the listed Node can also be selected.

Random Tab : this is where you can link the selected Node to a Random Table. When the selected Node is linked to a Random Table, it will be featured here, and you will be able to remove the link or change it for another Random Table. In this tab you also have the possibility to

roll the linked Random Table.

Selecting a **Map** or **Timeline** displays its Asset information instead, including its **Tags** and **Scratchpad**.

Module > Heiress Victoria Blackwood

Info Links Table



Heiress Victoria...

Entity

Default page

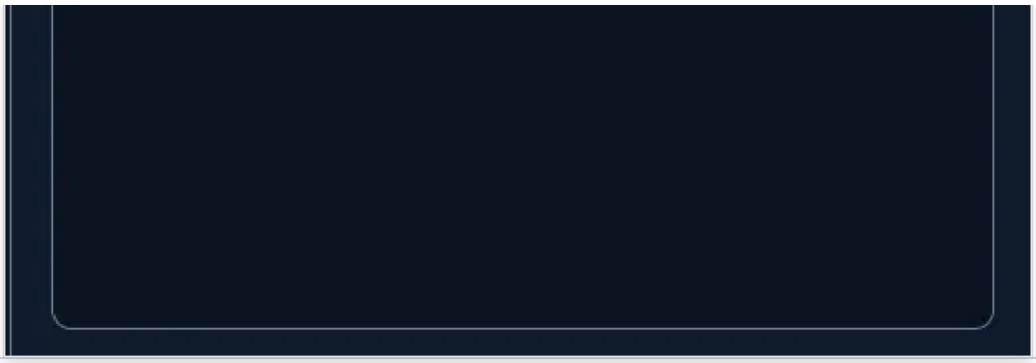
Tags

Conpirator

Add tags...

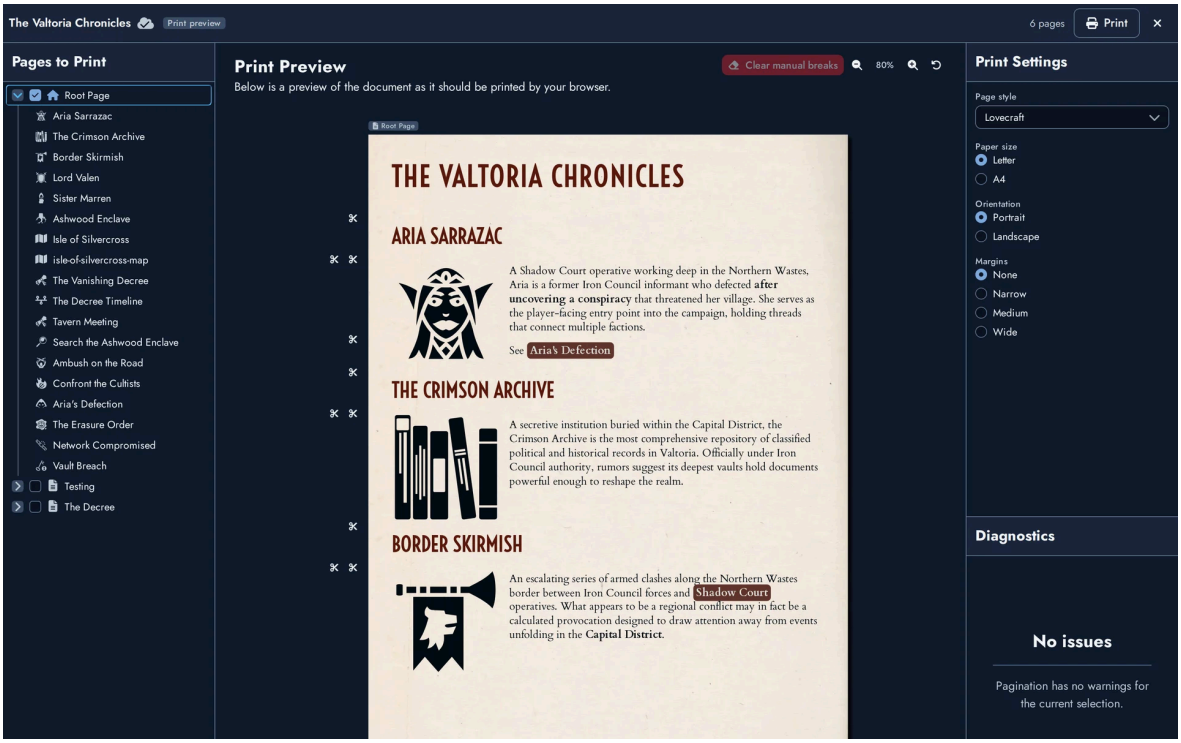
Node scratchpad

Start typing...



Print Preview

The print button at the top right of the Editor opens the **Print Preview**, where you choose the Pages to include, set up your paper, adjust the page breaks, and print your Module or save it as a PDF.

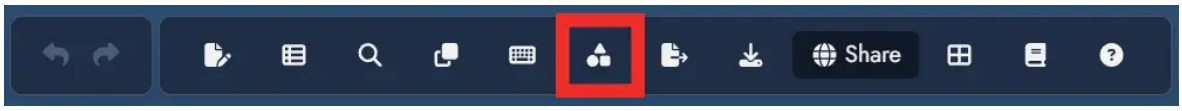


Page breaks are no longer inserted from the Editor's toolbar: they are added and removed directly in the preview. See the Print Preview section of the Exporting page for the full documentation.

The Library

Last update: October 11th 2026

The Library gathers the assets available to all your Modules into a single window. This includes all visuals (images, icons, and masks), templates, and random tables. The Library is accessible from the **Lobby** via its dedicated tab, and from inside any open Module by clicking the dedicated button in the upper toolbar or by pressing the "L" key.

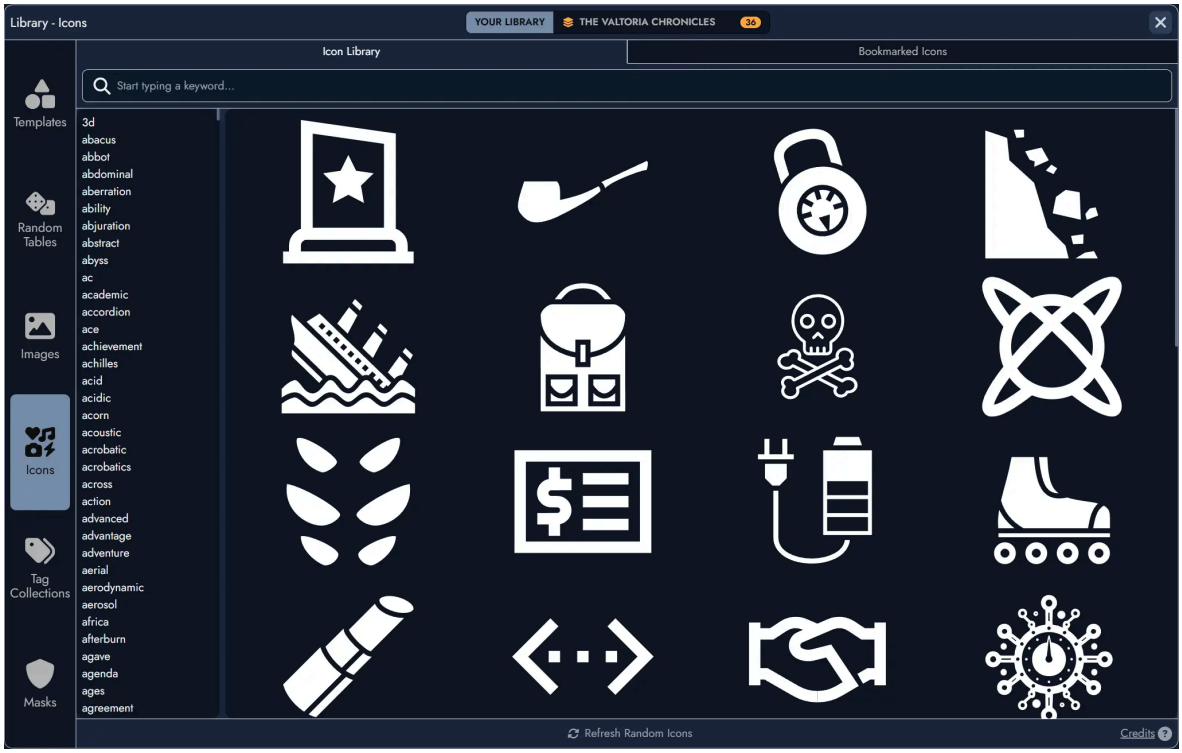


The Library contains both your own assets and the ones provided by Alkemion as resources and examples. Later on, you will be able to access assets shared by the community.

In addition to allowing you to find specific elements to add to your board, the Library can also serve as a great source of inspiration. Simply browsing through the visuals or rolling a couple of random tables could spark a new idea or get you started on a project.

Content Types

The Library is organized by content types. You can access the different sections via a series of tabs:

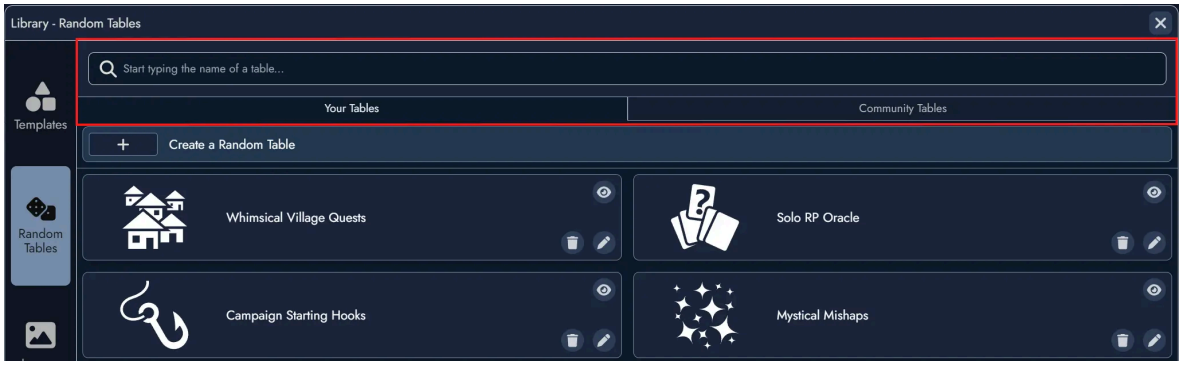


In the Lobby's Library, double-clicking an image, icon, or mask opens it in a zoomed view, while from inside a Module, it will open a modal to create a new Asset based on the selected item.

Search Filters

Most categories feature a search field to help filter content, which is further divided between your own assets and those shared by the community.

Additionally, the **Image** category features a list of keywords for browsing.

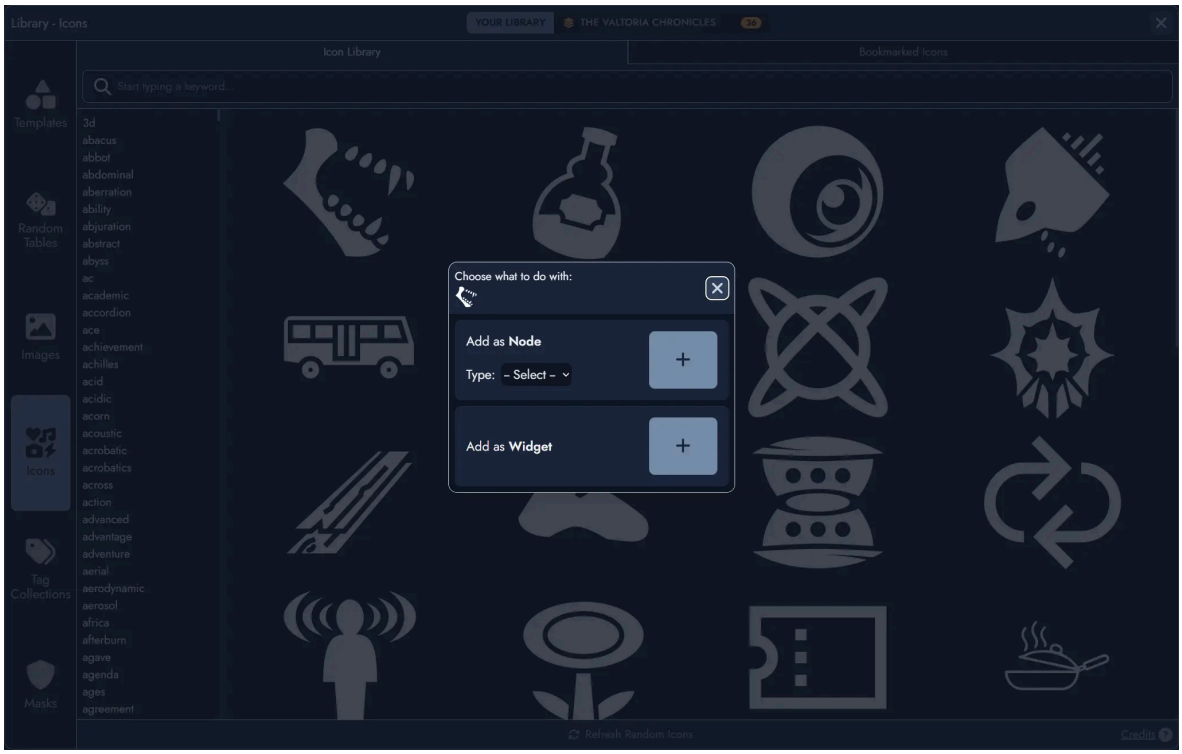




Create New Assets

When you find an interesting item in the Library, you can directly create a new **Asset** based on this item if it is a **Random Table**, an item from a **Random Table**, an **Image**, or an **Icon**.

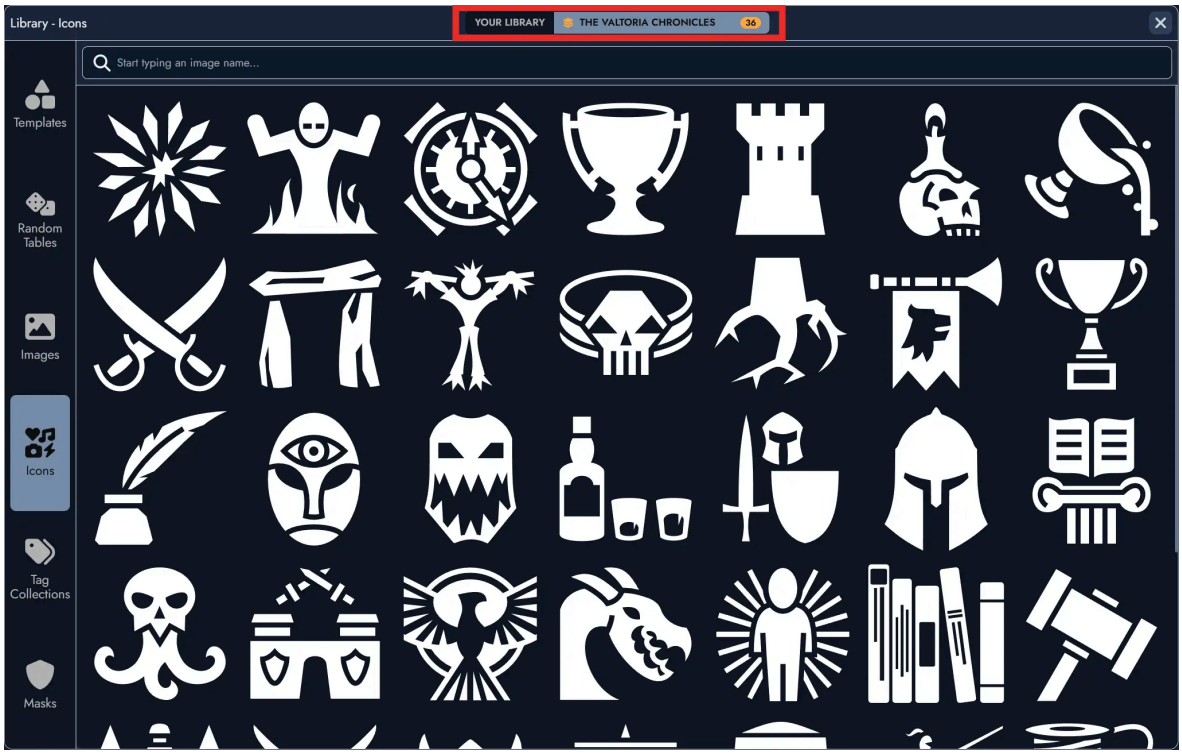
Selecting a **Template** allows you to import it directly into your board and create all the **Assets** it contains.



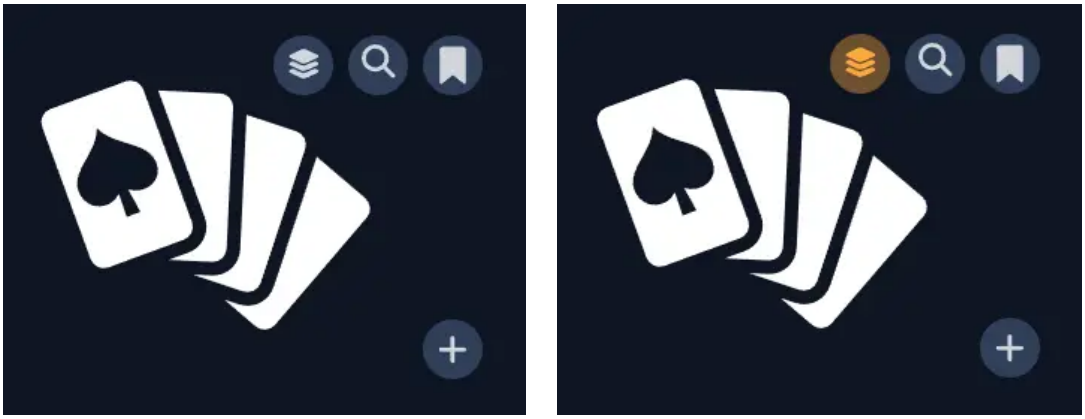
Collection Library

When a Module belongs to a **Module Collection**, the Library panel displays a toggle switch labeled with the name of the Module Collection. Using it switches the Library view between your full global Library and the curated assets for that collection.

This makes it easy to find the assets most relevant to your current project without having to search through your full Library. Any asset type can be curated: Templates, Tag Collections, Images, Icons, Masks, and Random Tables.



To curate an asset for the collection, open the Library while inside any Module belonging to the collection (including the Module Collection itself). Each asset displays a **Curate for collection** toggle. Assets already curated show a visual indicator in the Library.



Removing an asset from the curated selection does not affect the asset itself. Demoting a Module Collection clears all its curated asset associations, but the underlying Library assets are not deleted.

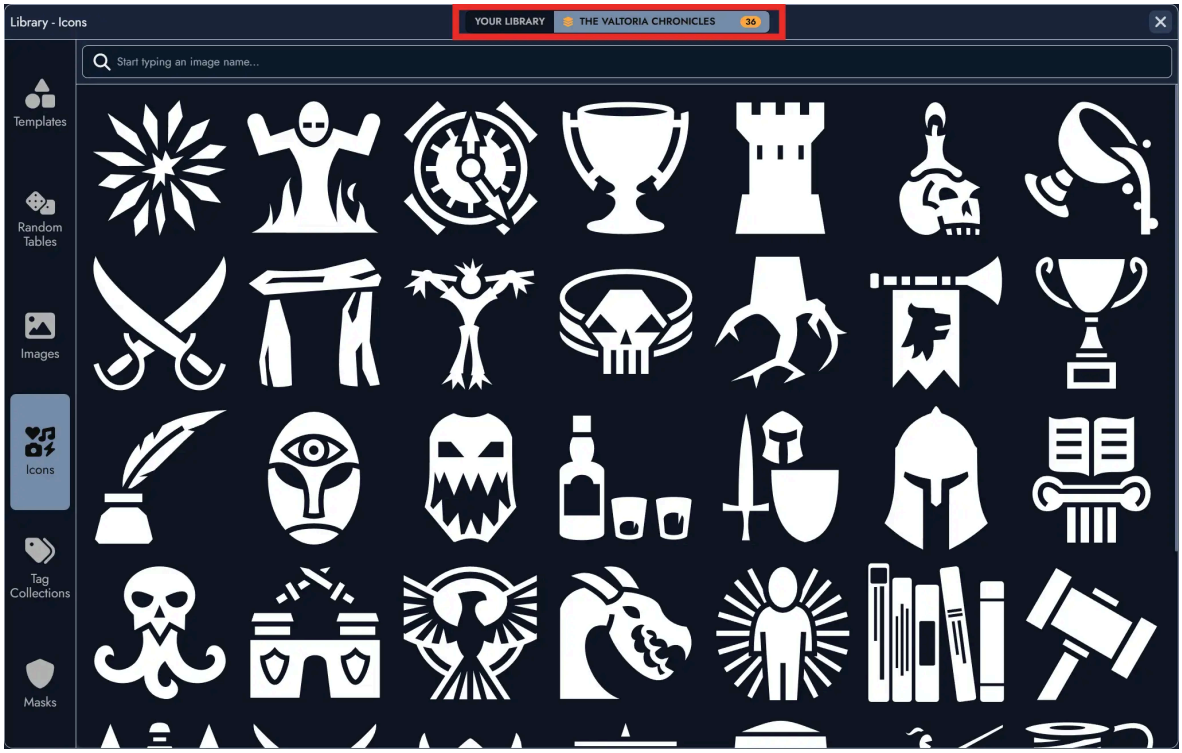
Random Tables

The **Random Tables** section offers additional options. You can select a **Random Table** to view the items it contains. In the *"Your Tables"* section, you have the option to create a new **Random Table**, edit an existing one, or delete one. More information can be found in the dedicated Random Tables page.



Tag Collections

The **Tag Collections** section lets you build and manage reusable sets of **Tags**. A **Tag Collection** can be imported into any **Module**, giving you a consistent set of labels across multiple projects without recreating them from scratch each time. More information can be found in the dedicated Tags page.


Library - Icons
YOUR LIBRARY
THE VALTORIA CHRONICLES
36
Start typing an image name...
Templates
Random Tables
Images
Icons
Tag Collections
Masks

SECTION 11.

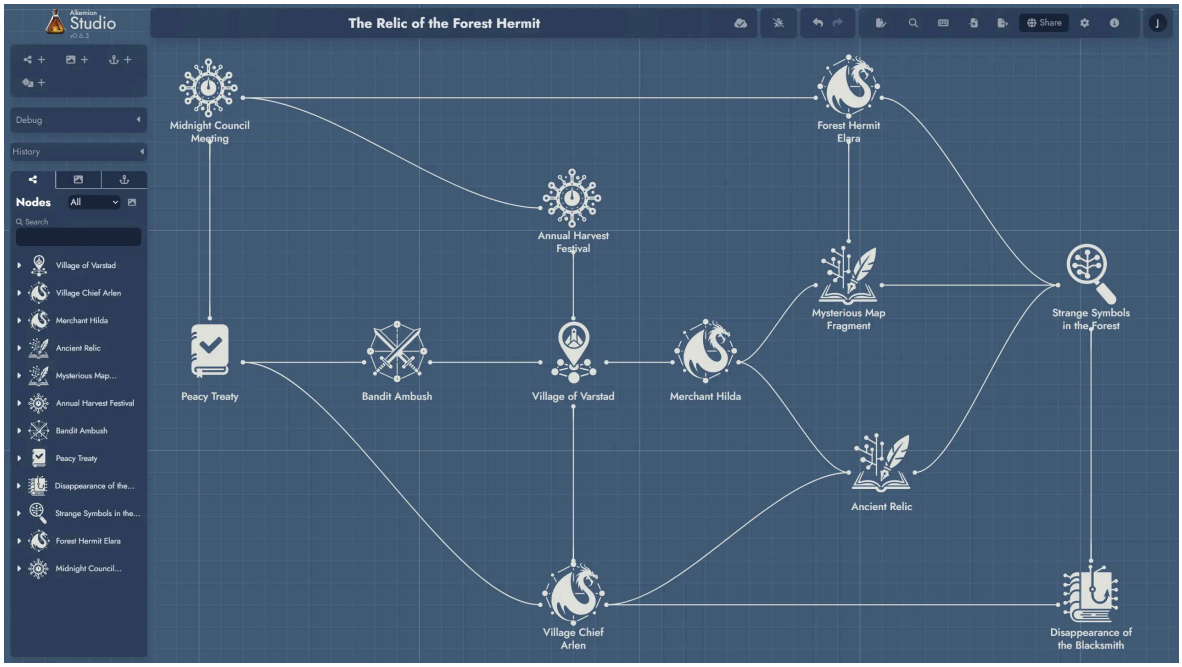
Nodes

Nodes

Last update: October 11th 2026

A **Node** represents any interactive element within a **Module** that players can engage with during a tabletop role-playing game. Types of Nodes include *Locations*, *Entities*, *Plot Items*, *Clues*, *Events*, *Challenges*, *Resolutions*, and *Plot Hooks*. Each **Node** serves a specific purpose, contributing to the overall structure and flow of the adventure by providing information, challenges, or narrative progression.

Nodes are designed to be flexible and interconnected, encouraging non-linear exploration based on player choices and dynamic storytelling.



Using Nodes in Your Creative Process

Nodes help you break down complex stories into manageable parts. By creating **Nodes** for key elements like locations, characters, and plot points, you can organize your thoughts and ideas more effectively. This method helps ensure that every part of your story is well-developed and

easy to reference.

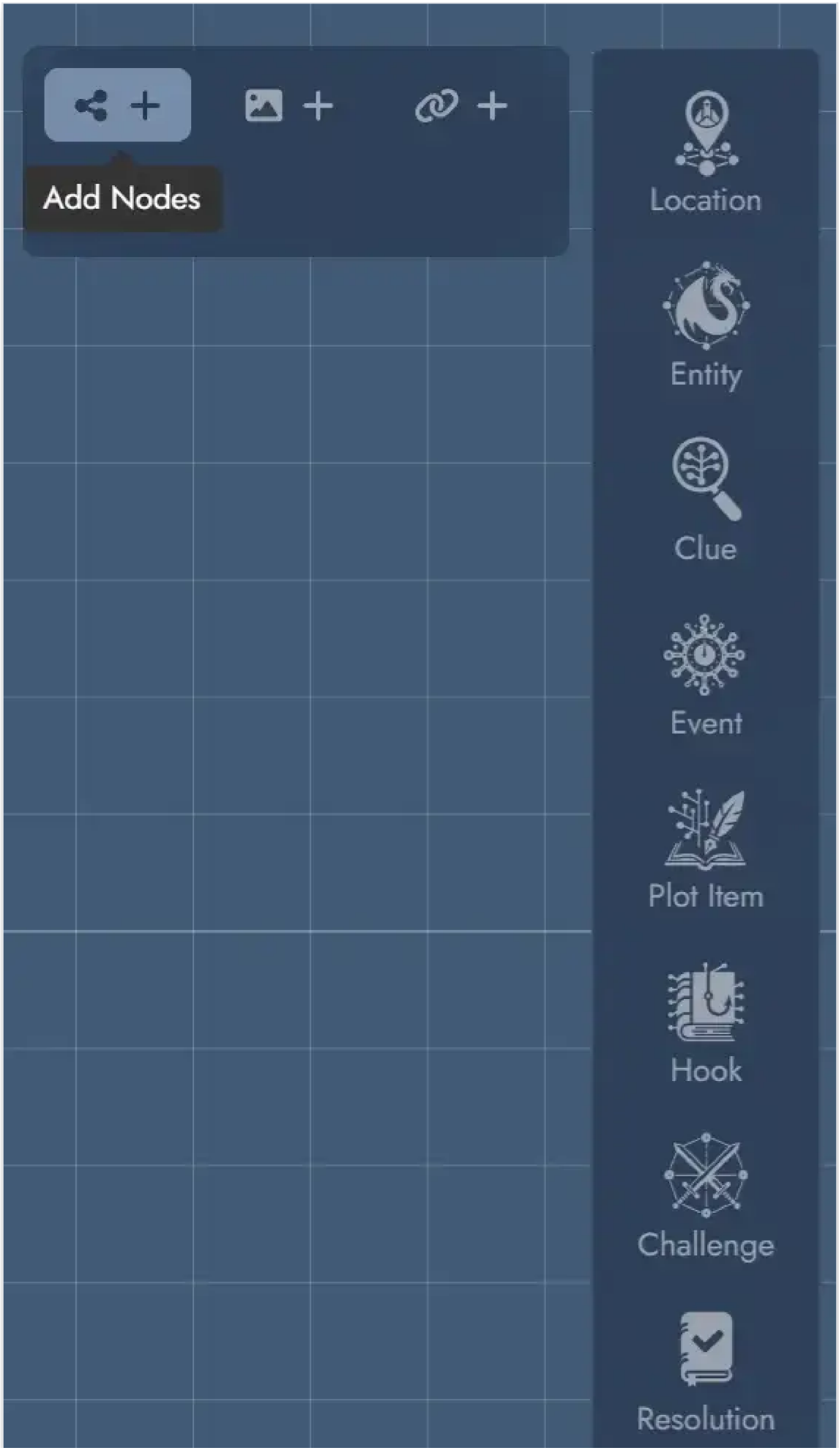
When brainstorming, think of each **Node** as a building block. Start with the main elements of your adventure and gradually add more details. For example, begin with a Location **Node** for a village, then add **Entity Nodes** for the village chief and local merchants, **Plot Item Nodes** for important objects, and **Clue Nodes** to guide players through the story.

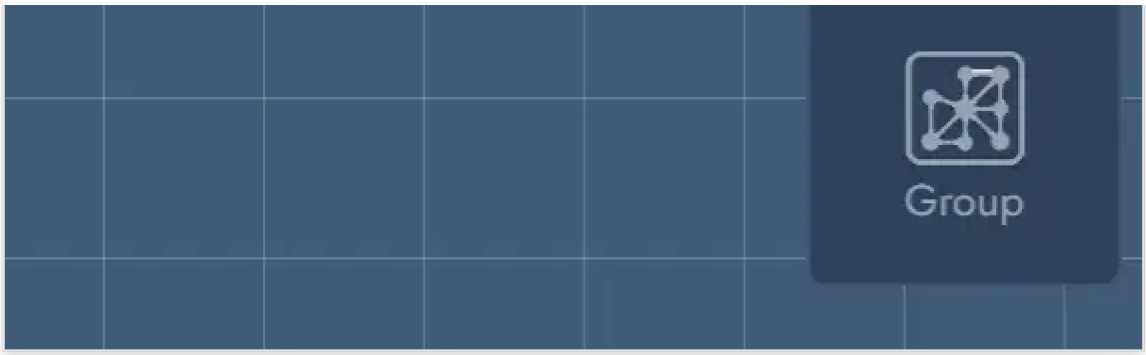
Creating Nodes (and their Tokens)

There are several ways of creating Nodes in Alkemion Studio:

1) ***From the Board's toolbar.*** Each toolbar button on the left of the interface is a switch that displays or hides functions grouped by theme. The first button is dedicated to adding new **Nodes**.

Using one of the toolbar buttons to create a new **Node** will automatically create a new **Token** for this **Node** on the **Board**, at the center of the current view.


Add Nodes
Location
Entity
Clue
Event
Plot Item
Hook
Challenge
Resolution



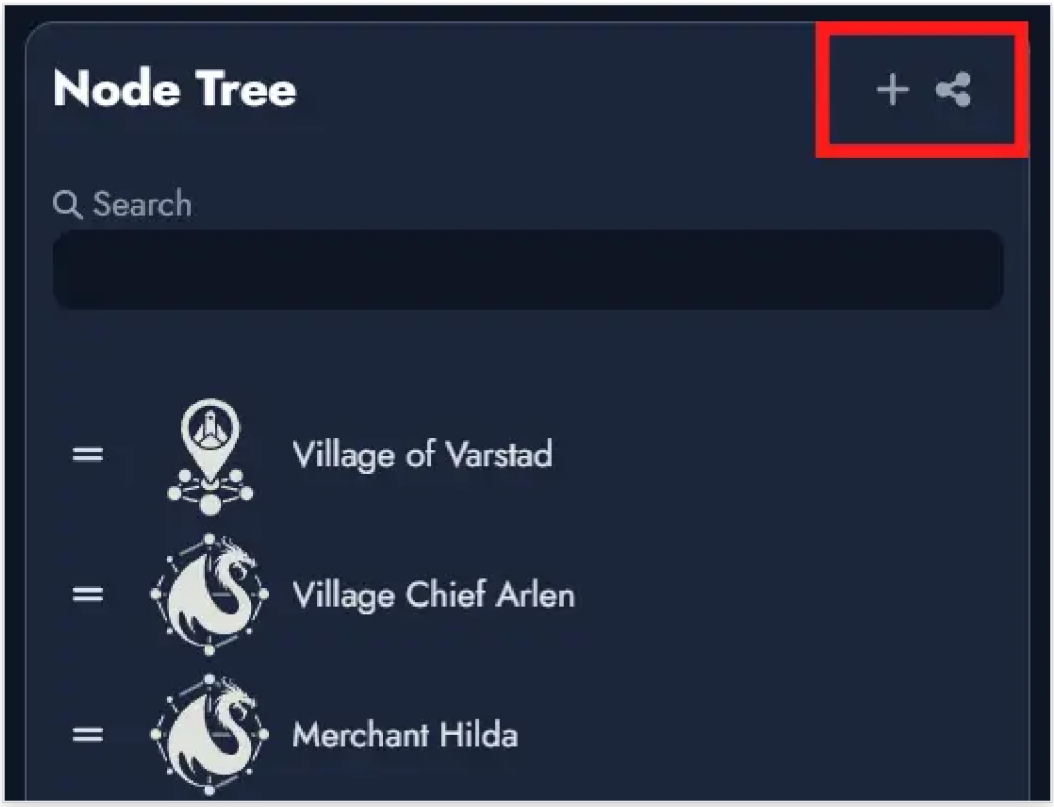
2) ***From the Board's context menu.*** Clicking on the **Board** with the right mouse button will open a context menu (on mobile the context menu can be open with the three dots button at the bottom). You can create new **Nodes** directly on the **Board** via this context menu.

When creating a **Node** this way, a **Token** will be positioned directly where you invoked the menu (or, in the case of the mobile version, in the center of the screen).



3) ***From the Editor.*** The context menu available in any **Page**, or any existing Content Block in the **Content Tree** will give you the option of creating a new **Node**. A "plus" button is also available from the selected Page, in the toolbar above any selected Content Block.

Using this button to create a new **Node** will offer the user the option of creating a **Token** for this **Node** in the process.



4) ***By double-clicking on empty Board space.*** Double-clicking on any empty area of the **Board** creates a new generic **Node** at that position. A **Token** is automatically placed where you double-clicked. You can choose another Node type for this shortcut, or turn it off, with the **Double-click on empty board** option of the Module Settings.

When you create a Node from the **Add Node** window, you can also choose the **Pages** it should be added to right away.

Node Types

Every **Node** has a type that describes its role in the adventure: *Location*, *Entity*, *Plot Item*, *Clue*, *Event*, *Challenge*, *Resolution*, *Plot Hook*, or the default *Generic* type. The **Generic** type is used when no specific category fits, or when you want to decide later.

Node Types are flexible. You are not locked in at creation time and can change the type of any **Node** at any point. There are several ways to do this:

Click on the type field inside the **Node Info panel** to select a new type.

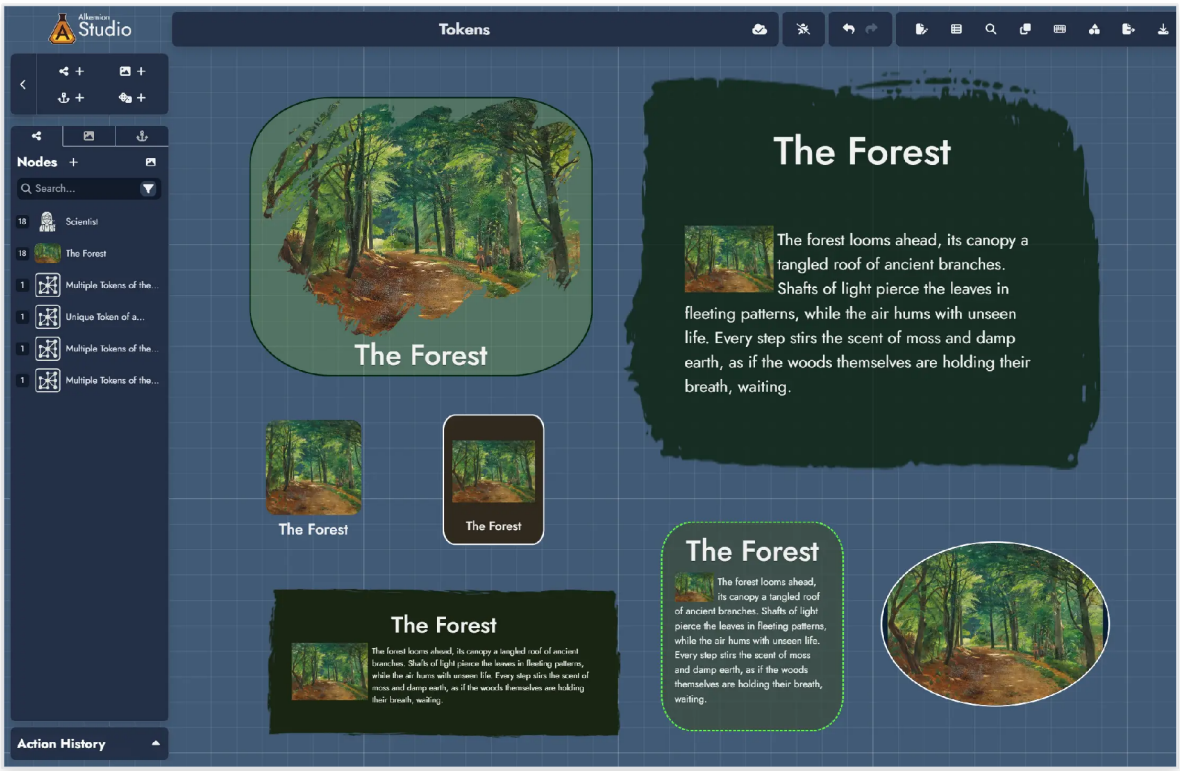
Use the **context menu** of any Token for that Node.

Select multiple **Tokens** and use the context menu to change the type of all selected Nodes at once.

Nodes vs Tokens

Tokens are visual representations of elements on the **Board** in Alkemion Studio. They serve as the graphical instances that you interact with during the creation and organization of your **Modules**. Any of your **Node** can have any number of **Tokens** present on the **Board**. Removing a **Token** won't delete its parent **Node**.

More about **Tokens** can be found here.

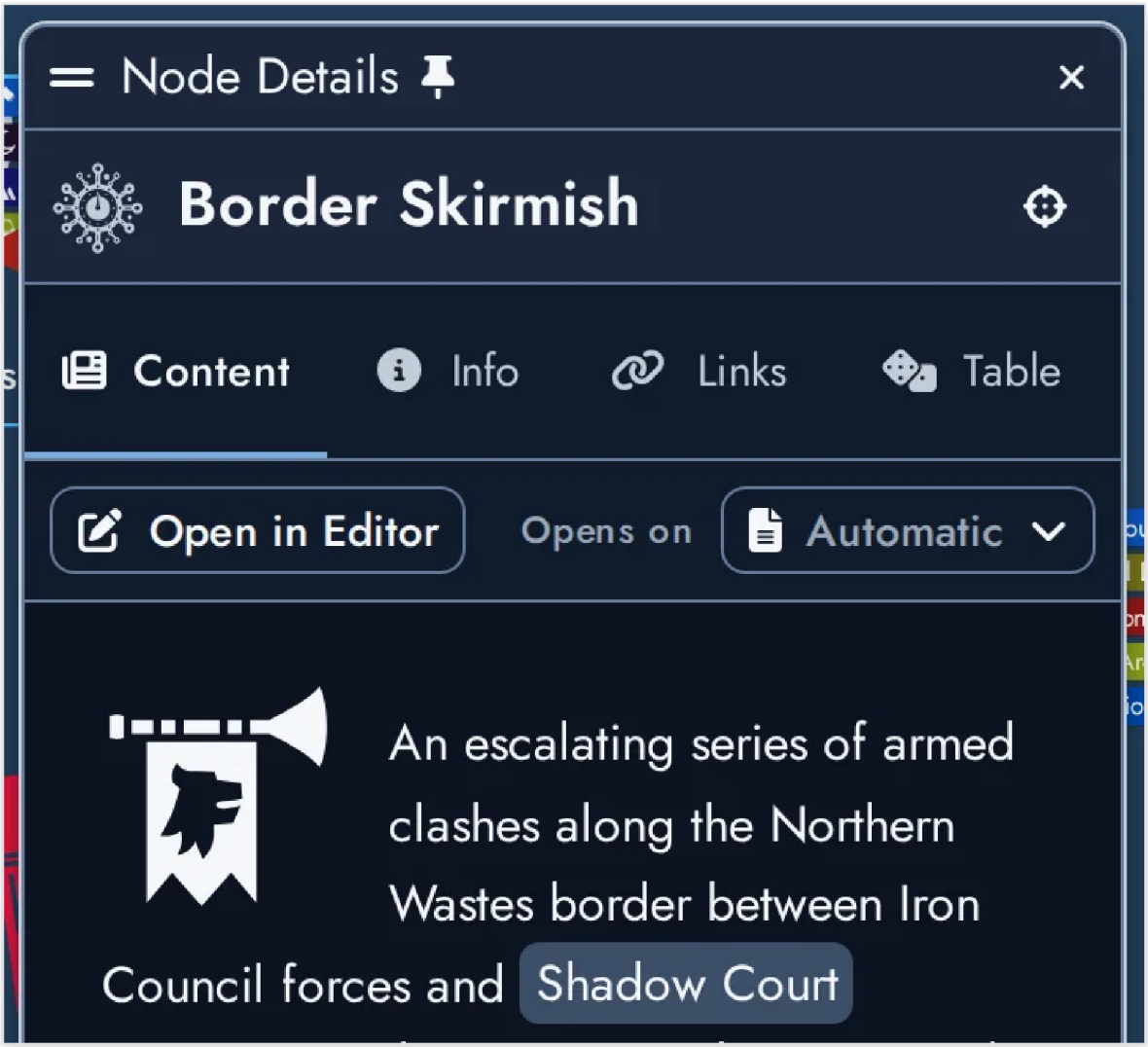


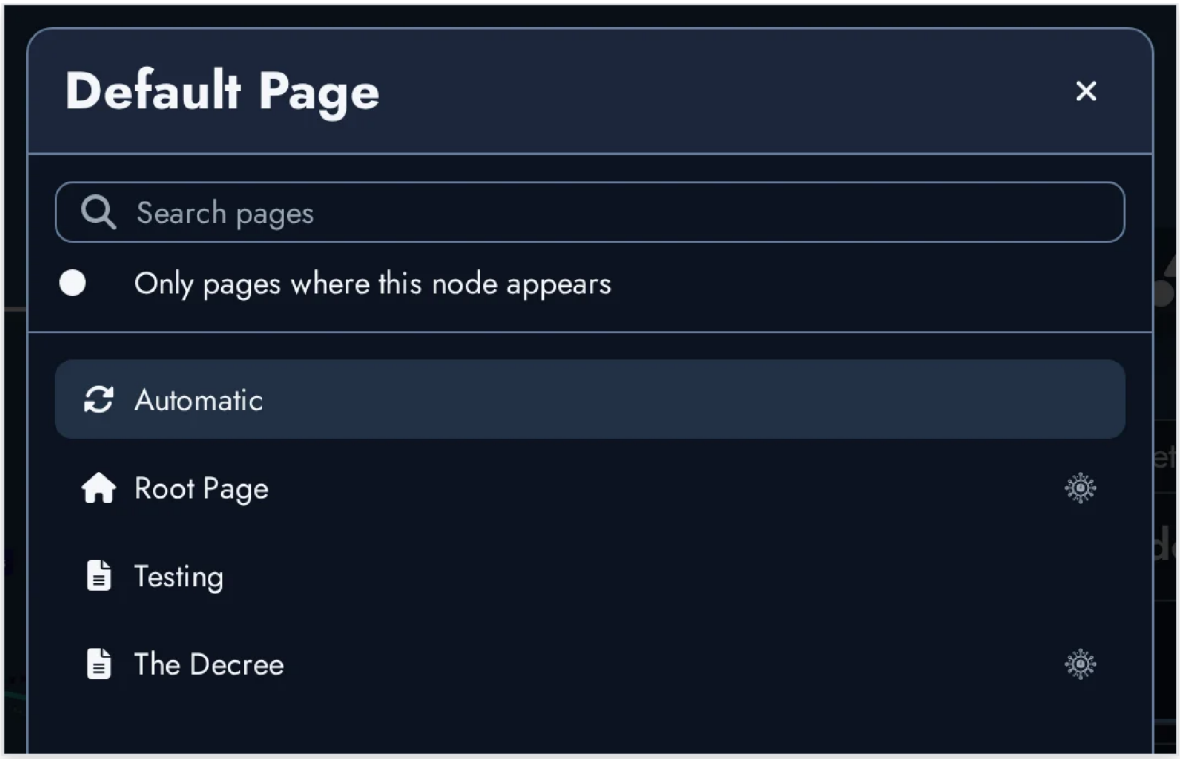
Choosing the Page a Node Opens

Double-clicking a **Node Token** opens the Node in the **Editor**. A Node can appear in several **Pages**, so you can choose which one the Editor opens on.

Set the Node's default Page with the **Opens on** picker, available in the **Content** tab of the Node Details window and in the **Info** panel of the Editor. The picker lists the Module's Pages and can be limited to the Pages where the Node already appears. *Automatic* lets the application pick the Page for you.

You can override this choice for an individual Token with the **Opens on** setting in the **Behavior** section of its Token Settings. Two Tokens of the same Node can therefore open two different Pages.



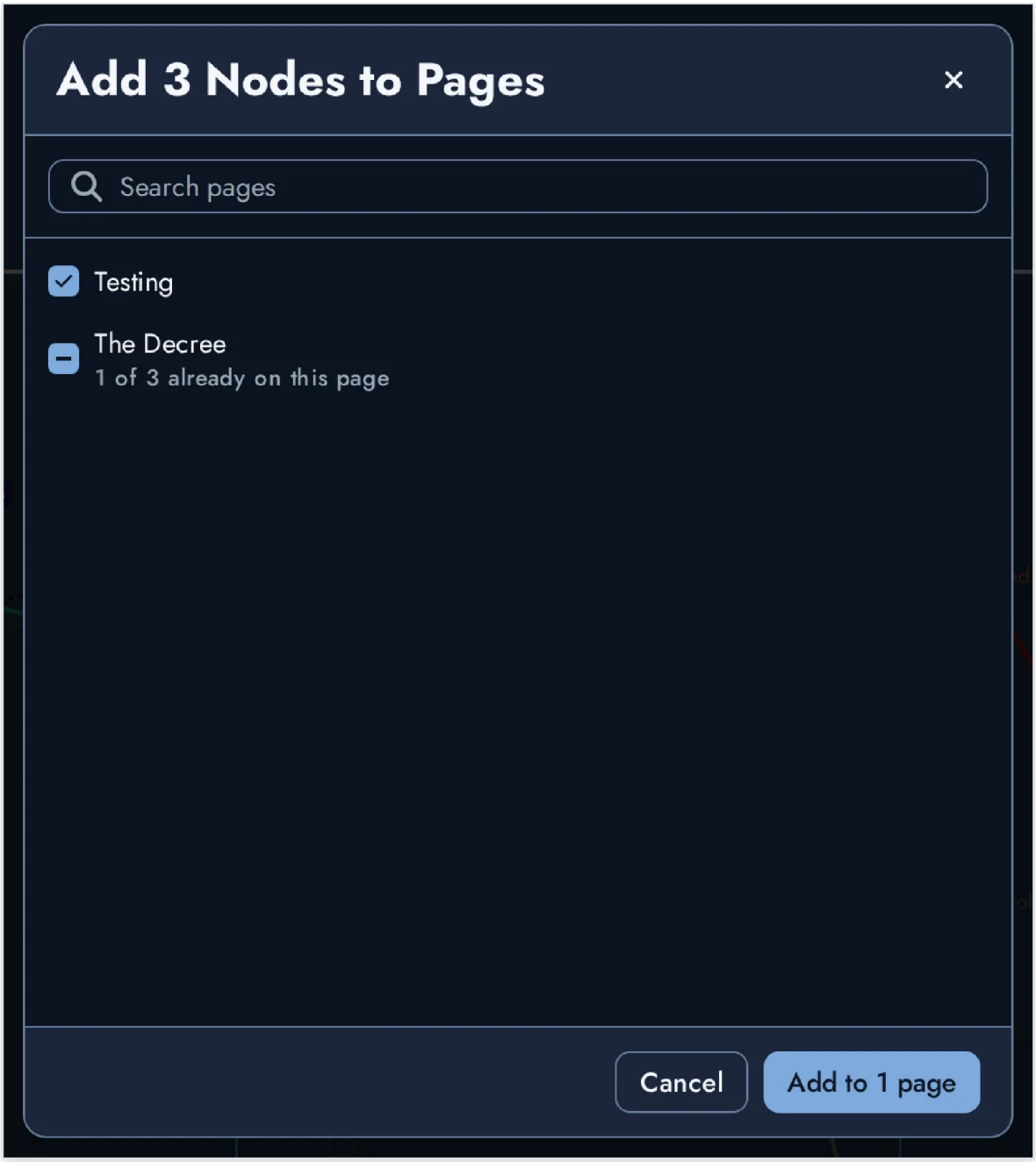


Adding Nodes to Pages

The **Add to Pages...** action adds one or several Nodes to one or several **Pages** in a single step. You can find it in:

- The context menu of a Node Token on the Board.
- The context menu of a selection of Node Tokens.
- The context menu of a Node in the Editor's Content Tree.

Check the destination Pages in the list, or type the name of a Page in the search field and press `Enter`. The window tells you when some of the selected Nodes are already on a Page. A Node can only appear once per Page.



Node Details Window

The Node Details can be triggered from any of the Node's tokens, either from its context menu or by hovering the mouse over it.

It features four tabs, each showing a different information about the Node.

The content tab ( ) shows the content created in the Editor for the Node. A button is available at the top to open the Editor for this Node, next to the Opens on picker.

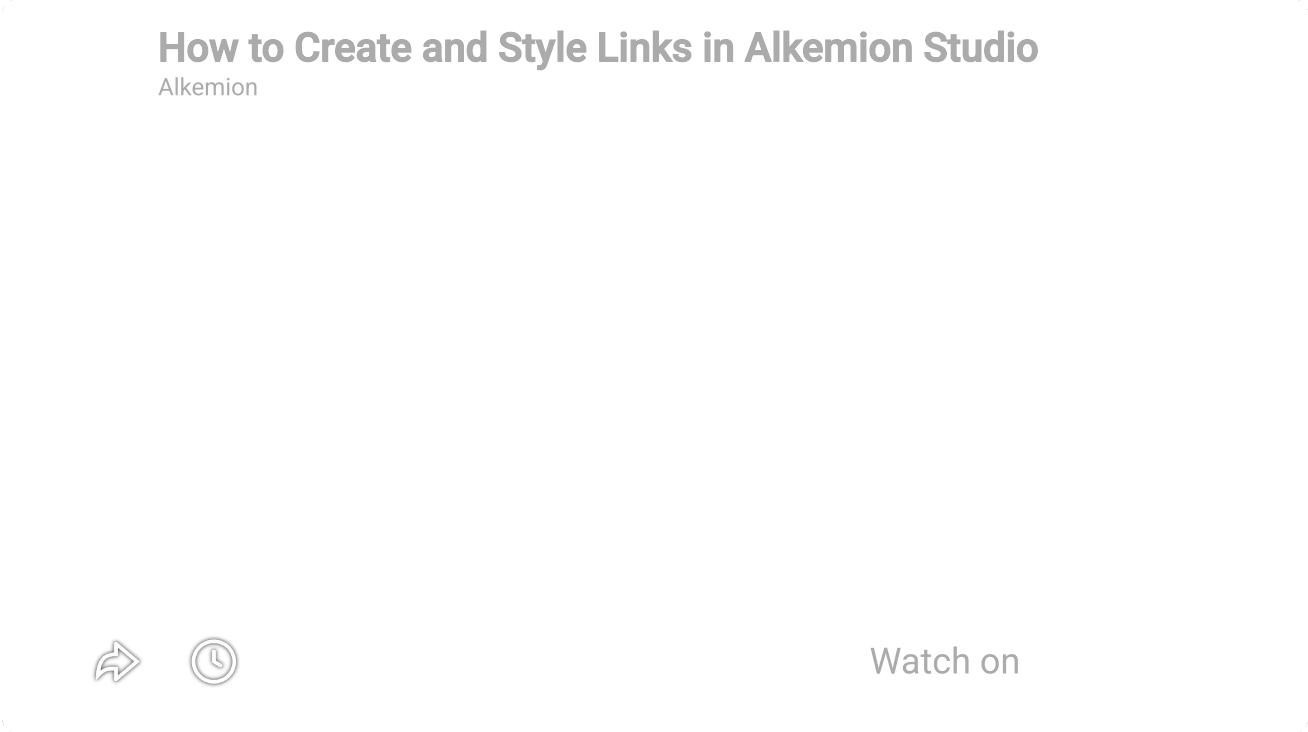
The information tab () lets you change the featured image and the Tags assigned to the Node. It also contains a scratchpad where you can add any kind of notes you want to associate with this Node.

The link tab () features a list of all the Nodes connected to this one. You can add new connections, or remove any the existing ones.

The random tab () shows the Random Table linked to this Node, if any. You can roll the table, change it or unlink it.

Links

Last update: August 18th 2026

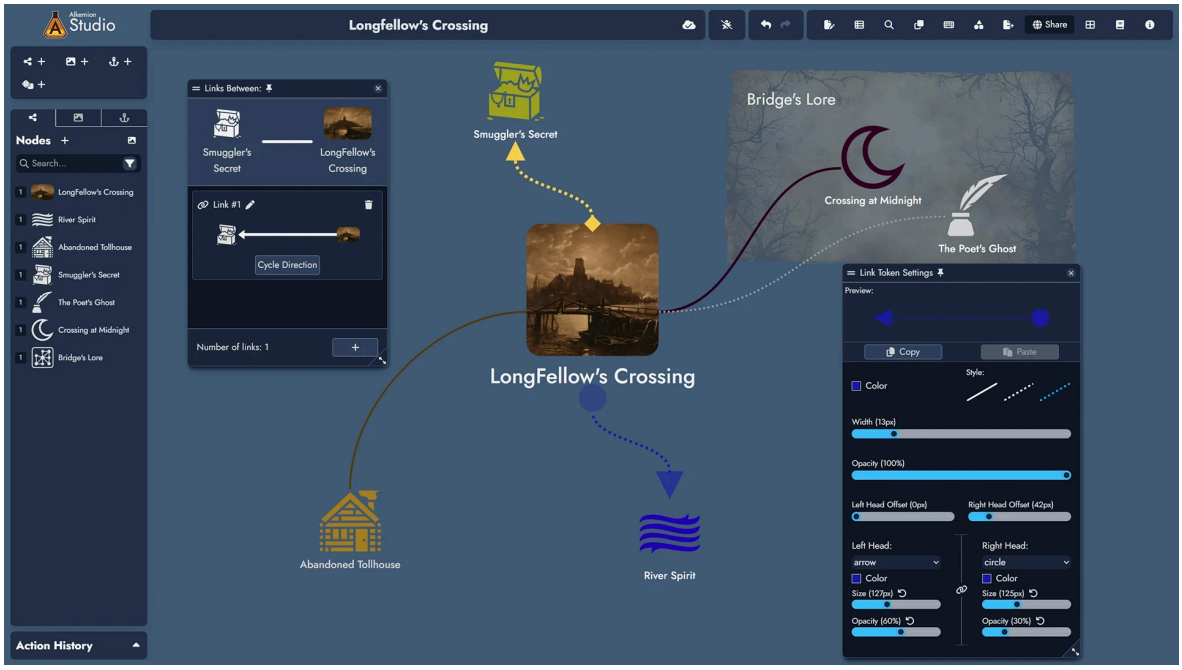


Links connect **Assets** in your Module to show how different parts of your adventure relate to one another, whether through clues, relationships, consequences, or transitions.

In node-based design, structure comes from connections. **Links** let you define how players might move between **Nodes**, without locking them into a fixed path. You can also connect non-Node assets such as **Widgets** and **Anchors**. This makes Links useful not just for play-related structures but also for annotating and organizing your board.

You can create multiple independent **Links** between the same pair of Assets to represent different kinds of relationships. Each **Link** can include a direction and a short description to clarify its role.

Links can also be shown on the **Board** through **Link Tokens**, giving you a visual map of your **Module**'s structure. You can customize each **Link Token**'s color, style, and width to make different types of connections easy to recognize at a glance.



Creating Links

You can create a Link in two main ways:

From the **Links** tab in the **Node Details Panel**: use the "+" button and choose the target **Node**. This way can only create links between Nodes.

By dragging the mouse between two **Tokens** on the **Board** using the side handles. This works with both Node Tokens and non-Node Tokens (Widgets and Anchors).

You can create multiple **Links** between the same pair of Assets. Each **Link** is treated as a distinct object.



Managing Links

You can manage a Node's Links from the **Node Details Panel** or manage Links directly between any pair of Assets by double-clicking a **Link Token** on the Board.

From the Node Details Panel

In the **Linked Nodes** tab, each connected Node includes:

A **Manage** button to list all Links with that Node.

An **Add Link +** button to create a new Link.

Editable Link fields for description and direction.

A delete icon to remove individual Links.



Using the Link Management Window

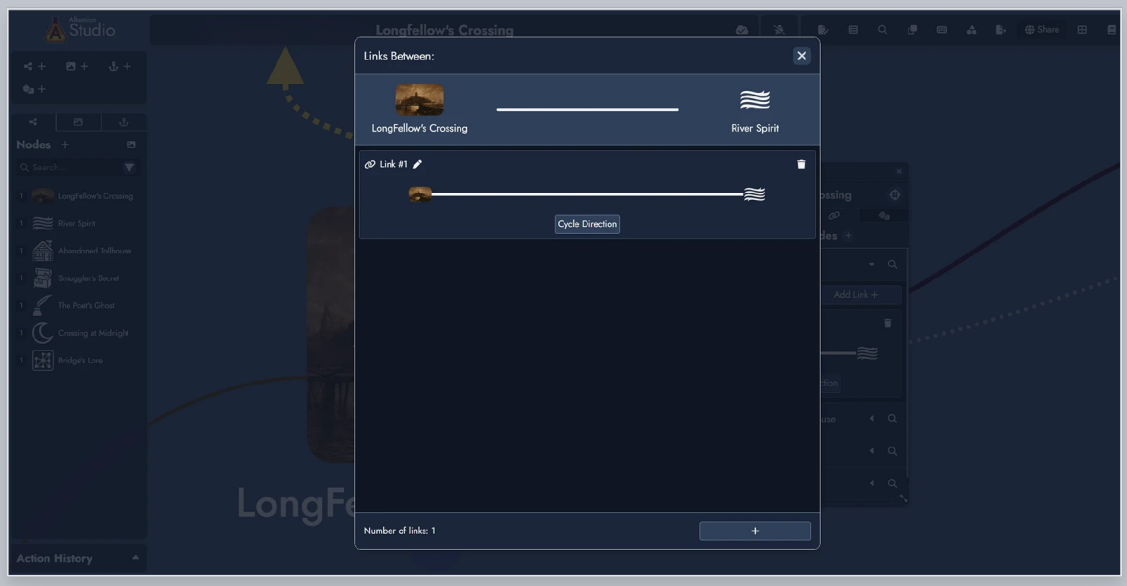
Click **Manage** to view all Links between two **Nodes**.

Edit or delete any Link.

Toggle direction using **Cycle Direction**.

Add new Links with the **+** button.

Total number of Links is displayed below the list.



From a Link Token on the Board

Double-click a **Link Token** to manage Links between two **Assets** (**Nodes**, **Widgets**, or **Anchors**).

- Edit or delete existing Links.
- Add new ones.
- Adjust direction and description.

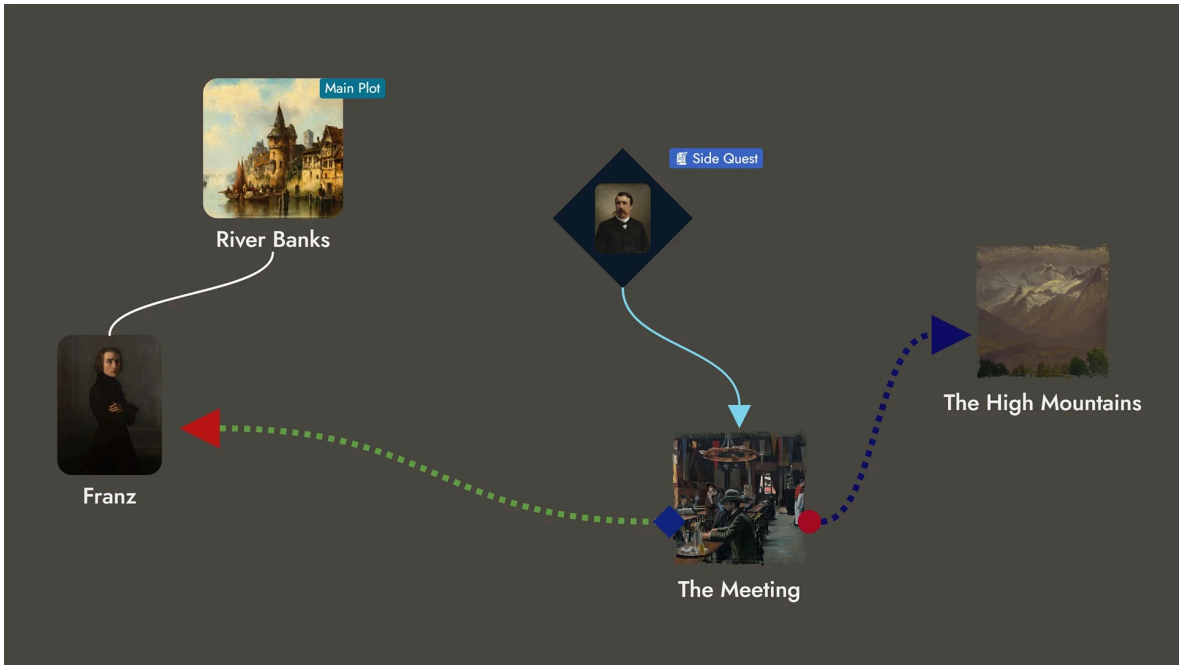
All changes are instantly applied to the Board and Details panels.



Link Tokens on the Board

Links can be visually represented with **Link Tokens** between Tokens on the Board. These are optional and per-token.

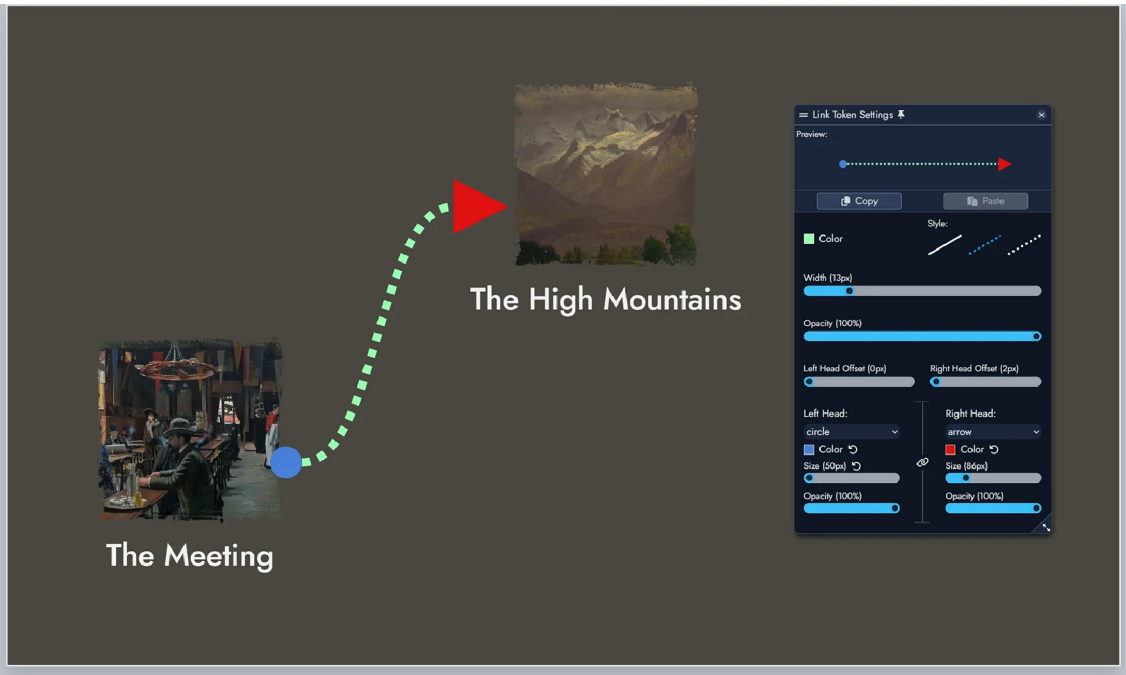
Each Link can have multiple **Link Tokens** on the Board, just like Nodes can have multiple Node Tokens.



Customizing Link Tokens

Use a **Link Token** Visual Settings panel to change its appearance: color, style (solid, dashed, dotted), width, opacity, and line-end offsets. Offsets support both positive and negative values, giving you finer control over Link Token positioning in dense or overlapping layouts.

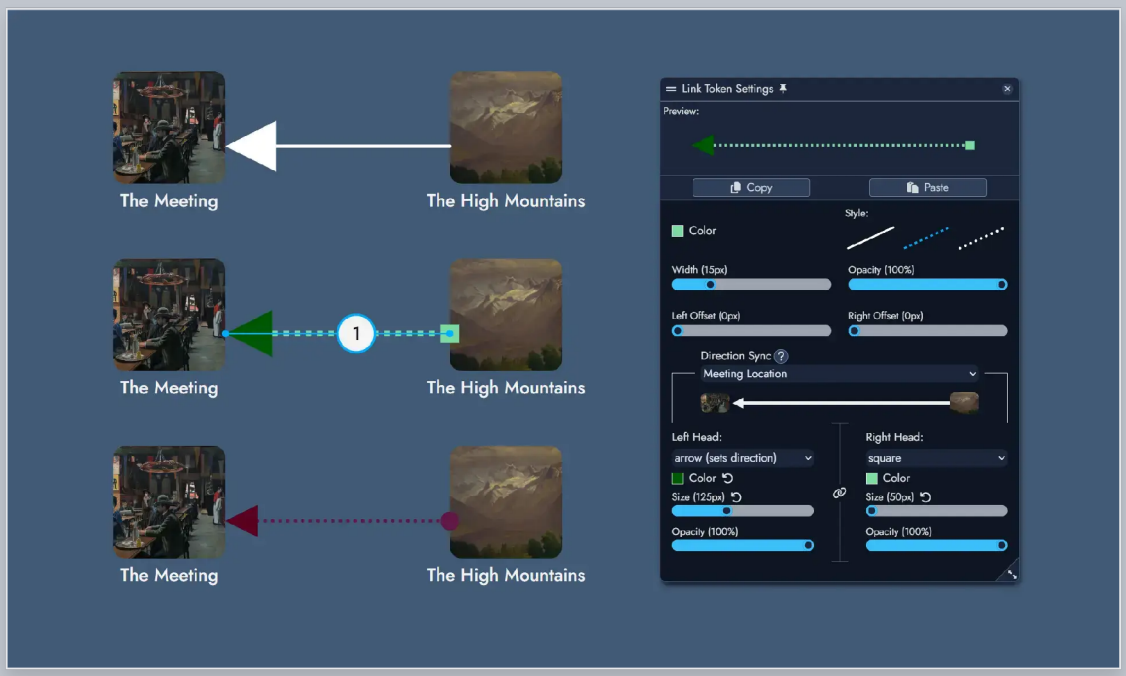
These changes apply only to the selected Token, not the Link itself or its other Tokens.



You can set each **Head** (left and right) to: Arrow, Circle, Square, Diamond, or None. Each Head can be styled independently.

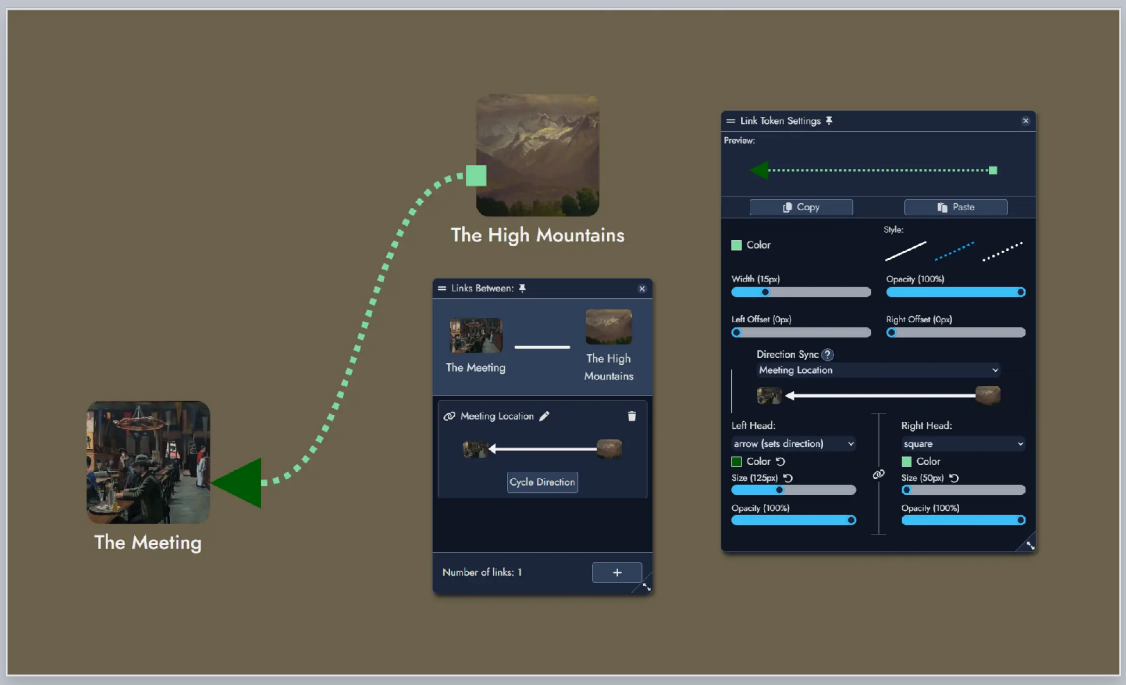
Use the button to link both Heads. Changing one updates the other.

Optional Head settings include color, size, and opacity. If left blank, they inherit from the Link Token.



Direction Sync links the Token's direction to a specific **Link** between the two **Assets** it connects. Updating one updates the other.

Setting a Token Head to **Arrow** updates the Link's direction. All Tokens synced to it are updated accordingly.



Labels allow you to display either the name of a **Link** between two **Assets**, or a custom text.

Editing a **Label** corresponding to a Link's name will update it directly.

Labels can be styled with font size and color, background color, border, opacity, and independent horizontal and vertical inner padding.

A **Label Offset** slider lets you reposition the label along the connection, sliding it from one end to the other.

You can also drag a label directly along its Link Token on the Board to reposition it. A Board setting can automatically use the Asset Link name as the label on every new Link Token.


Alliance Studio
Longfellow's Crossing
Share
Nodes
Search...
LongFellow's Crossing
River Spirit
Abandoned Tollhouse
Smuggler's Secret
The Poet's Ghost
Crossing at Midnight
Bridge's Lore
Action History
Smuggler's Secret
Bridge's Lore
Crossing at Midnight
The Poet's Ghost
The ritual
Hidden path
LongFellow's Crossing
Abandoned Tollhouse
River Spirit
Link Token Settings
Copy
Paste
Set as Default
Preview:
The ritual
Label
The ritual
The ritual
Opacity (100%)
Border Style solid
Border Color
Background Color
Font Color
Font Size (64)

Tags

Last update: August 18th 2026

Tags are customizable labels you can assign to **Nodes** and **Construct Assets**, including Maps and Timelines, to categorize and organize content within your **Modules**. They support filtering, searching, and visual organization across your Module.

Each **Tag** includes a name and can optionally feature a color, icon, or description. **Tags** help you highlight specific themes, topics, or status indicators, making it easier to manage and view relevant content at a glance.

You can also build reusable sets of **Tags** using **Tag Collections**, stored in your **Library** and importable into any **Module**.

Managing Asset Tags

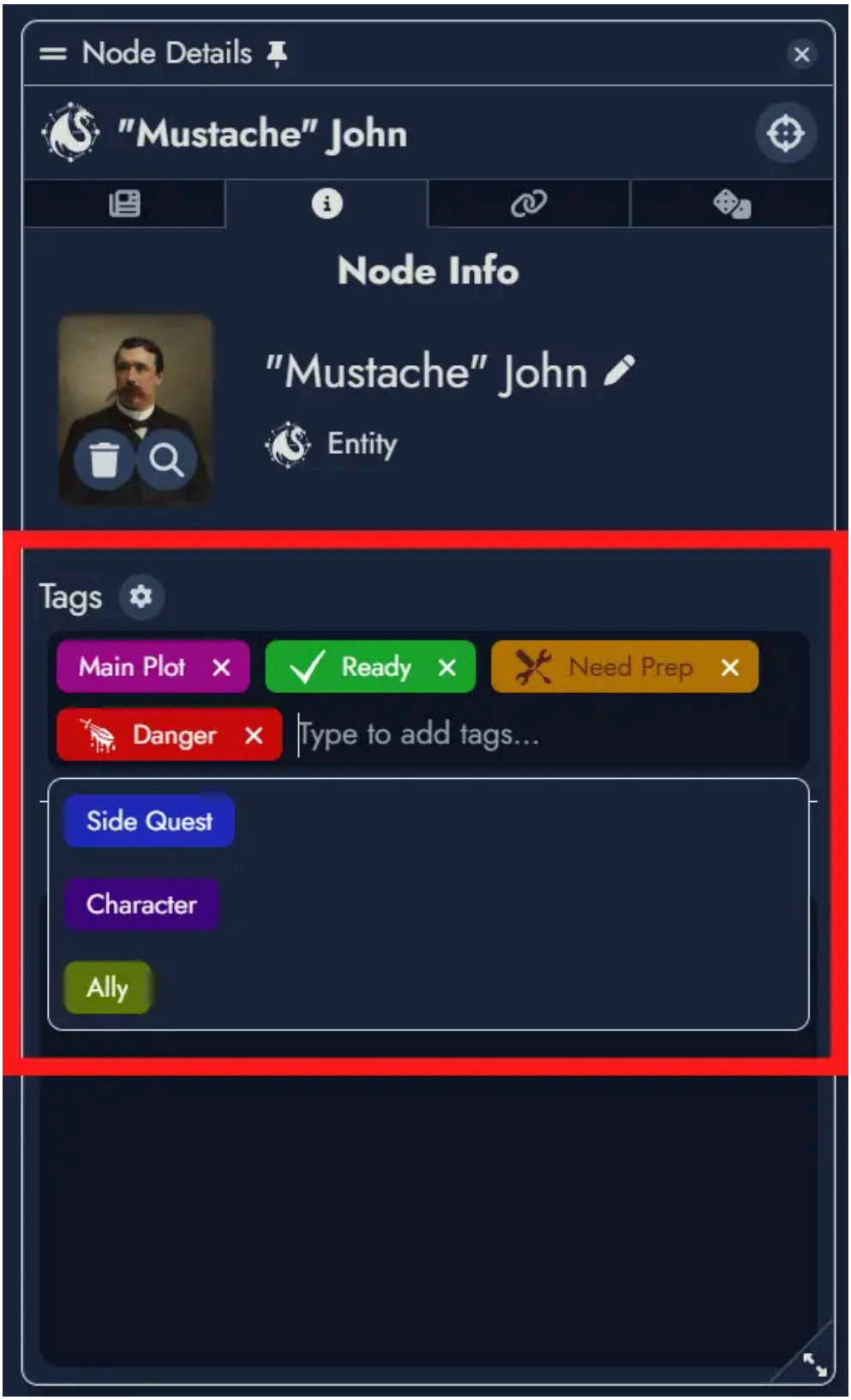
You can manage the **Tags** of any **Node** in your **Module** through its **Tag Box**, located in the **Node**'s **Information Panel**.

The **Tag Box** displays the **Tags** currently assigned to the **Node**. Clicking on a **Tag** opens the **Tag Editor**, where you can modify its properties.

To add an existing **Tag** to a **Node**, use the dropdown menu in the **Tag Box**. Typing in the text field filters available **Tags** for quick selection. Once selected, the **Tag** will be assigned to the **Node**.

You can also create new **Tags** directly in the text field. Type a new name, press Enter, and the **Tag** will be created and automatically assigned to the **Node**. The selection window also includes a dedicated **Create a Tag** button.

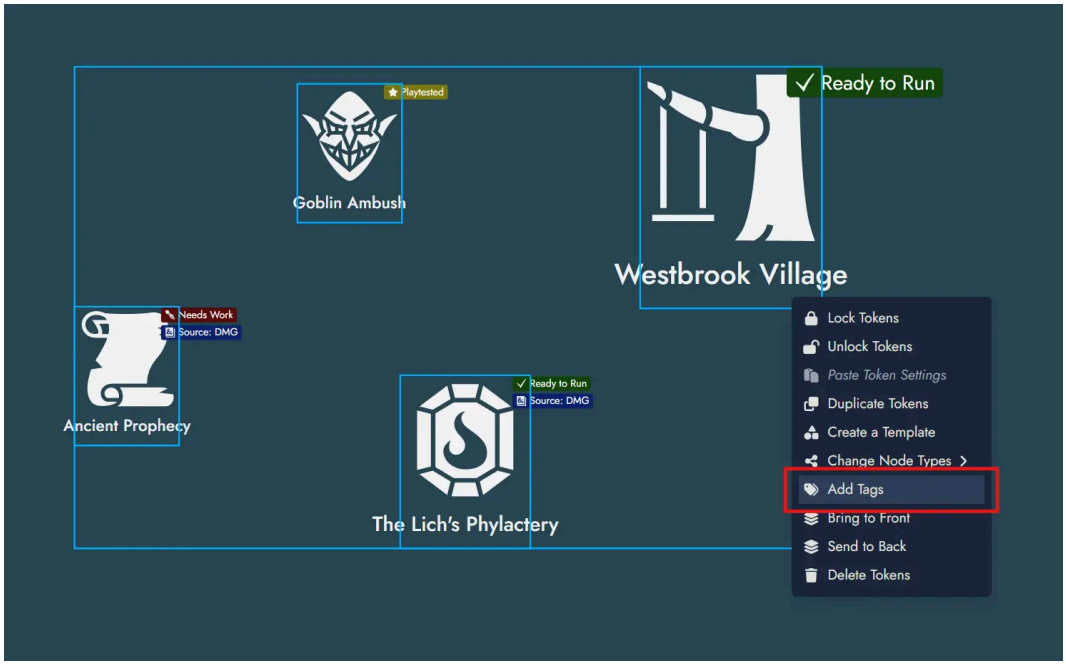
To remove a **Tag** from a **Node**, simply click its close button: ✕.



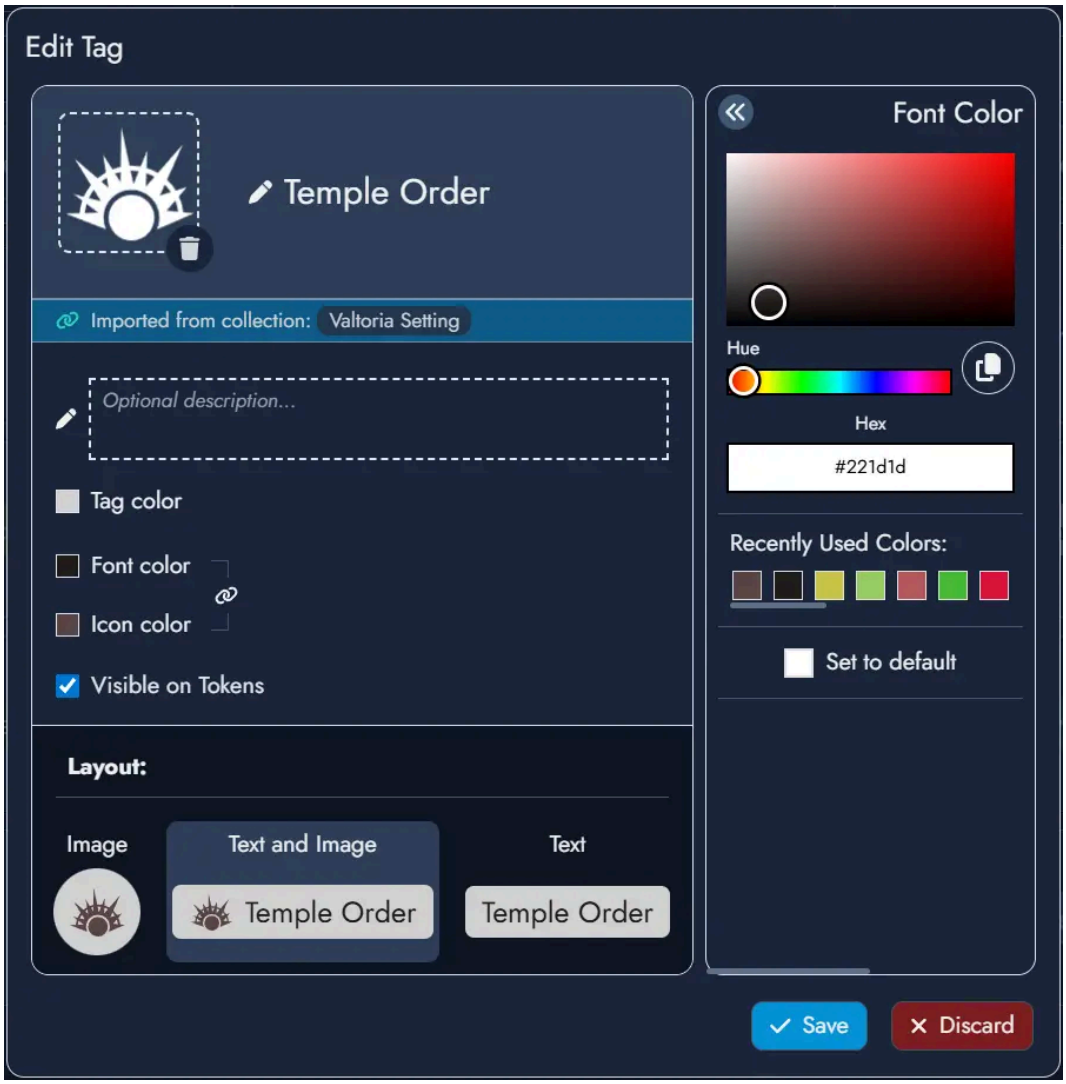
Maps and Timelines use the same Tag selection workflow. Open the Construct's Asset details to add or remove Tags. Tag display settings on Tokens remain specific to Node Tokens.

Adding Tags in Batch

You can add **Tags** to multiple **Nodes** at once using context menus. Select one or more **Node Tokens** on the **Board**, nodes in the **Asset Tree**, or content blocks in the **Editor**'s **Content Tree**, then use the context menu to choose the **Tags** to apply to the parent **Nodes** of your selection.



Editing a Tag



Clicking on a Tag in the Tag Box opens the Tag Editor, where you can set or modify various properties:

Featured Image: Click the image box to set an image or icon as the **Tag**'s **Featured Image**. This visual can optionally appear on the **Tag Chip**, the visual representation of the **Tag** across the application.

Description: Use this optional field to describe the purpose or theme of the **Tag**.

Tag and Font Colors: These values customize the style of the **Tag Chip**. An additional **Icon Color** setting lets you independently control the color of the **Tag**'s icon. A lock option is also available to modify the icon and font colors simultaneously.

Visible on Tokens: Check this box to display the **Tag Chip** on the **Node**'s **Tokens**. This setting can be customized for each **Token** in its **Token Settings** panel.

Layout: Choose the **Tag Chip** style by combining the **Tag**'s name and visual. Note that layout options using a visual can only be selected if a **Featured Image** has been set.

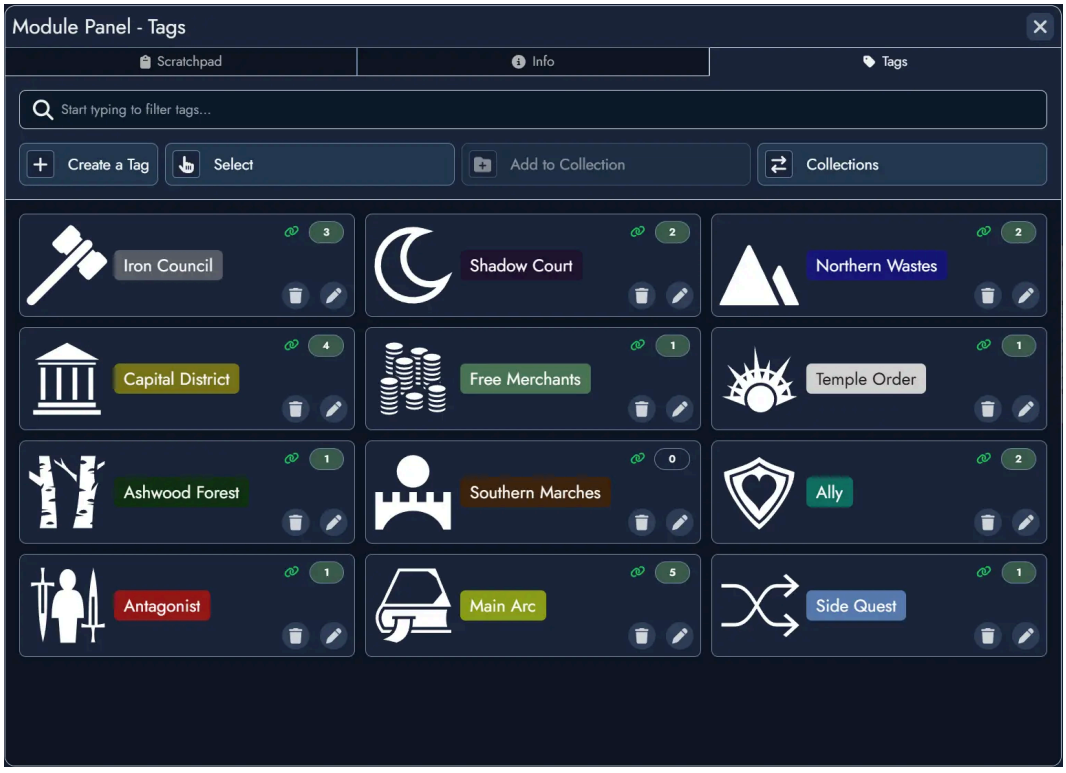
To save your changes, click **Save**. Click **Discard** to cancel any modifications.

The Tag Manager

The **Tag Manager**, located in the **Module Panel**, lists all **Tags** available in your **Module**. Each **Tag** card displays the number of **Assets** that currently use it, giving you a quick sense of how widely each label is applied.

Newly created Tags appear at the beginning of the list so they are easy to find and select immediately.

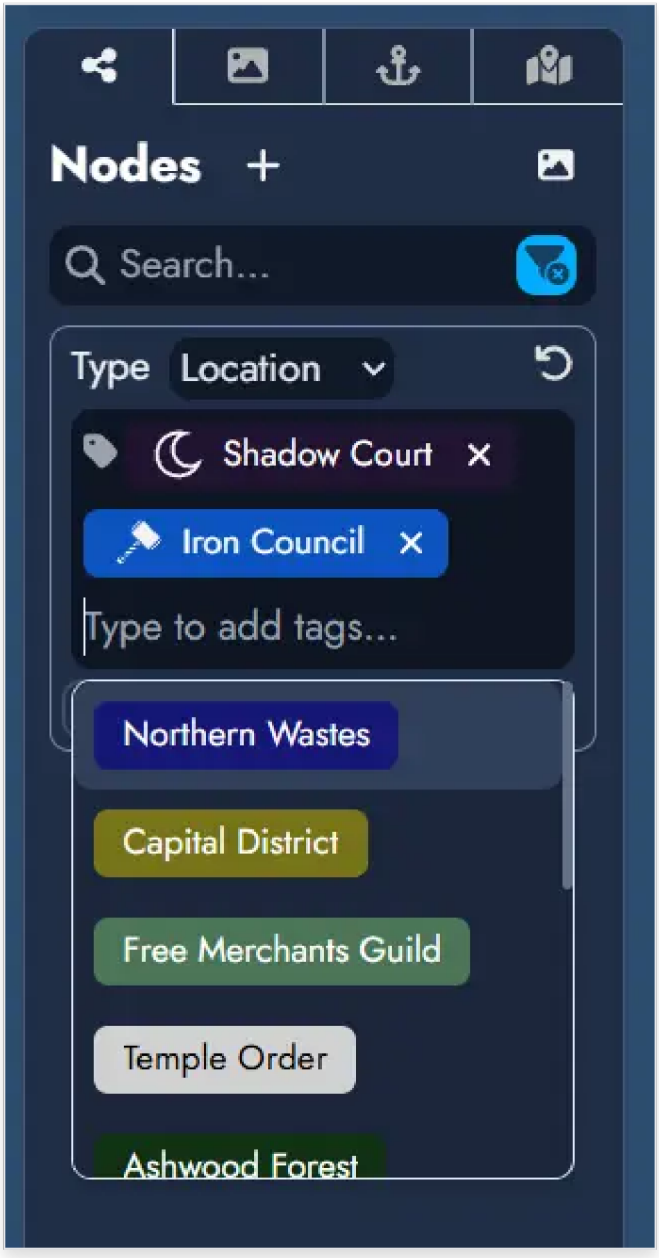
Right-clicking any **Tag** card opens a context menu with quick access to the most common actions. You can also select multiple **Tags** at once and apply actions in batch across your entire selection using the same context menu.



Tags Filtering

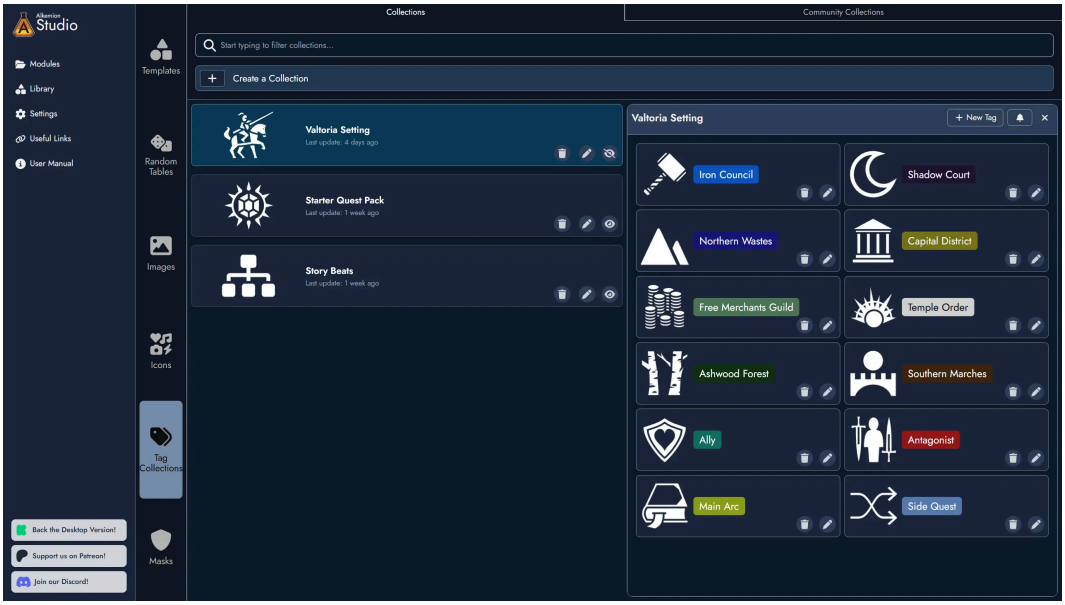
A filter button on the far right of any search field provides filtering options. You can filter Nodes by type or select specific Tags if they are available in the Module. The filter button turns blue to indicate when a filter is active.

Active Tag filters appear as chips. Use the remove button on a chip to clear that Tag without resetting the rest of the filter.



Tag Collections

Tag Collections let you build reusable sets of **Tags** in your **Library** and import them into any **Module**. This is especially useful when you want to apply a consistent set of labels across multiple projects without recreating them from scratch each time.

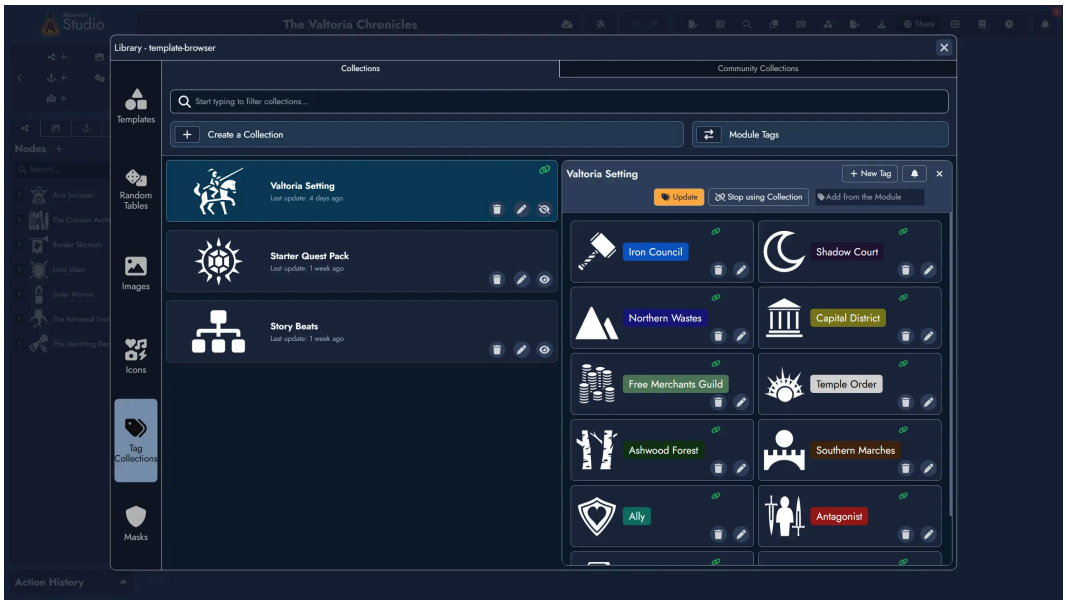


Creating and Managing Collections

Tag Collections are managed from the **Tag Collection Manager**, located in the **Library**. It is accessible from both the **Lobby** and from inside any open **Module**.

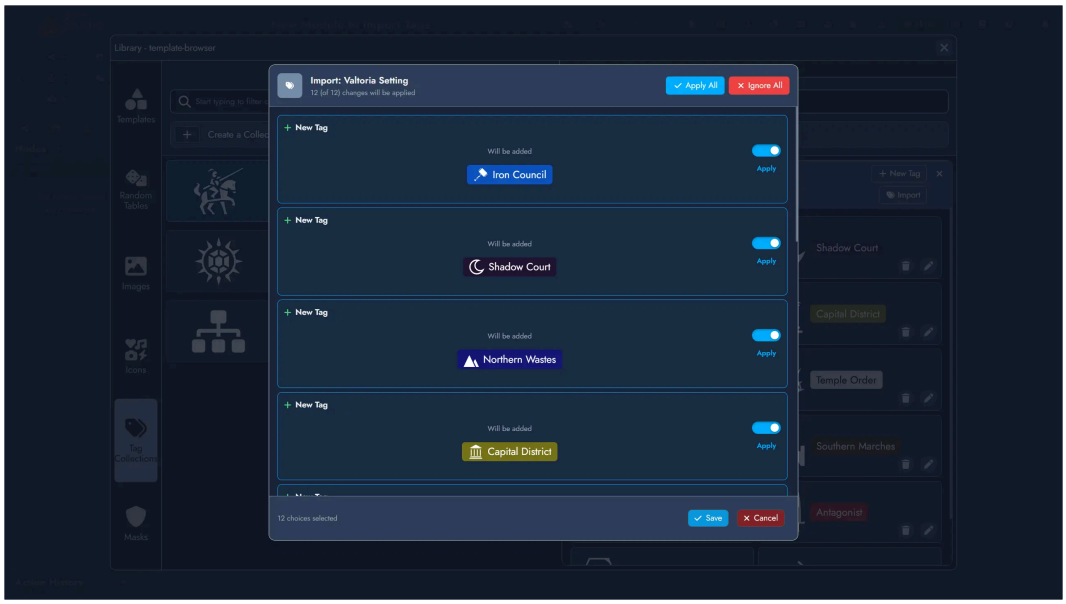
To create a new **Collection**, open the **Tag Collection Manager**, give the **Collection** a name, and optionally assign a **Featured Image** to help identify it at a glance. You can then add **Tags** to the **Collection** and edit or remove them at any time. Collections can also be renamed, have their image changed, or be deleted directly from the manager.

When working inside a **Module**, navigation shortcuts are available to move quickly between the **Tag Collection Manager** in the **Library** and the **Tag Manager** in the **Module Panel**.

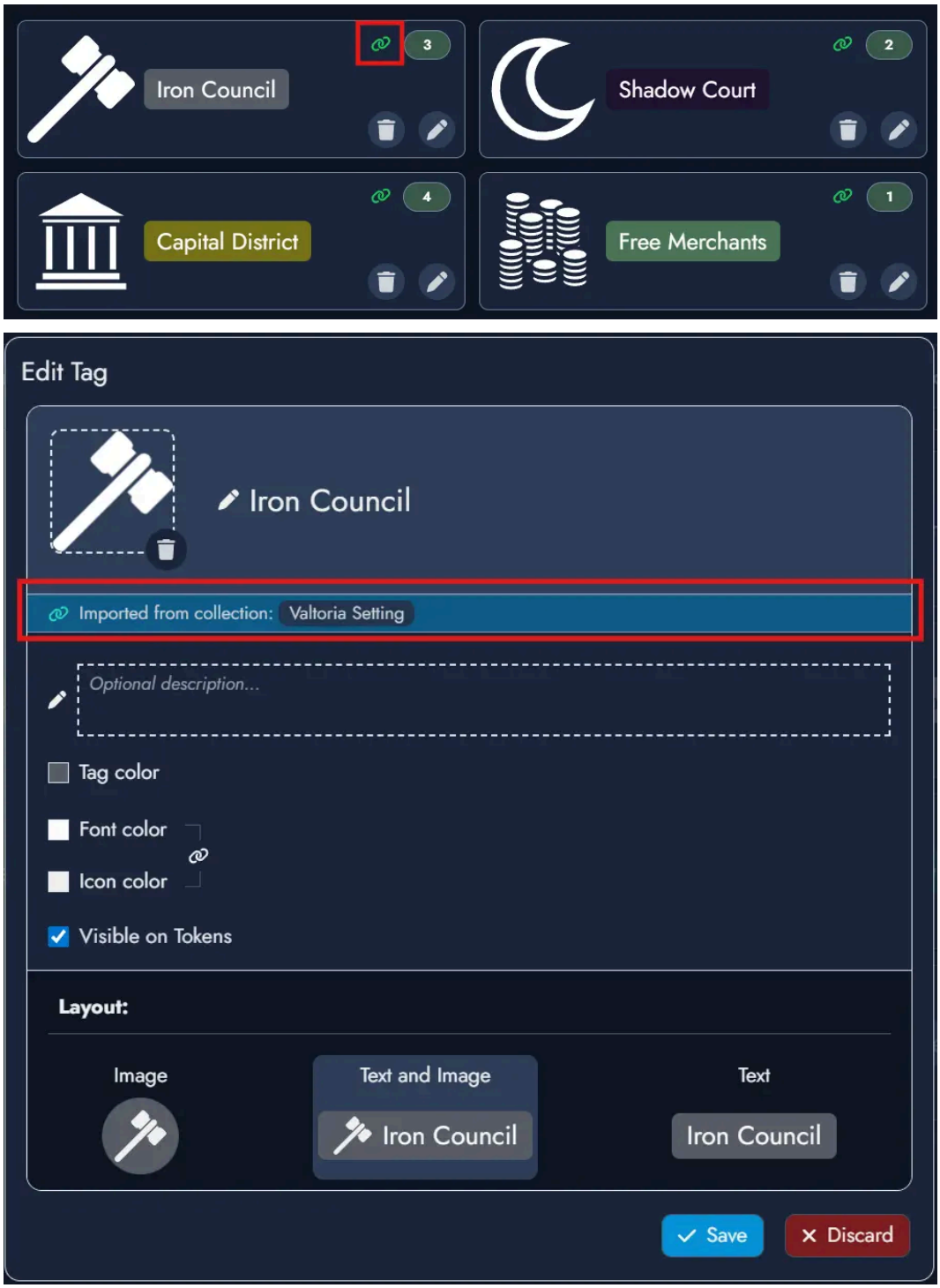


Importing a Collection

You can import a **Tag Collection** into any open **Module** directly from the **Tag Collection Manager**. When importing, you can select which **Tags** from the **Collection** to bring in.



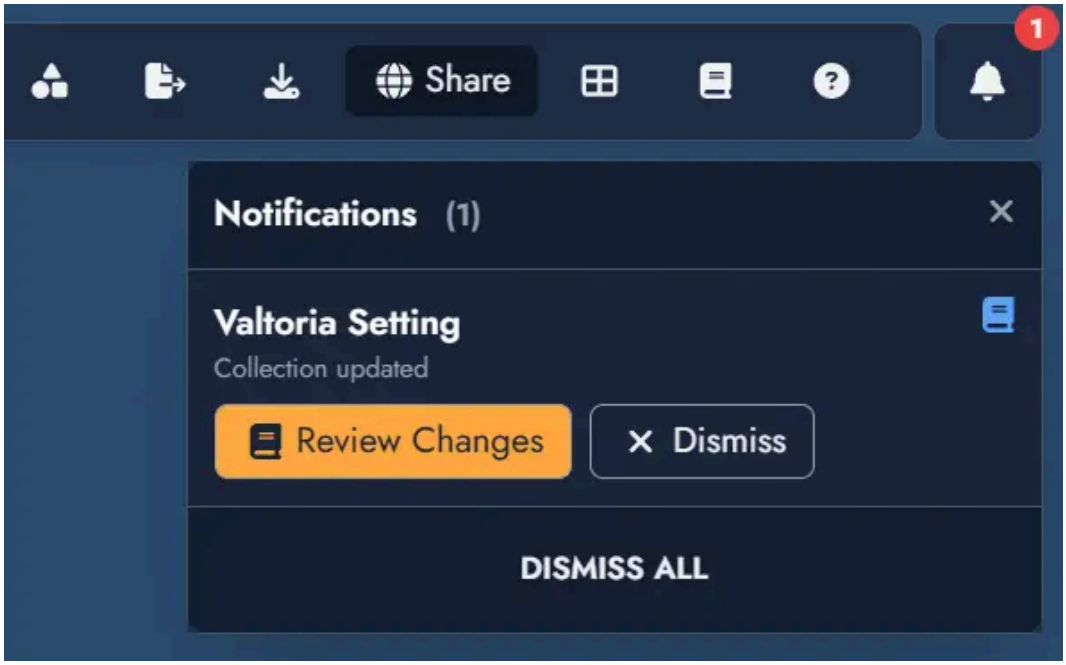
Imported **Tags** behave exactly like local **Tags**: you can edit or delete them freely without affecting the source **Collection**. A link icon on both the **Collection** card and each imported **Tag** card makes these connections easy to spot at a glance. The **Tag Editor** also indicates which **Collection** a subscribed **Tag** originates from.



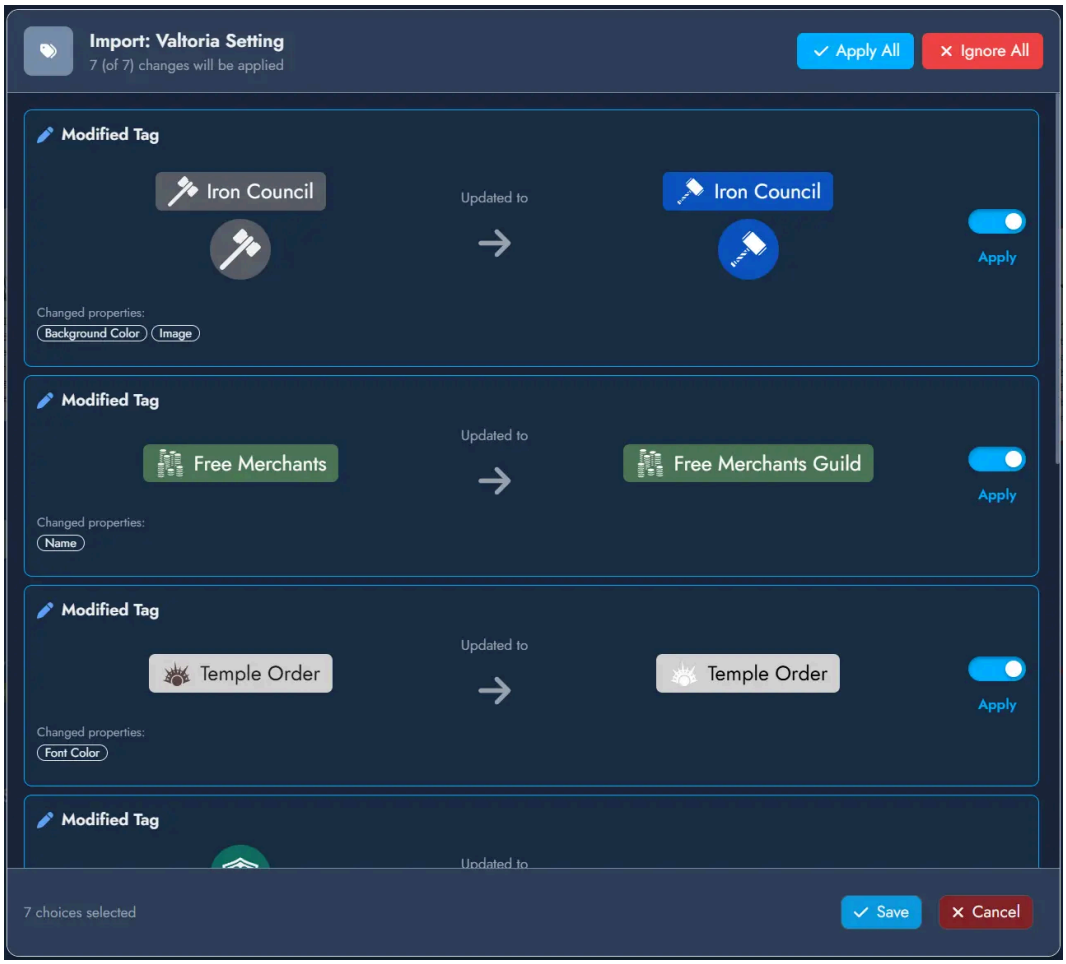
Synchronization is one-directional: changes flow from the **Collection** to the **Module**, never the other way around. To update the source **Collection**, edit it directly in the **Tag Collection Manager**.

Keeping Tags Up to Date

When you update a **Tag Collection**, any **Module** that has imported **Tags** from it will show a soft notification on next load if there are pending changes to review. You can dismiss the notification and come back to it later, or open the update panel immediately to review each change individually and choose to apply or ignore it.



The update panel can always be accessed from the **Update** button on the **Collection** card in the **Tag Collection Manager**, even after dismissing a notification.


Import: Valtoria Setting
7 (of 7) changes will be applied
Apply All
Ignore All
Modified Tag
Iron Council
Updated to
Iron Council
Apply
Changed properties:
Background Color
Image
Modified Tag
Free Merchants
Updated to
Free Merchants Guild
Apply
Changed properties:
Name
Modified Tag
Temple Order
Updated to
Temple Order
Apply
Changed properties:
Font Color
Modified Tag
Updated to
7 choices selected
Save
Cancel

Widgets

Last update: October 11th 2026

Widgets are visual elements that enhance the aesthetics of your **Board**. Unlike **Nodes**, **Widgets** do not participate in the adventure mechanics; they are purely for visual aid and context. They serve as decorative or informational additions without impacting the functional structure of your adventure design.

Widgets include image widgets, icon widgets, text widgets, and group widgets.

Unlike **Nodes**, each Widget exists as a single **Token** on the **Board**. Deleting a Widget's Token removes the Widget from the Module entirely. Widgets can be named for easy identification in the **Asset Tree**, and they can be connected to other Assets using **Links**.



Image Widget

An **Image Widget** places an image directly on the **Board** as a decorative or illustrative element. Use it to add maps, illustrations, background art, or any visual that supports the atmosphere of your module without attaching it to a **Node**.

Images are selected from the **Library**, which includes your uploaded images and any images you have bookmarked from the icon collection or external sources.

Image Widgets support the following customization options:

- Border style and border color
- Corner width and corner height (independent controls for precise shape)
- Mask overlay



Icon Widget

An **Icon Widget** places a single icon on the **Board**. It is useful for quick visual markers, decorative elements, or symbolic annotations that do not require text or a full image.

Icons are selected from the **Library**, which contains tens of thousands of icons covering a wide range of themes and genres.

Icon Widgets support the following customization options:

- Icon color

Text Widget

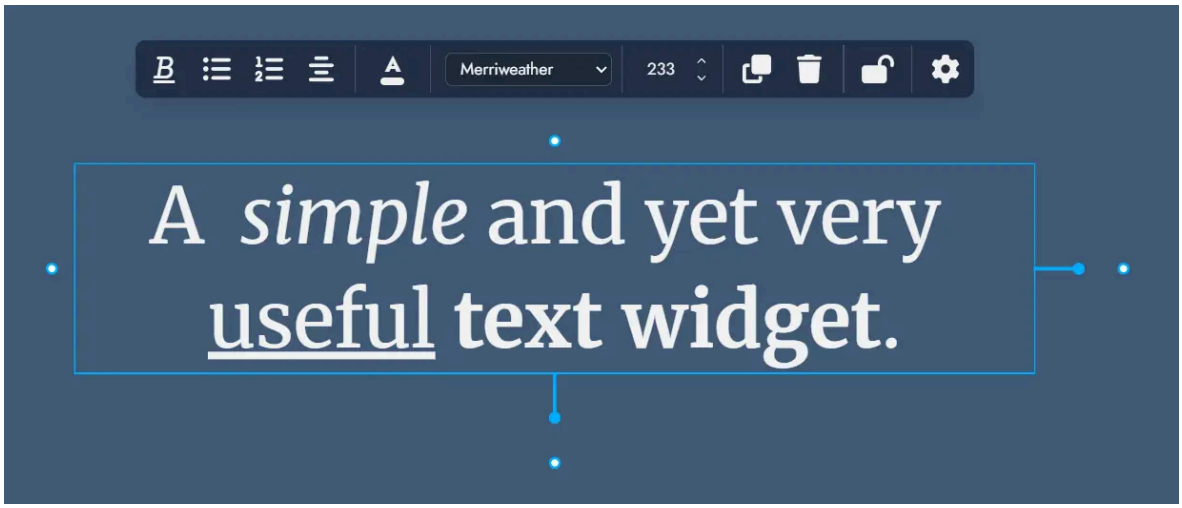
A **Text Widget** places a text label or annotation directly on the **Board**. Use it for section headings, captions, notes, or any freestanding text that is not tied to a **Node**.

Text Widgets support **rich text formatting**. The following formatting options are available directly in the widget:

- Bold, italic, underline, and strikethrough
- Numbered lists and bullet lists

Text Widgets also support the following customization options:

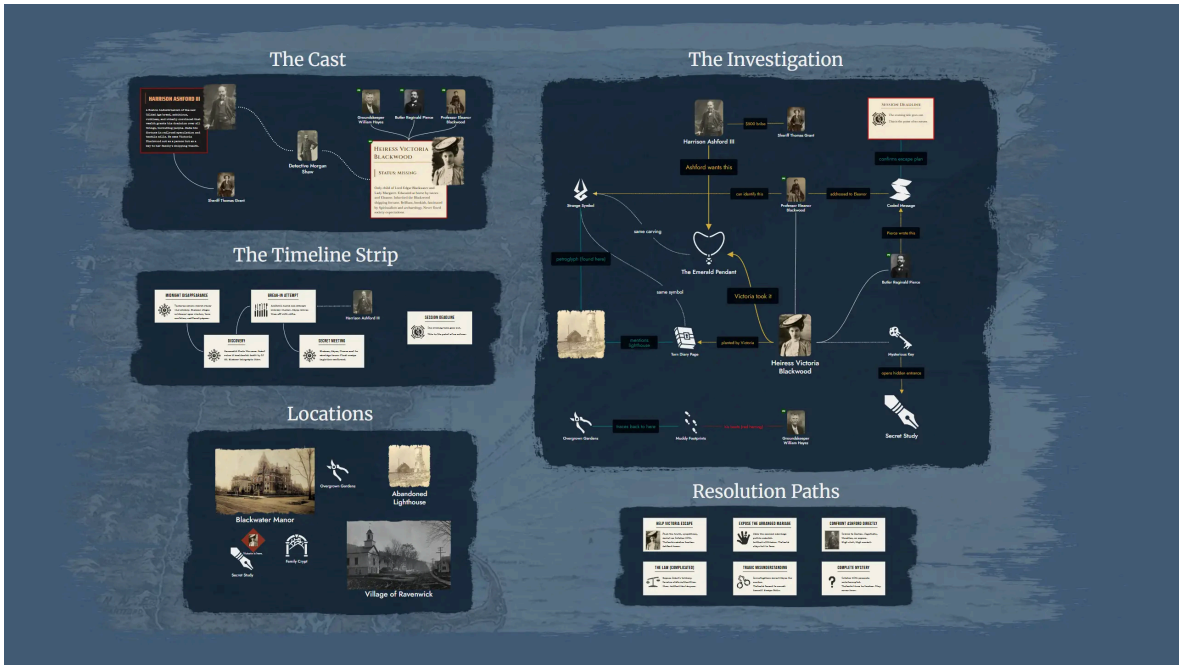
- Font selection (any font available in the Editor themes)
- Font size
- Border style and border color
- Corner width and corner height



Group Widget

Group Widgets are a special Widget type designed for visual and organizational grouping on the **Board**. They let you visually delimit areas of your board, label regions, and apply background images or colors to create a clear spatial structure.

Unlike **Nodes**, Group Widgets hold no content of their own. Their purpose is layout and emphasis: meaning and structure remain within Nodes and Links.



Linking a Group Widget to a Node

A **Group Widget** can optionally be linked to a **Node**. When linked, double-clicking the Group Widget opens that Node directly in the **Editor**, making it a convenient shortcut to the Node's content while keeping the visual structure separate.

Customization

Group Widgets support the following customization options:

- Background image
- Background color
- Border style and border color
- Corner radius
- Title font selection

Name Size: adjusts the font size of the Group Widget title. Title spacing adjusts naturally as the size changes.

Horizontal and Vertical Offset: sliders that let you reposition the title freely within the Group Widget bounds.

Masking

Migration from Group Nodes

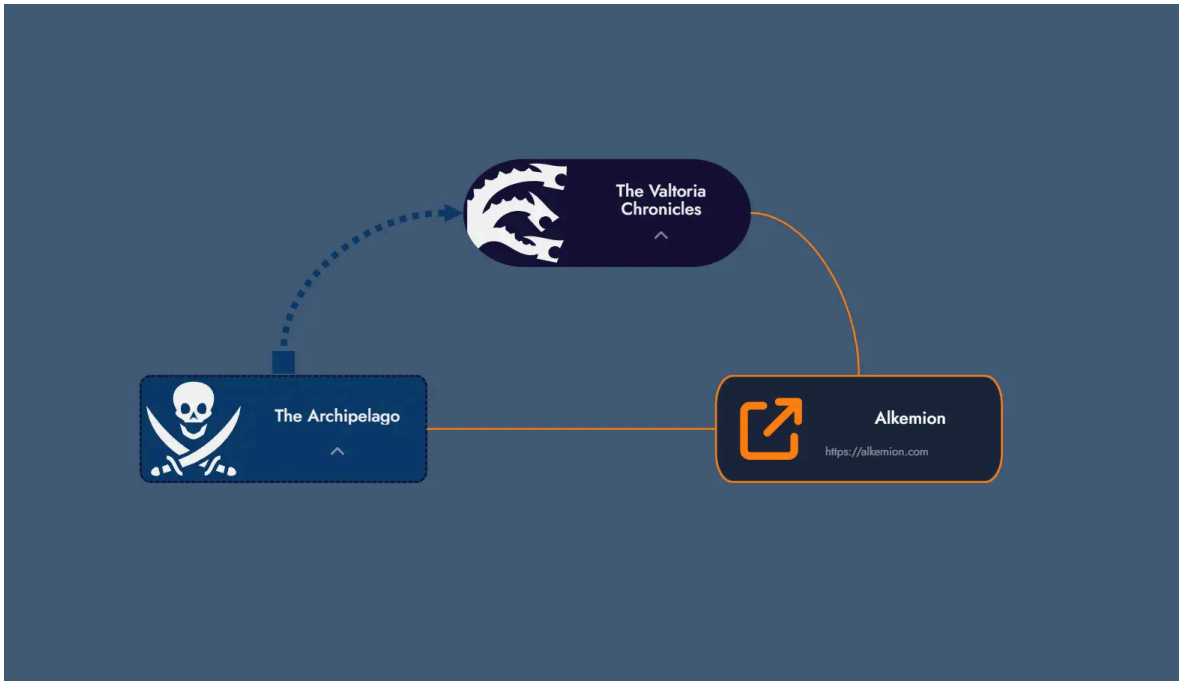
Prior to version 0.17.0, grouping was handled by **Group Nodes**. Group Nodes have been retired and replaced by Group Widgets. Existing modules are automatically migrated: each legacy Group Node is converted into a Group Widget on the Board. Because Group Nodes could hold text content, a new generic Node is created for each migrated Group Node to preserve that content.

Anchors

Last update: October 11th 2026

Anchors are Assets that act as navigational links on the **Board**. They come in two types: **Module Anchors**, which link to another Module, and **External Link Anchors**, which link to an external URL.

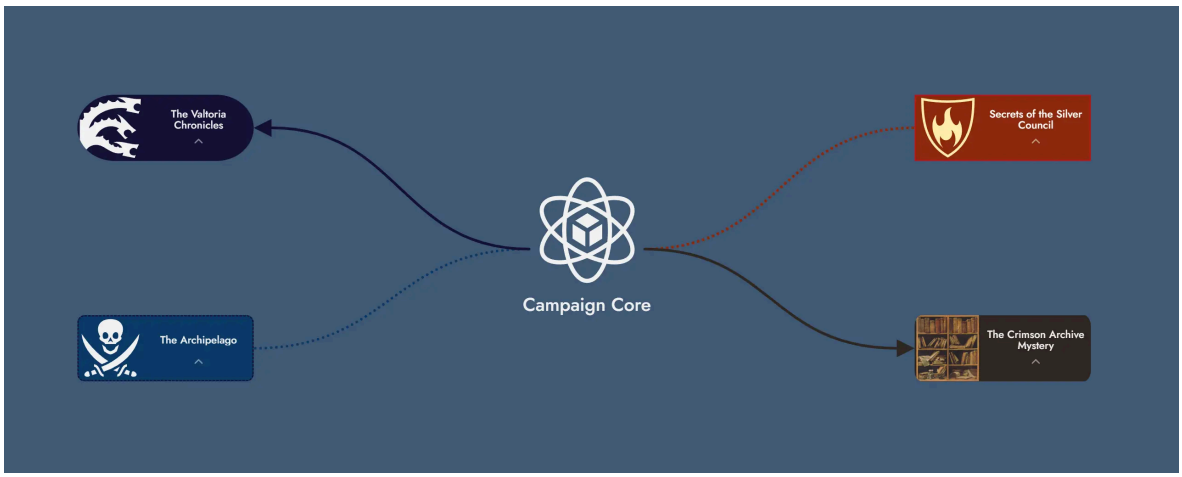
Like **Nodes**, Anchors can have multiple independently styled **Tokens** on the Board. Activating an Anchor Token opens the linked destination. Anchors can also be connected to other Assets using **Links**.



Module Anchors

A **Module Anchor** links to another Module in your account. Double-clicking a Module Anchor Token, or using the **Travel to Module** option in its context menu, navigates directly to the linked Module's Board.

Module Anchors are particularly useful for building campaign hubs: a central Module that connects to individual adventure Modules, letting you jump between them with a single click.



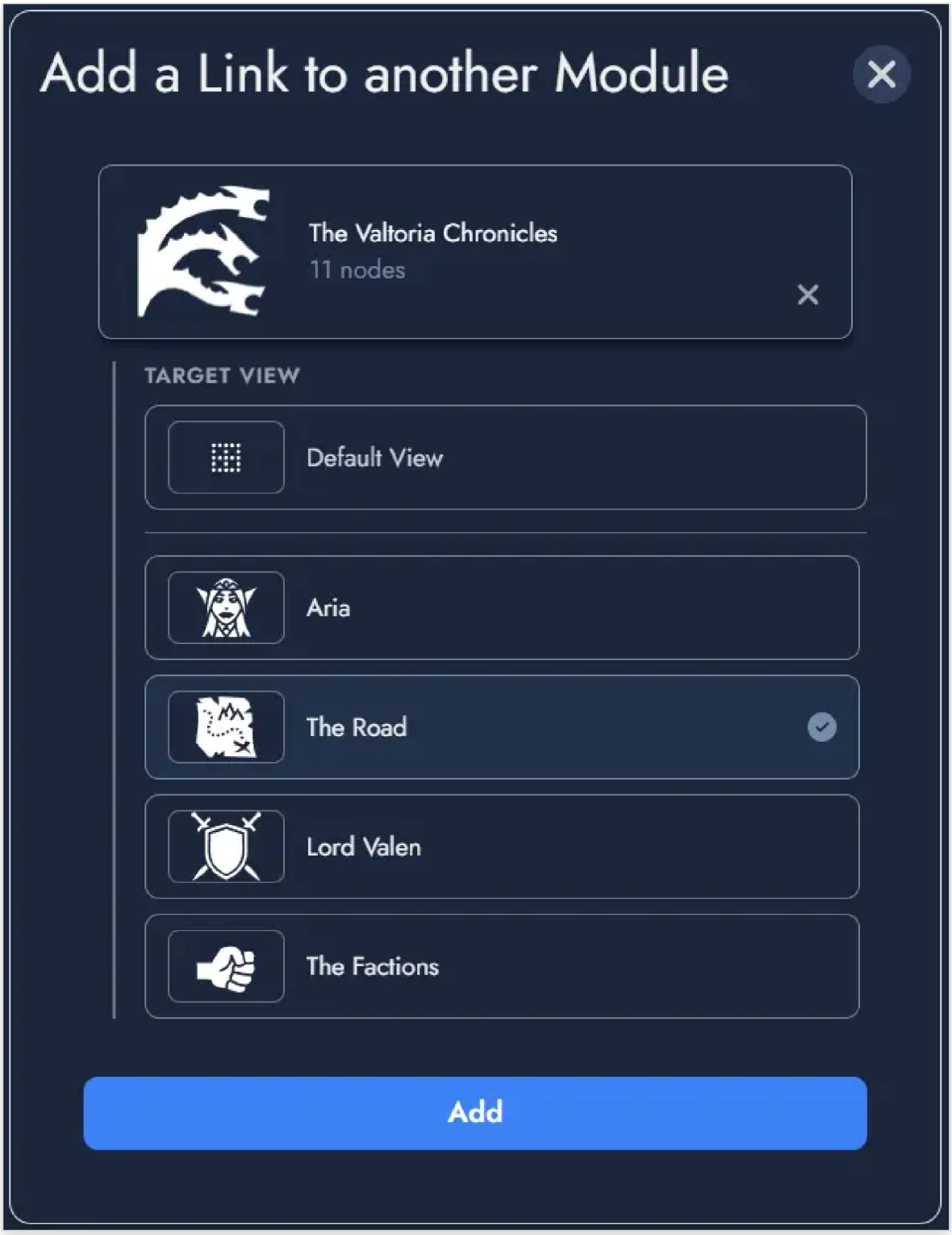
Targeting a View within a Module

When configuring a **Module Anchor**, you can optionally target a specific **View** within the destination Module, rather than just the Module itself. When the Anchor is activated, it navigates to the Module and immediately zooms to the targeted View using the standard fit-to-screen behavior.

In the target selection modal, Modules that have Views defined immediately list their available Views as selectable targets. The selected target is displayed in the Anchor settings as *Module Name > View Name*.

If the targeted View is later deleted from the destination Module, the Anchor falls back gracefully to navigating to the Module without any View-specific zoom. The Anchor itself is not broken.

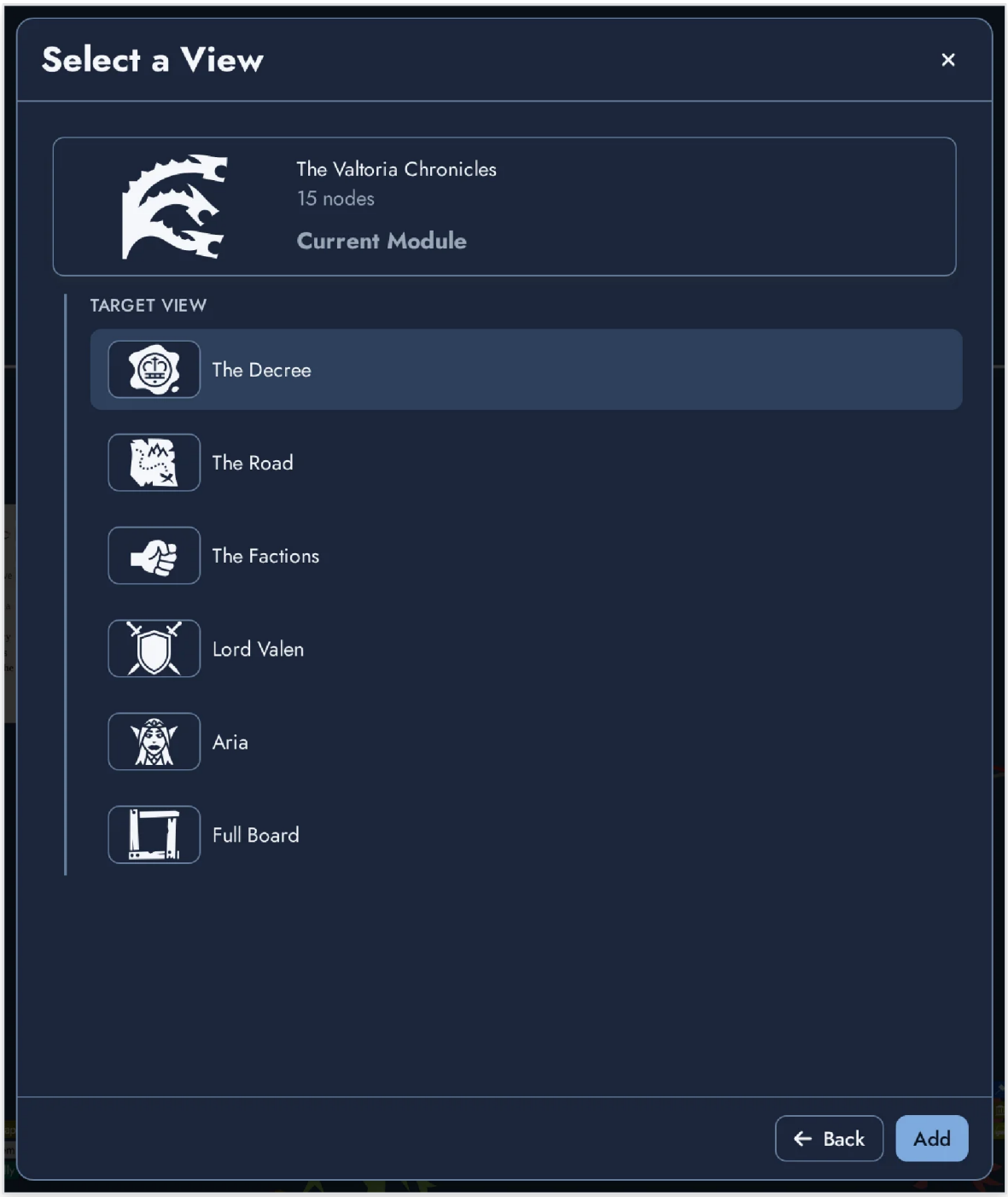
The window used to create a Module Anchor works in two steps: pick the Module first, then, if it has Views, pick the **target View** and click **Add**.



Anchors to Views in the Current Module

A Module Anchor can also target the **Current Module** and one of its **Views**. Activating such an Anchor does not leave the Module: it pans and zooms the Board directly to the chosen View.

The **Current Module** option appears at the top of the Module selection window once the Module has at least one View. These Anchors also work for the readers of a shared Module, and they are preserved when you duplicate the Module.



External Link Anchors

An **External Link Anchor** stores a URL instead of a Module reference. Double-clicking its Token opens the linked URL in a new browser tab. The same action is available from the Token's context menu.

Use External Link Anchors to reference rulebooks, maps, reference sheets, or any online resource relevant to your Module.

Anchor Tokens

A single Anchor can have any number of **Tokens** on the Board. Each Token is an independent visual instance of the same Anchor and can be customized separately. Deleting a Token does not delete the parent Anchor.

The following customization options are available per Anchor Token:

- Featured image or icon
- Font color and background color
- Border style and border color
- Corner width and corner height (independent controls)

You can set a **featured image or icon** on any Anchor Token. The custom image replaces the default one displayed on the Token. Removing it restores the default automatically.

Anchor Tokens have their own **Token Settings** window, accessible from the context menu. The settings available differ slightly between Module Anchors and External Link Anchors.

Context Menu Actions

Right-clicking an Anchor Token opens a context menu with the following actions specific to Anchors:

Travel to Module (Module Anchors only): navigates immediately to the linked Module's Board.

Open Link (External Link Anchors only): opens the stored URL in a new tab.

Delete Token: removes this Token from the Board without deleting the Anchor itself.

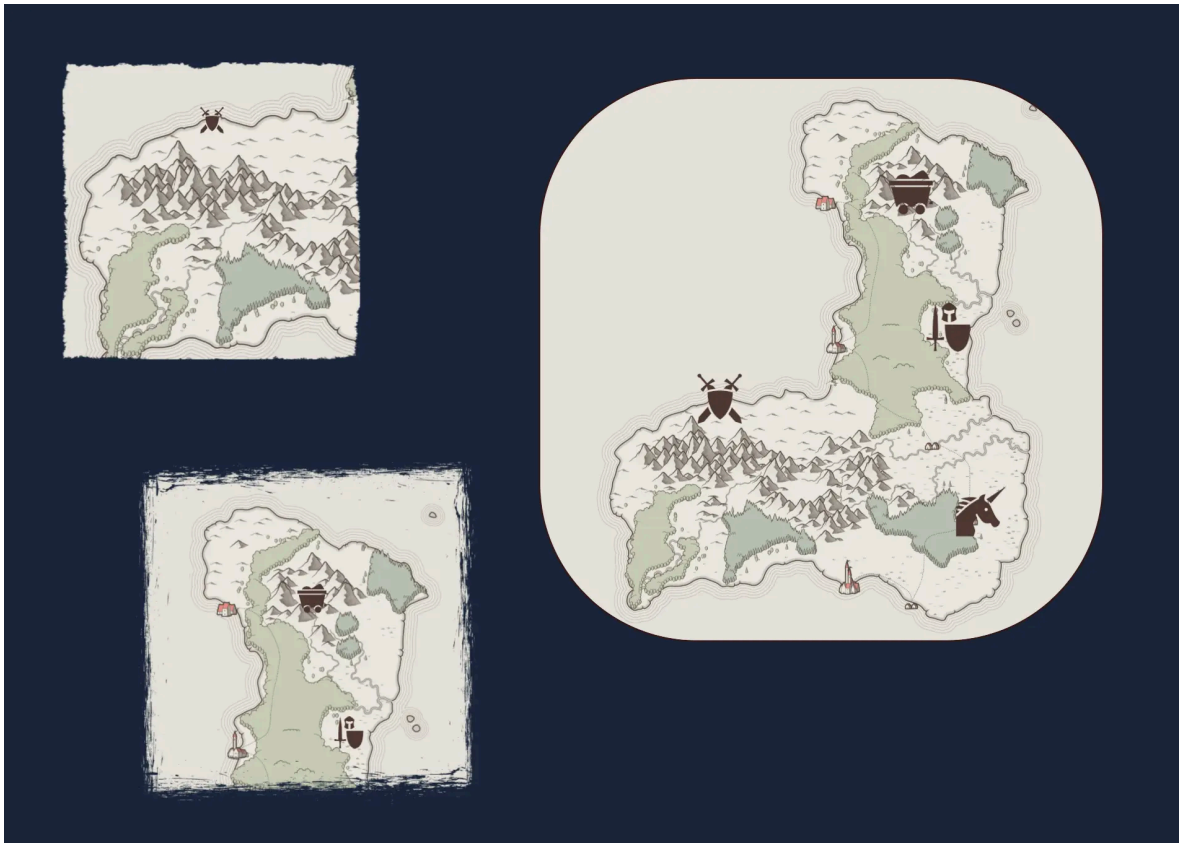
Maps

Last update: August 18th 2026

Maps allow you to create interactive maps within your **Module**. Maps provide a visual reference point that can be annotated with **Points of Interest** and linked to your **Nodes**. While they're perfect for geographical layouts, they can represent anything visual: a relationship diagram, a timeline, a conspiracy board, or any image where you want to highlight and connect specific areas.

Maps can be placed on the **Board** as **Map Tokens**, where they can be explored interactively. They can also be embedded in Editor Pages as Construct Content Blocks. Each map can be customized with markers, zoom levels, and visual styling to suit your needs.

Maps support **Tags** for organization and a private **Scratchpad** for notes. Both are available from the Map's Asset details.



Multiple Tokens of the same Map

Creating a Map

To create a **Map**, you must first have an image uploaded to your **Image Library**. Only user-uploaded images can be used to create maps. Images from external URLs or the default icon library are not supported for this feature.

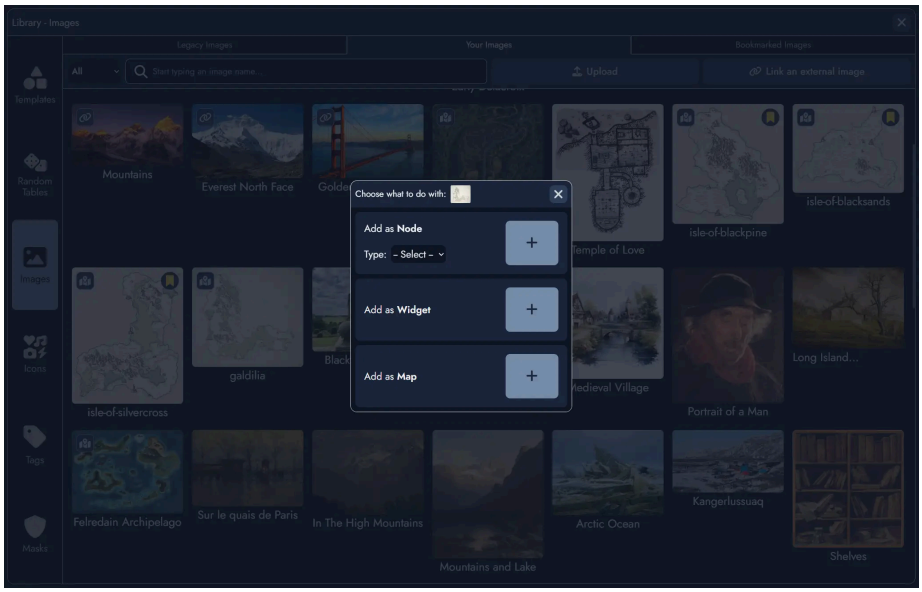
There are three ways to create a new **Map**:

From the Library: Open the **Library** (via the button in the top toolbar, from the mobile menu, or with the shortcut `Ctrl` + `L`). Navigate to the *Images* section and select the image you want to use as a map. Click the `+` button on the image, then select *"Add as Map"* in the modal window.

From the Board's context menu: Right-click (or long press on mobile) anywhere on the **Board** to open the context menu, then select *"Add Map"*. You will then be prompted to select a user-uploaded image from your **Image Library**.

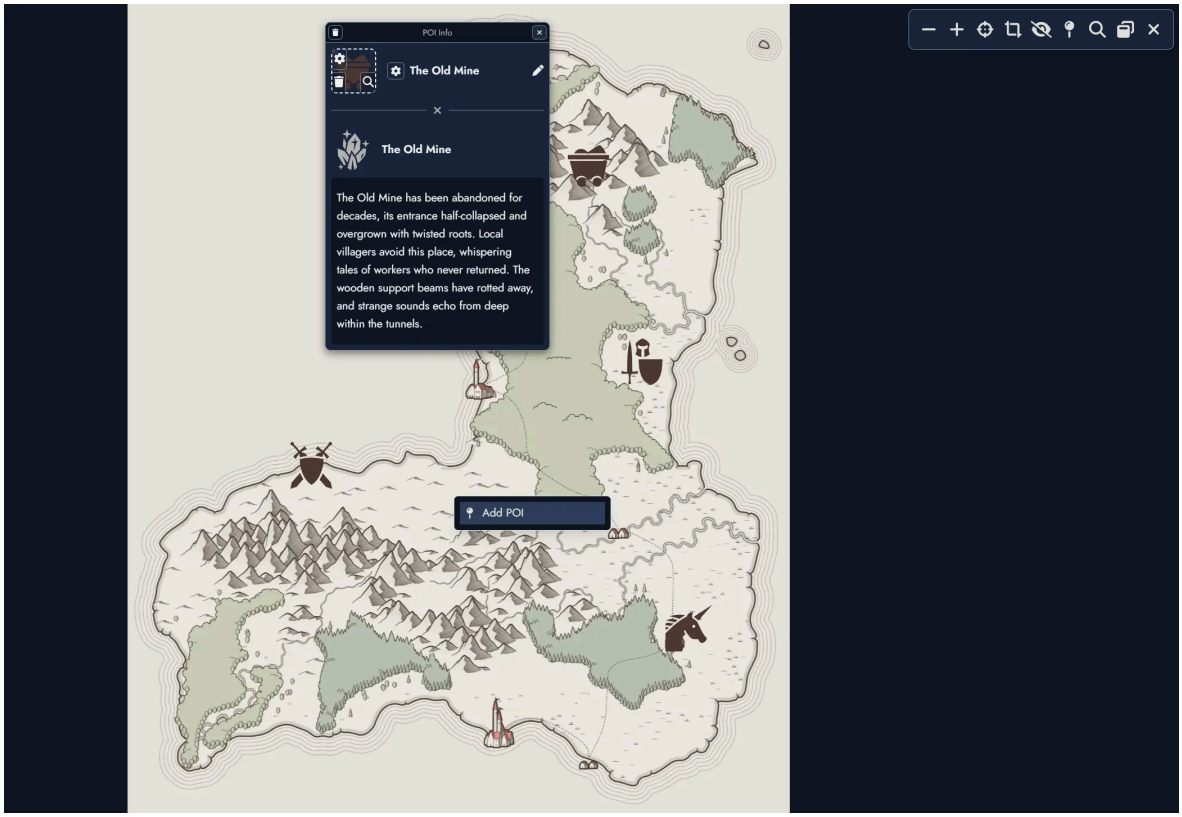
From the Board's toolbar: Click the *"Add Maps"* button in the **Board's** toolbar. You will then be prompted to select a user-uploaded image from your **Image Library**.

The newly created **Map** will be added to the **Board** as a **Map Token**. You can then open it in the **Map Editor** to begin adding **Points of Interest** and customizing the map.



The Map Editor

The **Map Editor** is a dedicated interface for editing your maps. By default, it opens in full-screen mode, providing maximum space to work with your map, but it can also be displayed as a floating window within the **Board** using the windowed mode button .



The **Map Editor** features a toolbar at the top with the following controls:

- and buttons to zoom in and out.
- button to center the map in the viewport.
- button to fit the entire map within the visible area, resetting both zoom level and position.
- / toggle to show or hide all **Points of Interest**.
- button to add a new **Point of Interest**.
- button to search for specific **Points of Interest** by name.
- button to toggle between full-screen and windowed mode.

✕ button to close the **Map Editor**.

While in the **Map Editor**, you can navigate the map by dragging with your mouse or touch gestures, and zoom using your mouse wheel or pinch gestures on touch devices.

Points of Interest (POI)

Points of Interest are markers you place on your maps to highlight important locations, encounters, or narrative elements. Each **POI** can have a name, a featured image or icon, and can optionally be linked to a **Node** in your **Module**.

Adding a Point of Interest:

Click the + 📍 button in the **Map Editor** toolbar.

Click anywhere on the map to place the marker.

A **POI** configuration panel will appear, allowing you to set a name, choose an icon or image, and optionally link the **POI** to a **Node**.

You can also add a **Point of Interest** by right-clicking (or long press on mobile) anywhere on the map to open the context menu, then selecting *"Add POI"*.



When a **POI** is linked to a **Node**, you can choose to automatically use the **Node**'s featured image instead of a separate icon. Even when linked, the **POI** name and featured image remain fully customizable if you prefer to override the **Node**'s defaults.

Interacting with Points of Interest: Clicking on any **POI** marker will display an information window showing its name and any associated details. This works both in the **Map Editor** and when viewing **Map Tokens** on the **Board**, whether the map is in interactive mode or not.

Map Tokens on the Board

Like **Nodes**, **Maps** can be placed on the **Board** through **Map Tokens**. A single **Map** can have multiple **Tokens** on the **Board**, each with independent positioning, sizing, and visual customization.

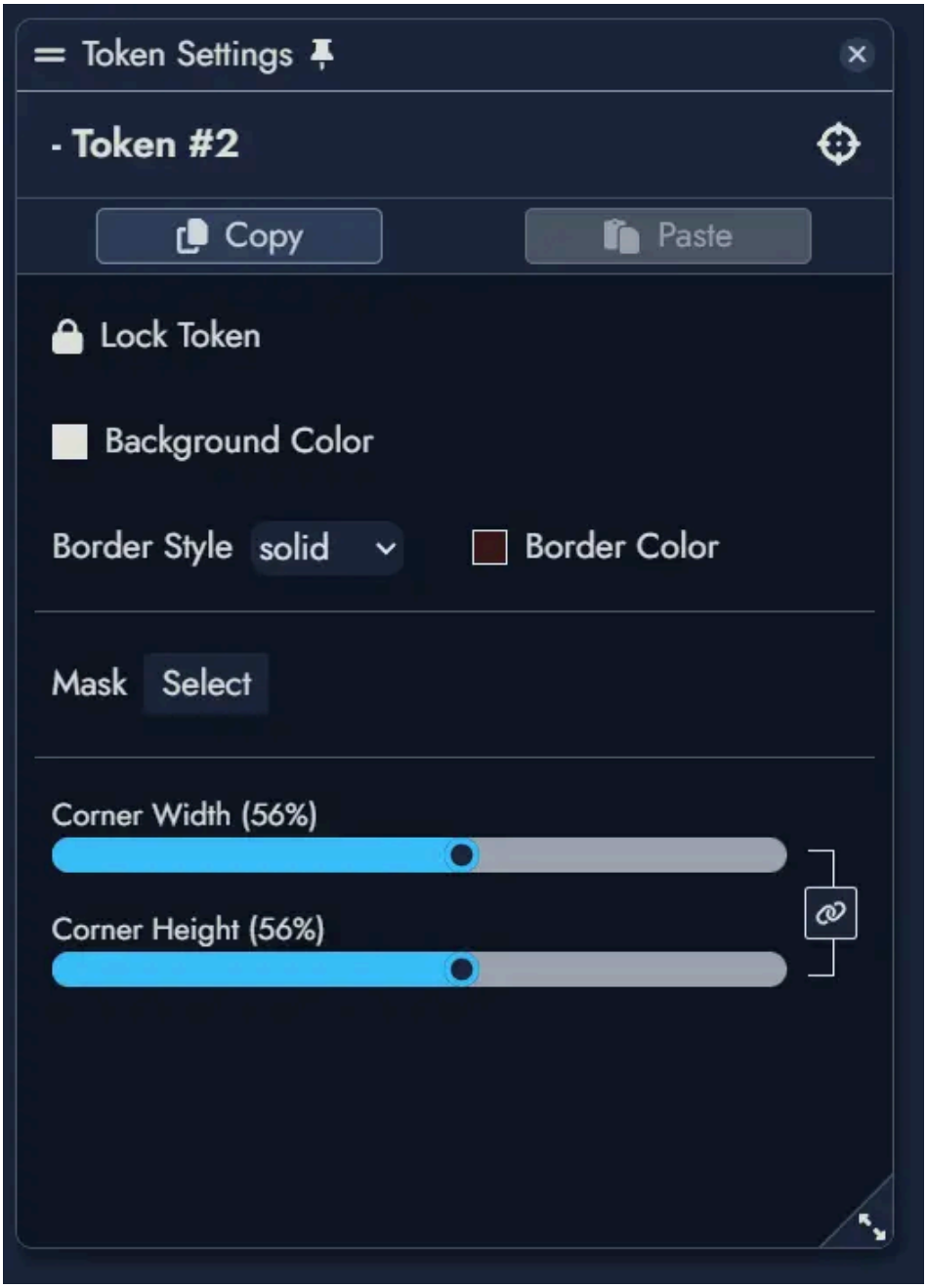
Map Tokens can be resized by dragging their corners or edges, and support the same visual customization options as other **Tokens**, including:

- Border style, color, and width

Background color and opacity

Corner roundness

Image mask



Interactive Mode

By default, **Map Tokens** on the **Board** are not interactive. They can be moved and resized like any other **Token**, but cannot be explored or zoomed.

To explore a map interactively, you must enable *Interactive Mode*. This can be done in two ways:

Click the  button in the **Map Token**'s floating toolbar.

Double-click directly on the **Map Token**.

When *Interactive Mode* is active, you can drag the map to explore it and use the mouse wheel (or pinch gestures on touch devices) to zoom in and out. The **Map Token** itself cannot be moved or resized while in this mode.

To exit *Interactive Mode* and return to normal editing, click the  button again or click outside the **Map Token**.

Map Token Toolbar

Each **Map Token** on the **Board** features a floating toolbar that appears when you hover over or select the **Token**. This toolbar provides quick access to common map controls without needing to open the **Map Editor**. In **reader mode** (shared modules), a compact version of the toolbar is also available, providing quick access to *Interact*, *Zoom*, *Fit*, and *Open Map* controls.

 Toggle *Interactive Mode* on or off.

 /  Lock or unlock the **Token** to prevent accidental movement.



Toggle *Interactive Mode* on or off.

/ Lock or unlock the **Token** to prevent accidental movement.

Set the Token's background color and adjust its opacity.

and Zoom in and out.

Center the map in the **Token**'s viewport.

Fit the entire map within the visible area, resetting both zoom level and position.

/ Show or hide **Points of Interest**.

Search for specific **Points of Interest**.

Open the map in the **Map Editor**.

These controls allow you to explore and present your maps directly on the **Board**, making them ideal for session play, collaborative planning, or visual storytelling alongside your **Nodes** and other **Assets**.

SECTION 17.

Timelines

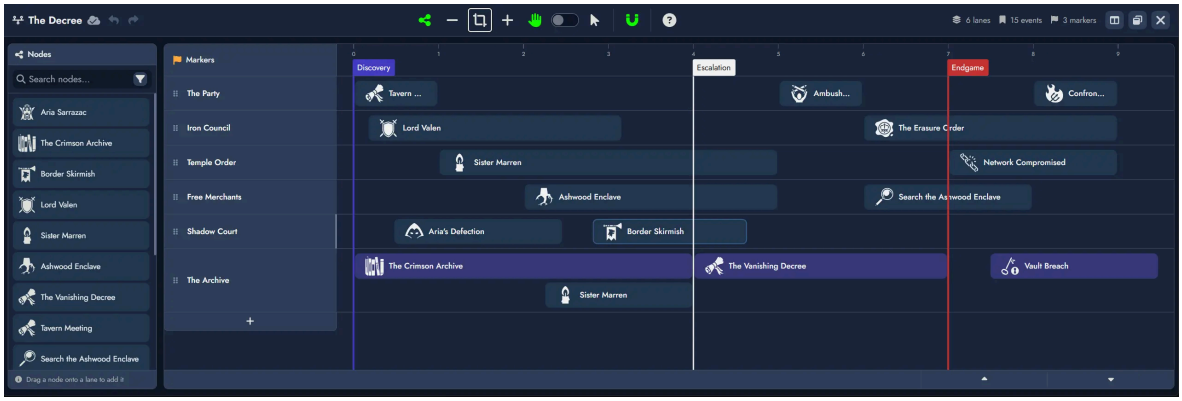
Timelines

Last update: October 11th 2026

Timelines are a **Construct** Asset, the second after **Maps**. A Timeline represents a sequence of events or narrative beats arranged horizontally. It is not a calendar tool. Its purpose is to serve as a sequence-based or order-based lens on the Nodes of a Module, helping you understand how events relate to each other, see parallel threads across characters and factions, and reason about the shape of your world, adventure, or campaign.

A Module can hold as many Timelines as you need. Timelines can be placed on the **Board** as **Timeline Tokens**, allowing you to view and interact with your sequence directly in your workspace.

A Timeline can also be embedded in an Editor Page as a Construct Content Block. Timelines support **Tags** for organization and a private **Scratchpad** for notes.



Elements

Every Timeline is composed of three types of elements: **Lanes**, **Markers**, and **References**.

Lanes

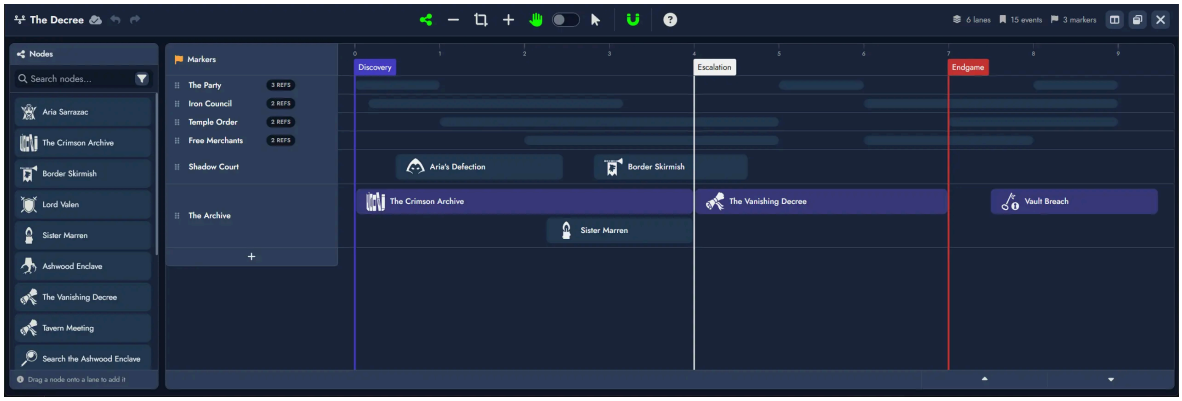
A **Lane** is a horizontal track that groups References visually. A Lane may represent factions, character arcs, parallel plots, sessions, or any other grouping you find useful.

Lanes have a label, a color, and a featured image, all customizable.

Lanes can be **collapsed** and expanded. A collapsed Lane displays only its header row, hiding all References while remaining visible so you can expand it at any time. The Lane header shows a compact Reference count (e.g. "(5 refs)") when collapsed.

Lanes can be reordered vertically.

Lane height grows dynamically to accommodate overlapping References, giving a visual signal of denser or more complex periods.



Markers

A **Marker** is a vertical line placed on the horizontal axis that divides the sequence into labeled sections. Markers are global to the Timeline and freeform: they do not enforce any specific unit of time or chronology.

Markers have a label, a font color, and a background color, all customizable.

Markers can be dragged along the axis without affecting References, which are positioned independently.

Multiple Markers may share the same horizontal position. When stacked, each Marker keeps its own label and visual style and they display as a small stack.

Markers span the full height of all Lanes.

References

A **Reference** is an item placed inside a Lane. Every Reference is linked to a Node.

A Reference displays the Node's featured image (or default type icon if none is set) and the Node's name.

Multiple References can be linked to the same Node.

References can be customized with font color, icon color, and background color.

Double-clicking a Reference opens the linked Node in the **Editor**.

When viewing a **Timeline Token** on the Board, hovering over a Reference opens the Node Details panel.

Creating a Timeline

There are two ways to create a new **Timeline**:

From the Board's context menu: Right-click (or long press on mobile) anywhere on the **Board** to open the context menu, then select *"Add Construct"* and then *"Add Timeline"*.

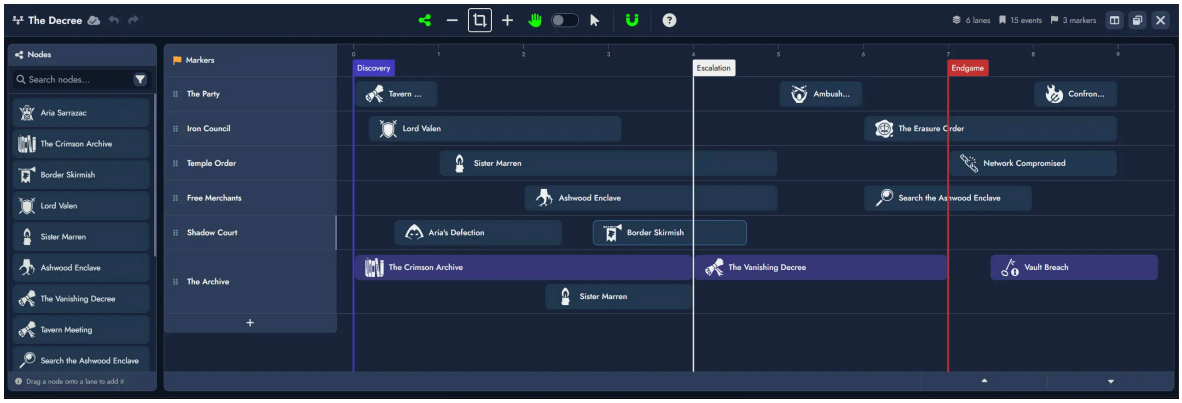
From the Board's toolbar: Click the *"Add Timeline"* button  in the Board's **Add Constructs** toolbar:  .

The newly created Timeline will be added to the Board as a **Timeline Token**. You can then open it in the **Timeline Editor** to begin adding Lanes, Markers, and References.

The Timeline Editor

The **Timeline Editor** is a dedicated interface for building and editing your Timelines. It opens in full-screen mode by default, and also supports windowed mode on the Board using the  button. A Split view button  lets you display the Timeline Editor and the Page Editor side by side in full screen.

On creation, a Timeline starts with a single Lane and no Markers or References.



Layout

The Timeline Editor is composed of four main areas:

Top toolbar - global actions and stats (lane count, event count, marker count).

Node Pool - left sidebar listing all Nodes available for placement.

Markers row - the fixed top row of the timeline grid, showing Marker labels and where new Markers can be placed.

Lane rows - the main editing area, one row per Lane.

Toolbar

The Timeline Editor toolbar includes:

Hide/Show Node Pool toggle to display or hide the left Node Pool panel.

`+` and `−` buttons to zoom in and out.

Fit to Content button that automatically adjusts the zoom level so every Reference becomes visible on screen.

Navigation mode toggle to switch between **Drag Mode** and **Selection Mode**. The `V` key can also switch between the two modes.

Snapping toggle. When enabled, dragged References and Markers align to unit boundaries on placement, move, and resize.

Mouse Wheel Navigation

When the Timeline Editor has focus, the mouse wheel behaves as follows:

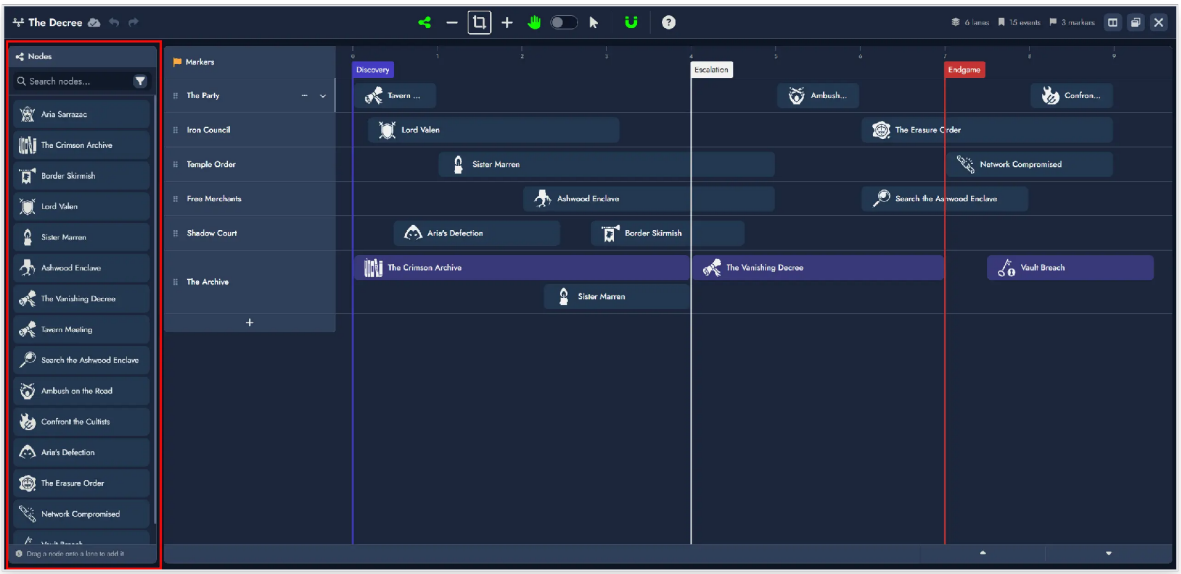
Default: drags the timeline horizontally.

`Shift` + scroll: scrolls timeline Lanes vertically (only when not all Lanes are visible).

`Ctrl` + scroll: zooms in and out.

Node Pool

The **Node Pool** lists all Nodes in the Module and is the primary source for creating References. It defaults to showing all Nodes, and standard search filters are available (name, node type, tags). Drag a Node from the Node Pool onto a Lane to create a Reference at that position.



Markers

Double-clicking on the Markers row places a new Marker at that horizontal position. Marker labels are editable inline after placement.

In **Selection Mode**, Markers can be dragged horizontally to reposition them. With snapping disabled, a Marker can be placed anywhere between two whole units.

Markers can be deleted via contextual action.

When multiple Markers share the same position, they render as a small visual stack, each preserving its own label and colors.

Lane Management

New Lanes are added via the **+** button below the last Lane header.

Lanes can be renamed, reordered vertically, collapsed, and deleted.

Creating References

From existing Nodes

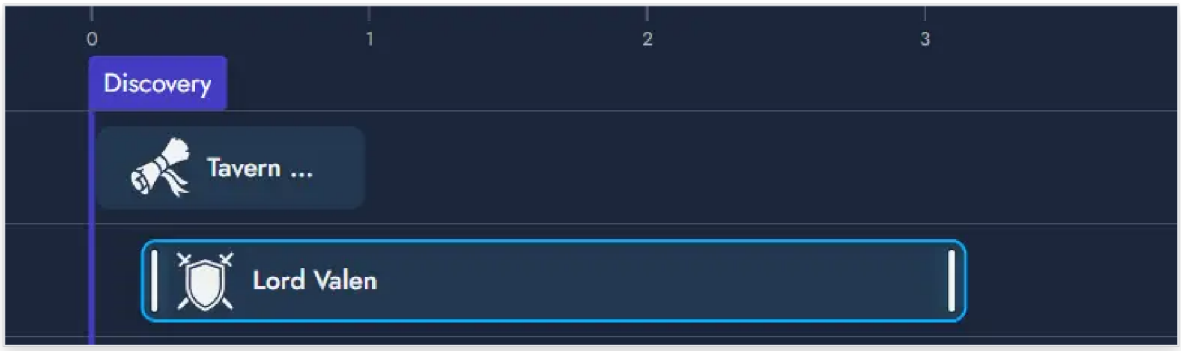
Drag a Node from the **Node Pool** onto a Lane to create a Reference at the drop position. The Reference snaps to the nearest unit boundary if snapping is enabled.

Creating a new Node directly from the Timeline

Double-clicking anywhere inside a Lane creates a new **Event** Node and places a Reference to it at that position. The Node is immediately accessible from the Board and the Editor like any other Node in the Module.

Reference Spans

References are not limited to a single unit. A Reference can **span across multiple units** to represent an event, arc, or condition that lasts over a period. On creation, a Reference occupies exactly one unit.



A Reference remembers where it starts and how wide it is, independently of any Marker positions. When snapping is disabled, a Reference can be positioned and resized freely at any point along the axis, without being constrained to unit boundaries. Whatever the snapping setting, a Reference snaps to a nearby Marker, and the Marker's line highlights when it does.

Reference Interactions

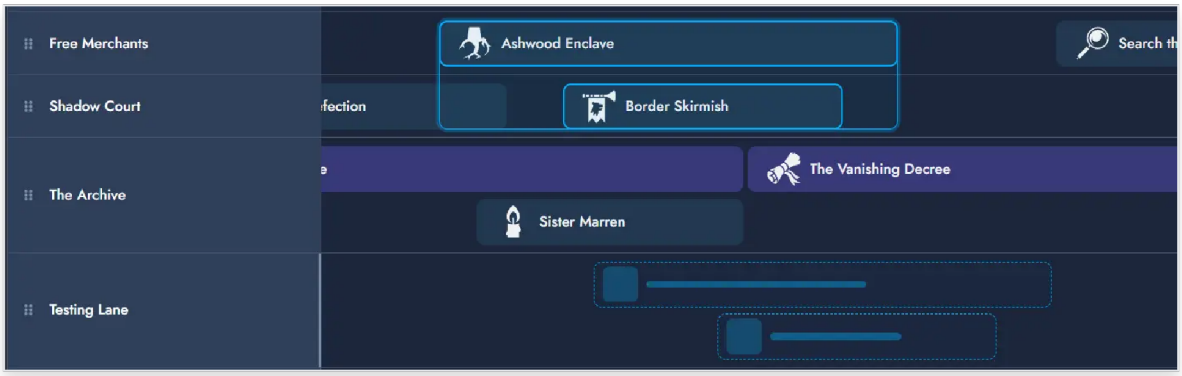
Three gestures operate on a Reference: **resize**, **horizontal move**, and **Lane change**.

Resize

Thin vertical bars appear on the left and right edges of a Reference. Dragging the left handle adjusts the start position; dragging the right handle adjusts the end position. The opposite edge remains fixed. Both snap to unit boundaries on release when snapping is enabled.

Move

Dragging the body of a Reference (anywhere that is not a resize handle) moves the entire span left or right without changing its width. A ghost placeholder follows the cursor, indicating where the Reference will land. Snaps to unit boundaries on release.

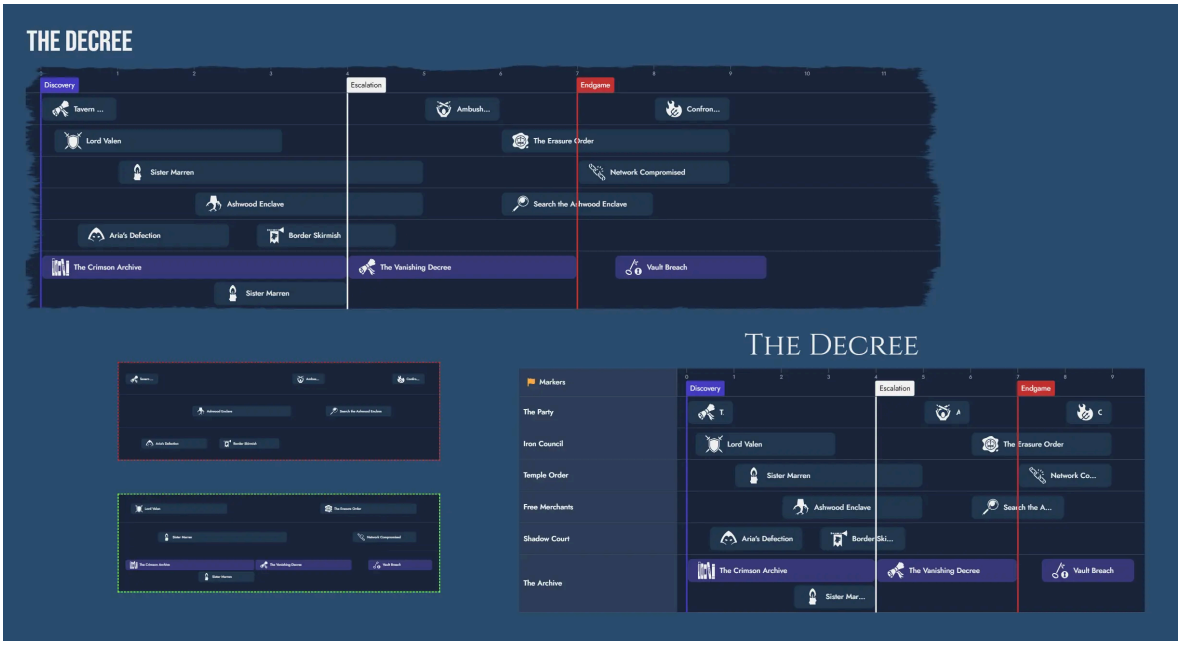


Lane Change

Lane changes are initiated from the same body drag as horizontal moves. By default, a body drag moves the Reference horizontally within its current Lane. If the drag crosses a vertical threshold (approximately half the Lane height), the Reference enters Lane change mode: the placeholder snaps to the target Lane row as the cursor moves vertically. Releasing drops the Reference into the target Lane at the current horizontal position.

Timeline Tokens on the Board

A Timeline Asset can have multiple independent **Timeline Tokens** on the Board. Each Token is a resizable viewport into the Timeline. Timeline Tokens can be moved, resized, and customized like other Tokens on the Board.



Interactive Mode

By default, Timeline Tokens on the Board are not interactive. To explore a Timeline interactively, enter interactive mode by **double-clicking** the Token. Press `Escape` to exit, or click outside the Token. Interactive mode is also automatically disabled after a brief period of inactivity.

Token Toolbar

Each Timeline Token features a floating toolbar with quick access to common actions:

- **Interaction toggle**: enables or disables interactive mode on the Token.
- **Interaction Lock** toggle: prevents usage of interactive mode.
- and **Zoom** controls: adjust the visible unit range within the Token viewport. Each Token maintains its own zoom level independently.
- **Fit to Content** button.
- **Automatic Height** toggle: when enabled, the Token automatically adjusts its global height to fit the Timeline's content at all times.
- **Always fit content after resize** toggle: when enabled, the Token automatically applies *Fit to Content* at the end of any resize operation, keeping the full Timeline visible.
- **Edit Timeline**: opens the Timeline in the **Timeline Editor**.
- **Lock Token** toggle: prevents any customization and interaction. Can only be unlocked from the context menu.

Token Properties button: opens the Token Properties floating window.

Token Settings

The Token Properties window provides the following options:

Title alignment (left, center, right).

Hide name toggle.

Name horizontal and vertical offsets.

Name font and size.

Border style selection.

Keep Aspect Ratio toggle.

Mask selection.

Content Scale: proportionally scales the Token and all its inner components. This is a sizing property, not a navigation property, and has no effect on how many units are visible.

Automatic Height toggle: when enabled, the Token always adjusts its global height to fit all displayed Lanes.

Always fit content after resize toggle: when enabled, the Token automatically applies Fit to Content at the end of a resize operation.

Show lane headers toggle: enables or disables the left column with the Marker and Lane headers.

Lane visibility: per-Lane toggles to control which Lanes are visible in this Token.

Marker visibility: per-Marker toggles to control which Markers are visible in this Token.

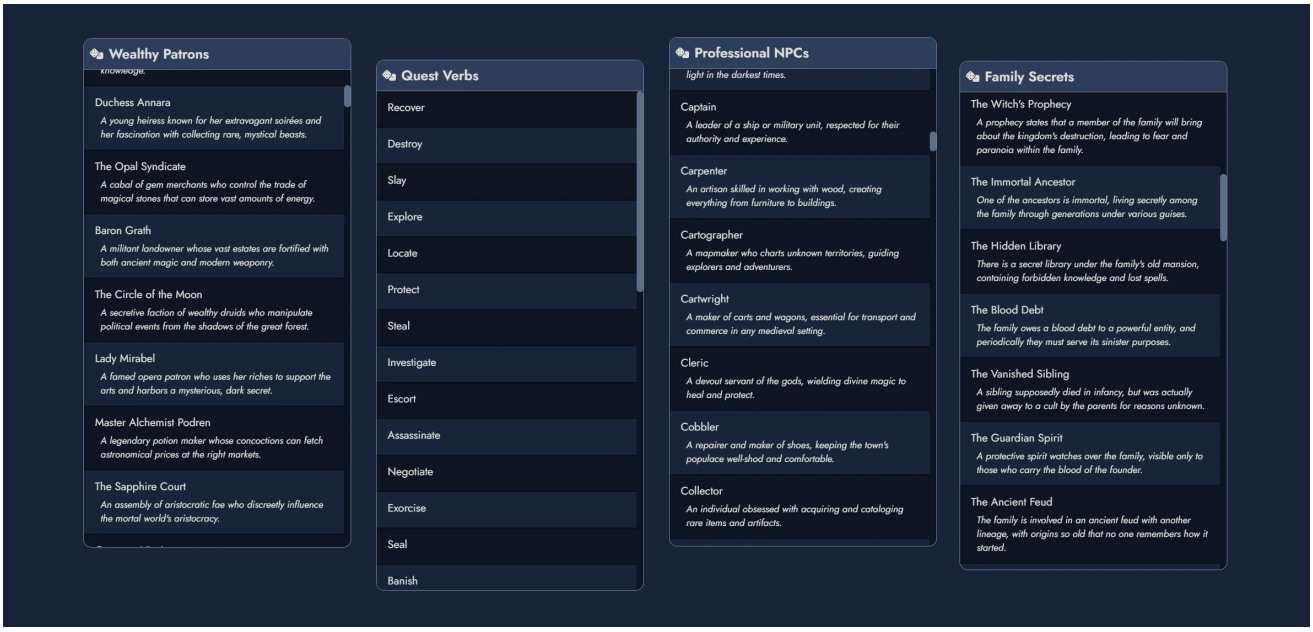
Lane and Marker visibility settings are independent per Token. This allows different Tokens to display different slices of the same Timeline. For example, one Token can show all Lanes while another shows only the player-facing Lane.

Random Tables

Last update: October 12th 2026

Random Tables let you build your own rollable lists of ideas: names, encounters, rumours, complications, or anything else your game needs. With the Random Table editor, you give a table a name, then add as many themed entries as you like, each with an optional description and visual. If you are not sure where to start, the Library also comes with a collection of ready-made tables on various topics. Use them as examples, as a quick start, or simply as a source of inspiration.

Random Tables are always accessible in the **Library**, where you can browse their content and make random rolls. Additionally, they can be linked to **Nodes**, transforming the **Node** into a **Random Node** with a "roll" function. You can roll for a new result at any time or manually select one from the table, updating the **Node**'s content (and visual, if applicable) with the chosen entry.

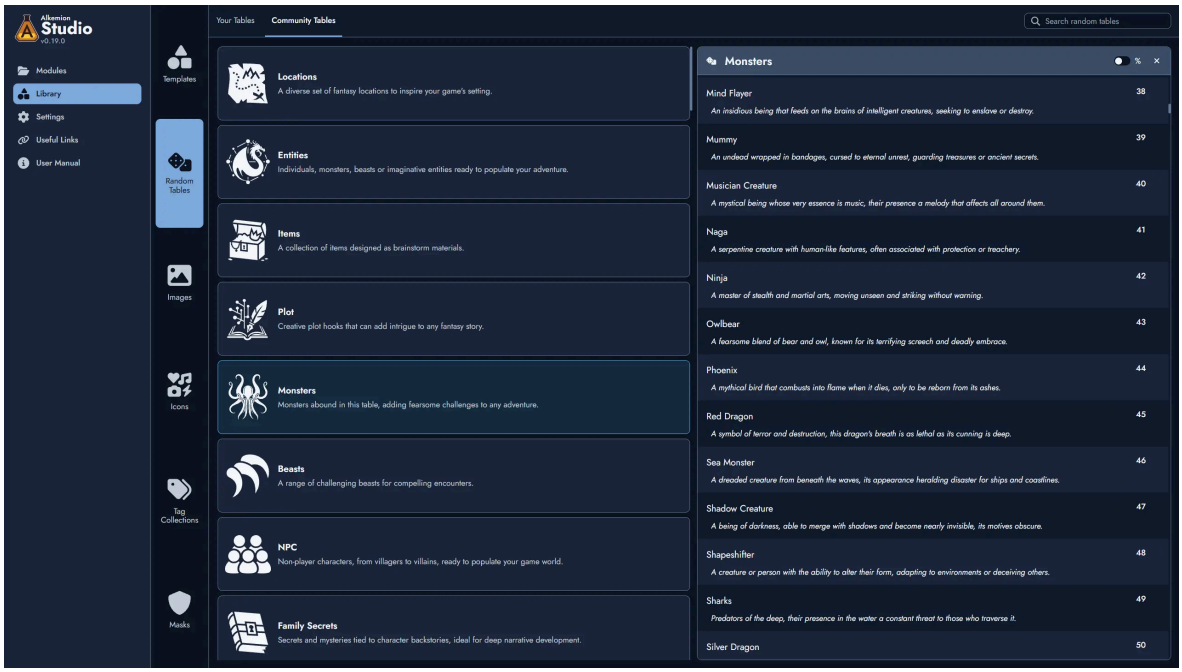


Using Random Tables

You can find **Random Tables** in the Library. Clicking on a **Random Table** opens a detailed panel displaying its contents, along with a "roll" button to select a **Random Item** from the table.

Selecting a **Random Item** gives you the option to create a new **Node** containing the item's content by clicking the add + button. The dialog window also allows you to link this new **Node** to the selected **Random Table**, making it a **Random Node**.

The column on the right shows the roll range of each entry. **Hover over a roll range** to see the chance of rolling that entry, or turn on the **%** switch in the table's header to display the odds on every row. Tables that use weights show their odds automatically.



Random Nodes

Random Nodes are **Nodes** linked to a **Random Table**. They function like regular **Nodes** but include an additional "roll" button. Rolling a **Random Node** replaces its content with a randomly selected item from the linked table.

It's important to note that rolling a **Random Node** completely replaces its content with the selected **Random Item**. If you've made changes to the **Node**'s content, the application will ask for confirmation before rolling, preventing accidental overwrites. Additionally, after rolling, you can undo the action using the undo button or the `ctrl` + `z` shortcut.

You can create a **Random Node** by linking a **Node** to a **Random Table**.

This can be done using the Add Random Table from several places in the application:

- In the context menu of any of its **Tokens** on the **Board**.

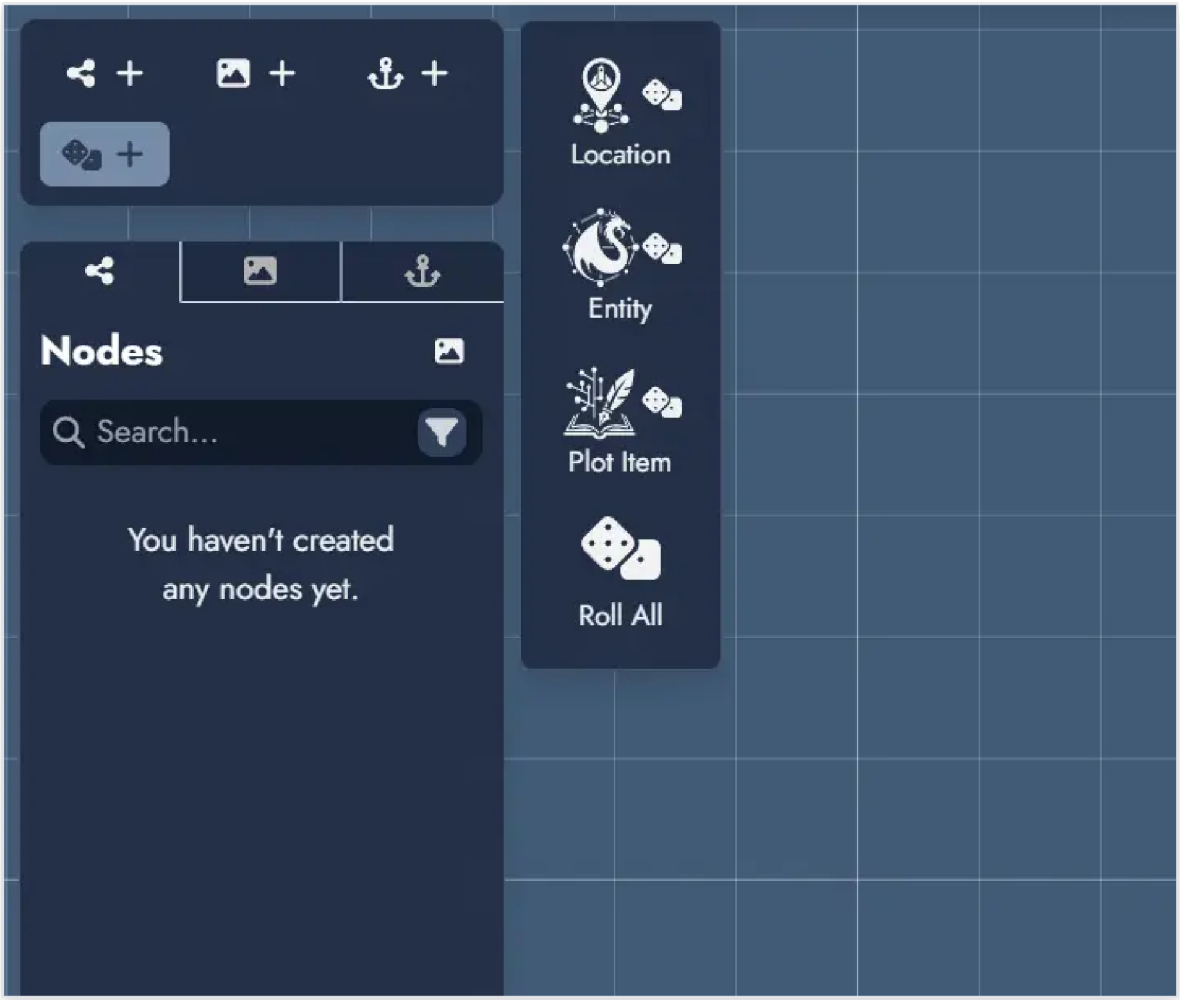
In the **Node**'s context menu, available in the **Board**'s **Node Tree** or the **Editor**'s **Content Tree**.

In the Random tab of the Node information panel within the Editor.

In the Node Details floating window available from any of its Tokens on the Board.

Another easy way to create generic **Random Nodes** is to use the "Random Nodes" toolbar on the **Board**. This toolbar includes buttons for creating thematic **Random Nodes**, each pre-linked to a **Random Table** with an immediate roll result. Once created, these **Random Nodes** can still be fully customized.

The **Random Nodes** toolbar also includes a "Roll All" button, allowing you to roll all **Random Nodes** on the **Board** at once.



Two options in the **Interface** tab of the Module Settings let you choose which Nodes "Roll All" re-rolls: **Skip nodes without tokens** leaves alone the Nodes that have no Token on the Board, and **Skip nodes with only locked tokens** leaves alone the Nodes whose Tokens are all locked. With the second option enabled, locking every Token of a Node is a simple way to preserve its current result.

Creating or Editing a Random Table

To create a new Random Table, go to the **"Your Tables"** tab in the Random Tables section of the Library and click the `+ Create a Random Table` button.

This opens the Random Table editor, where you can set the table's name and optionally select a visual. A valid Random Table requires at least two Random Items, which you can add using the button on the right.

Each Random Item must have a name. You can also add a visual and a description if desired. Descriptions can span several lines: press `Shift` + `Enter` to add a line break (or `Enter` on phones and tablets). Once you've finished editing, click `Save` to create the new Random Table.

The same editor can be used to modify any Random Table you've created. Simply locate the table in your Library and click the Edit button.

Please note that the built-in **Random Tables** provided by Alkemion Studio cannot be edited.



Templates

Last update: July 15th 2025

Templates are versatile building blocks designed to facilitate your creation process in Alkemion Studio. They can be as broad as an entire **Module** or as focused as a single **Node**, with anything in between. Whether it's a bustling village with pre-defined locations and NPCs or a set of treasures for players to uncover throughout an adventure, **Templates** make it easy to reuse, adapt, and remix content.

Exporting a Module as a Template

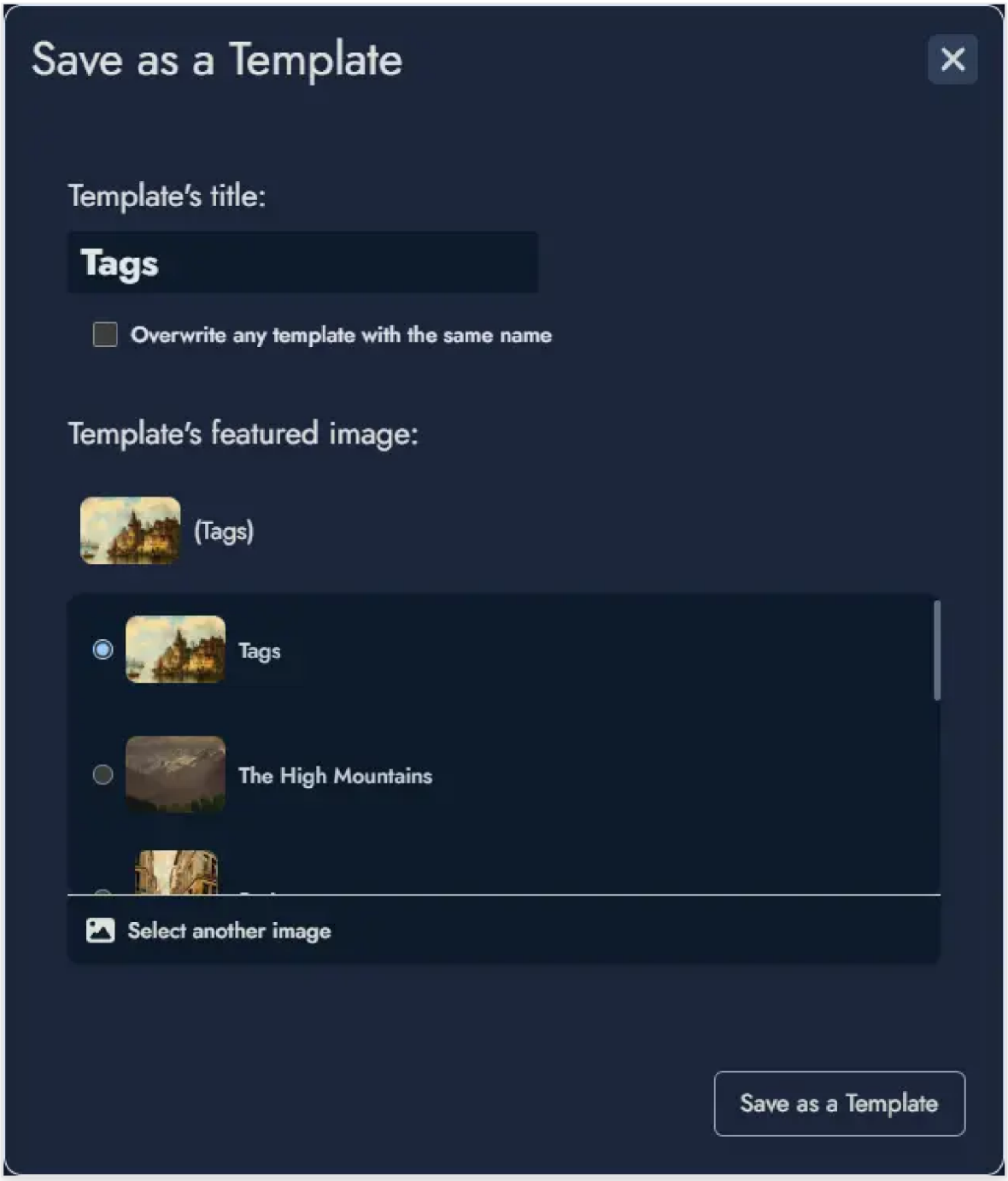
To turn an entire **Module** into a **Template**:

1) From the **Lobby**, open the **Module** you want to export as a **Template**.

2) Use the "Save as a Template"  button from the top toolbar. In the options dialog, you can name the **Template** and select a **Featured Image**.

Note: You cannot have two Templates with the same name. If you try to export using an existing **Template** name, you'll need to check "*Overwrite any template with the same name*" to replace the previous version.

3) Click "Save as a Template," and your **Template** will be available in your **Library** immediately.



Creating a Template from a Selection

To create a **Template** from a selection of assets:

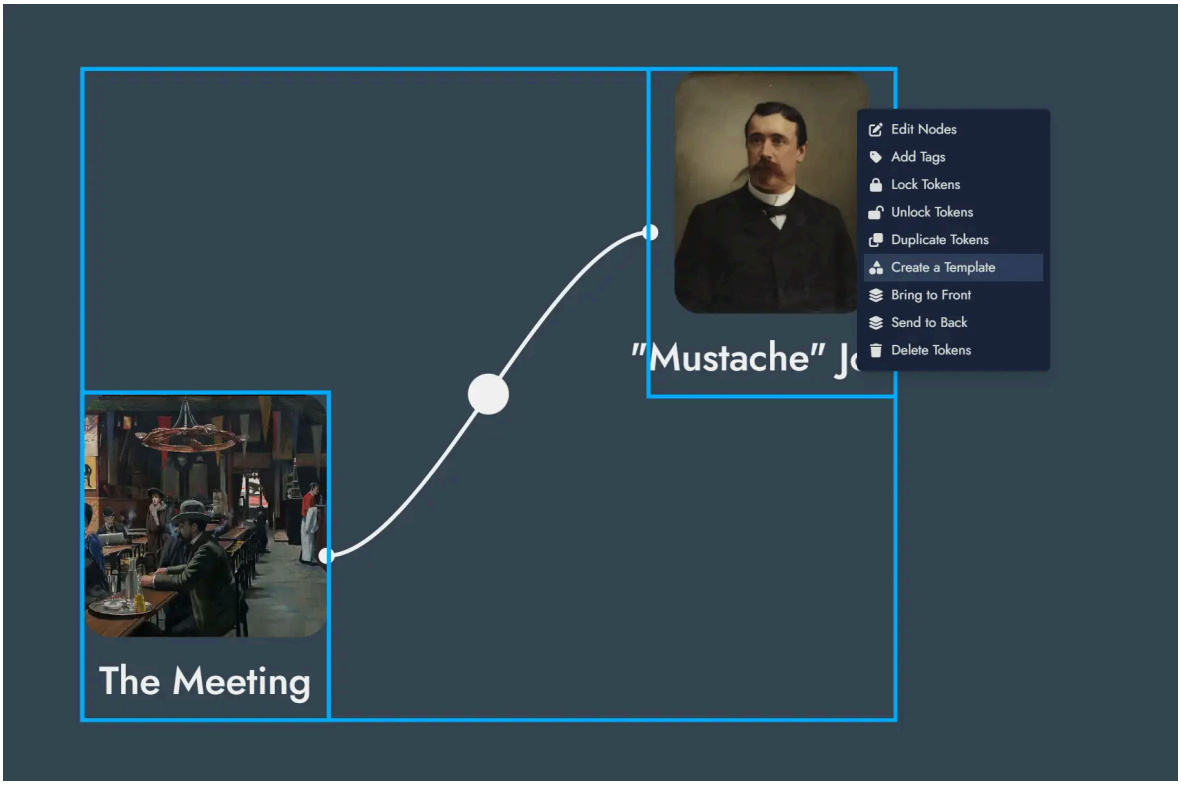
1) **Select the Assets**: On the **Board**, select the specific **Tokens** you want to include in the **Template**. This can include **Node Tokens**, **Widgets**, or **Anchor Tokens**. The application will automatically include the associated assets, **Random Tables**, and any relevant **Links**.

Note: Locked elements cannot be selected. Make sure to unlock any assets you'd like to include in the **Template**.

2) **Choose Export Selection**: After selecting, click on *Export Selection to Template*.

3) **Name and Save**: Enter a name for your new **Template** and save it.

This **Template** can now be imported into any **Module**.



Starting a New Module from a Template

Templates make it easy to start a new **Module** with predefined content:

In the **Lobby**, select "New Module" and choose a **Template** from your **Library**.

A new **Module** will be created with all elements contained in the **Template**.

Importing a Template into a Module

Integrating an existing **Template** into a current **Module** is simple and adds flexibility to your design process:

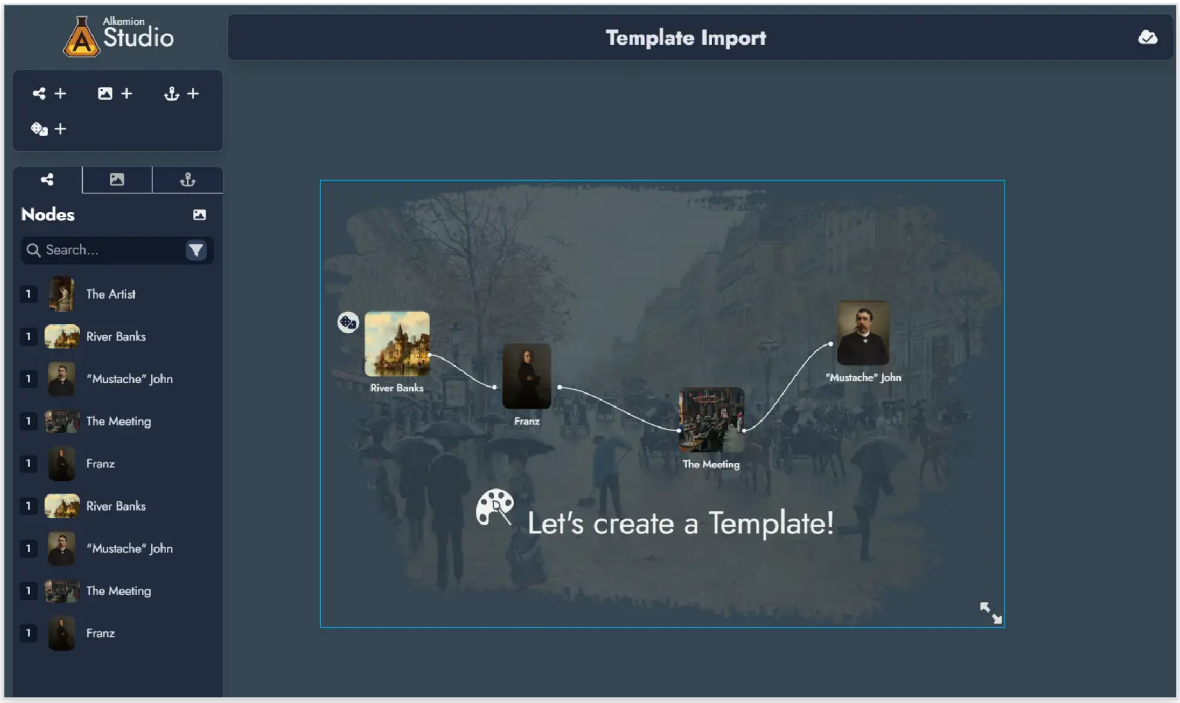
1) **Open the Module**: From the Lobby, open the **Module** where you want to import the **Template**.

2) **Access the Templates Library**: Open the **Library** (via the  button in the top toolbar, from the mobile menu, or with the shortcut `Ctrl` + `L`) and go to the "**Tags**" tab. Select any available **Template**.

3) **Position the Placeholder**: After selection, a placeholder representing the **Template's** size appears on the **Board**. Place it where you want the **Template** content to be imported. You can click the Placeholder's close button anytime to cancel the import operation.

4) **Confirm the Import**: Once you're satisfied with the placement, confirm the import to integrate the **Template**'s **Nodes** and other assets into your current **Module**.



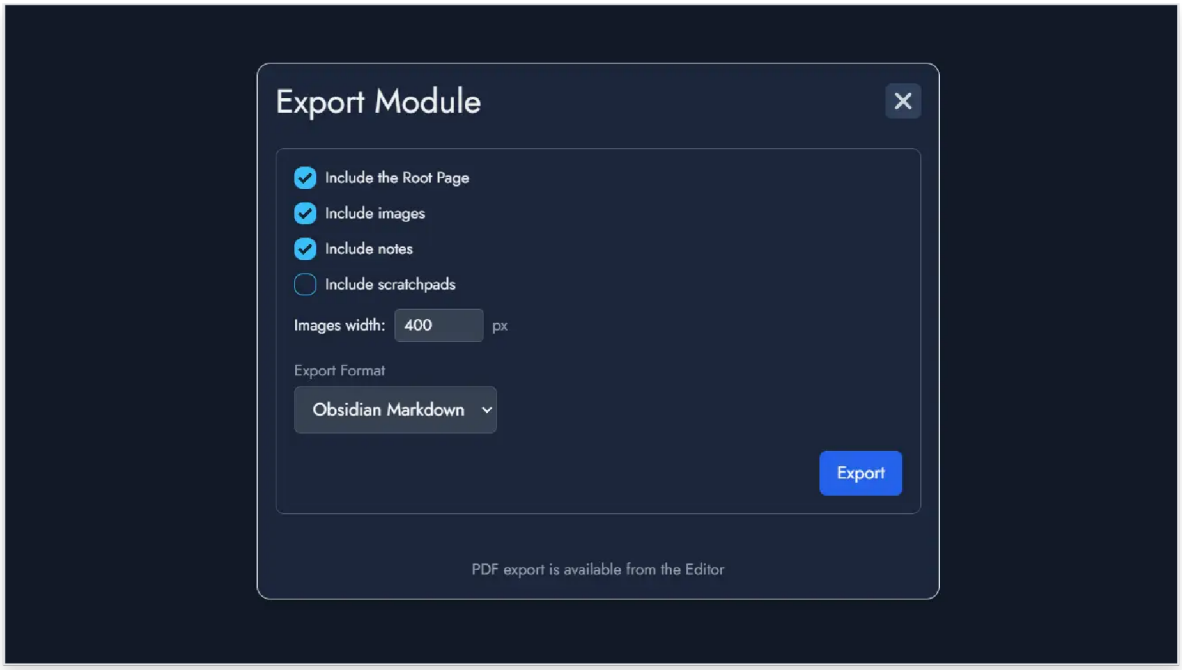

Alkemion Studio
Template Import
Nodes
Search...
1 The Artist
1 River Banks
1 "Mustache" John
1 The Meeting
1 Franz
1 River Banks
1 "Mustache" John
1 The Meeting
1 Franz
River Banks
Franz
The Meeting
"Mustache" John
Let's create a Template!

Exporting

Last update: October 11th 2026

The Exporting feature allows you to export your Module in various formats. To access it, click the "Export"  button located in the Board's toolbar. This will open the "Export Module" window, where you can choose from the available export options and customize what to include:

- **Export format**: Choose between different file formats:
  - **Obsidian Markdown**: Markdown with wikilinks between your Pages and sized image embeds, optimized for direct integration into an Obsidian vault.
  - **Markdown**: A clean Markdown format suitable for most text editors.
  - **HTML**: A raw HTML file that can be opened in browsers or HTML editors.
  - **Raw Text**: A simple text version of your Module.
- **Root Page**: Includes your Module's top Page from the Editor. The Pages nested under it are exported either way.
- **Images**: Downloads the images used in your Module into an images folder beside your Pages.
- **Notes**: Includes Node-specific notes in the export.
- **Scratchpads**: Adds the Module and Node scratchpads (optional).
- **Image width**: Sets the default width (in pixels) for exported images.



The window shows the name of the file you are about to get. When you're ready, click the **Export** button to download a ZIP archive containing your exported content.

To print your Module or save it as a PDF, use the **Open Print Preview** button in the **Print & PDF** section at the bottom of the window. See Print Preview below.

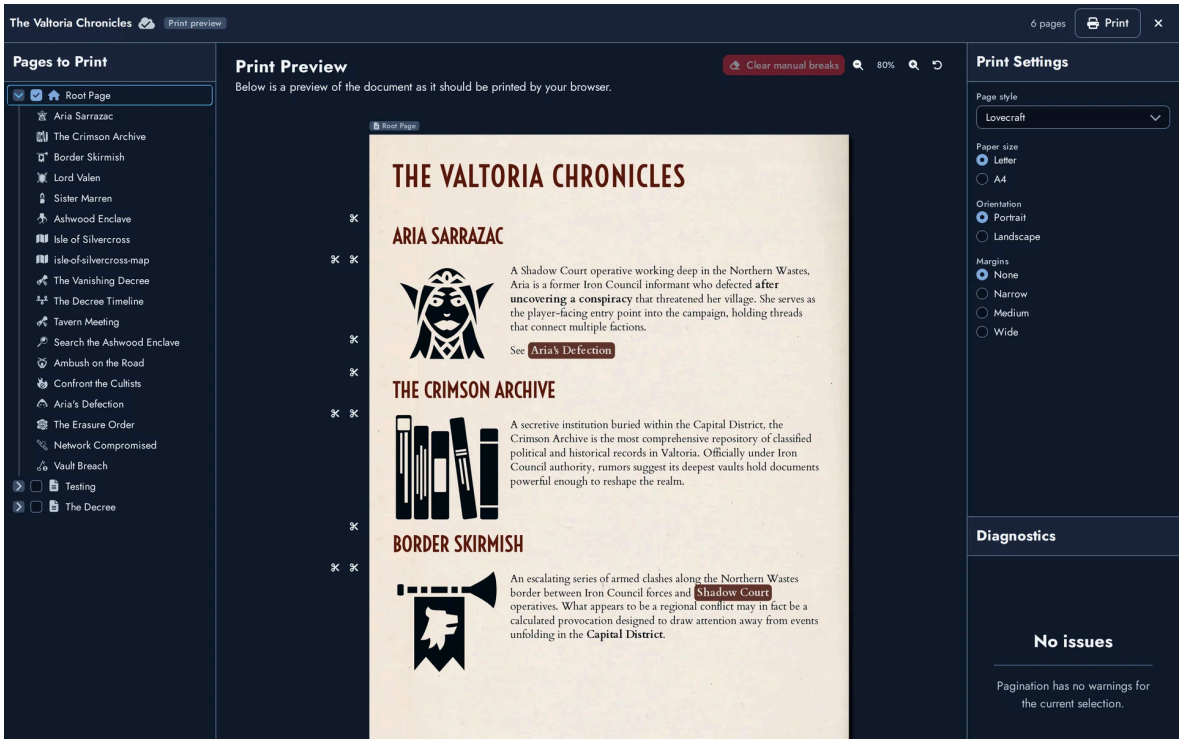
NB: Exporting the Module as an Alkemion Studio Template can be done with a dedicated  *button in the top toolbar, right next to the Export button.*

Print Preview

The Print Preview lets you prepare the Pages of your Module before printing them or saving them as a PDF. It arranges your content across printed pages automatically, and updates as you make changes.

You can open it from two places:

- The **Open Print Preview** button of the Export Module window.
- The print  button at the top right of the Editor.



The Print Preview is made of three columns:

Pages to Print, on the left, lists the Pages and folders of your Module, with their Content Blocks.

The **preview**, in the center, shows the document as it should be printed by your browser, sheet by sheet. The zoom buttons above it let you adjust the display to your convenience.

Print Settings, on the right, holds the paper options and a **Diagnostics** panel that warns you when something cannot be laid out properly.

The dividers between the columns can be dragged to resize them. When the preview is recalculated, an *Updating the preview…* message is displayed for a moment.

Choosing What to Include

Check the Pages or the whole folders you want to print in the **Pages to Print** tree. Checking a folder selects everything inside it. Click a Page in the tree to jump directly to it in the preview; hovering a Content Block highlights it there.

Only the Content Blocks that are visible in a Page are printed. You can show or hide a block from the context menu of the tree, without going back to the Editor.

Setting Up Your Paper

Page style: the style used to render the printed pages.

Paper size: *Letter* or *A4*.

Orientation: *Portrait* or *Landscape*.

Margins: *None* (the Page style's background covers the whole sheet), *Narrow*, *Medium* or *Wide*.

Adjusting Page Breaks

Page breaks are managed directly in the preview. You do not need to place your cursor in the Editor.

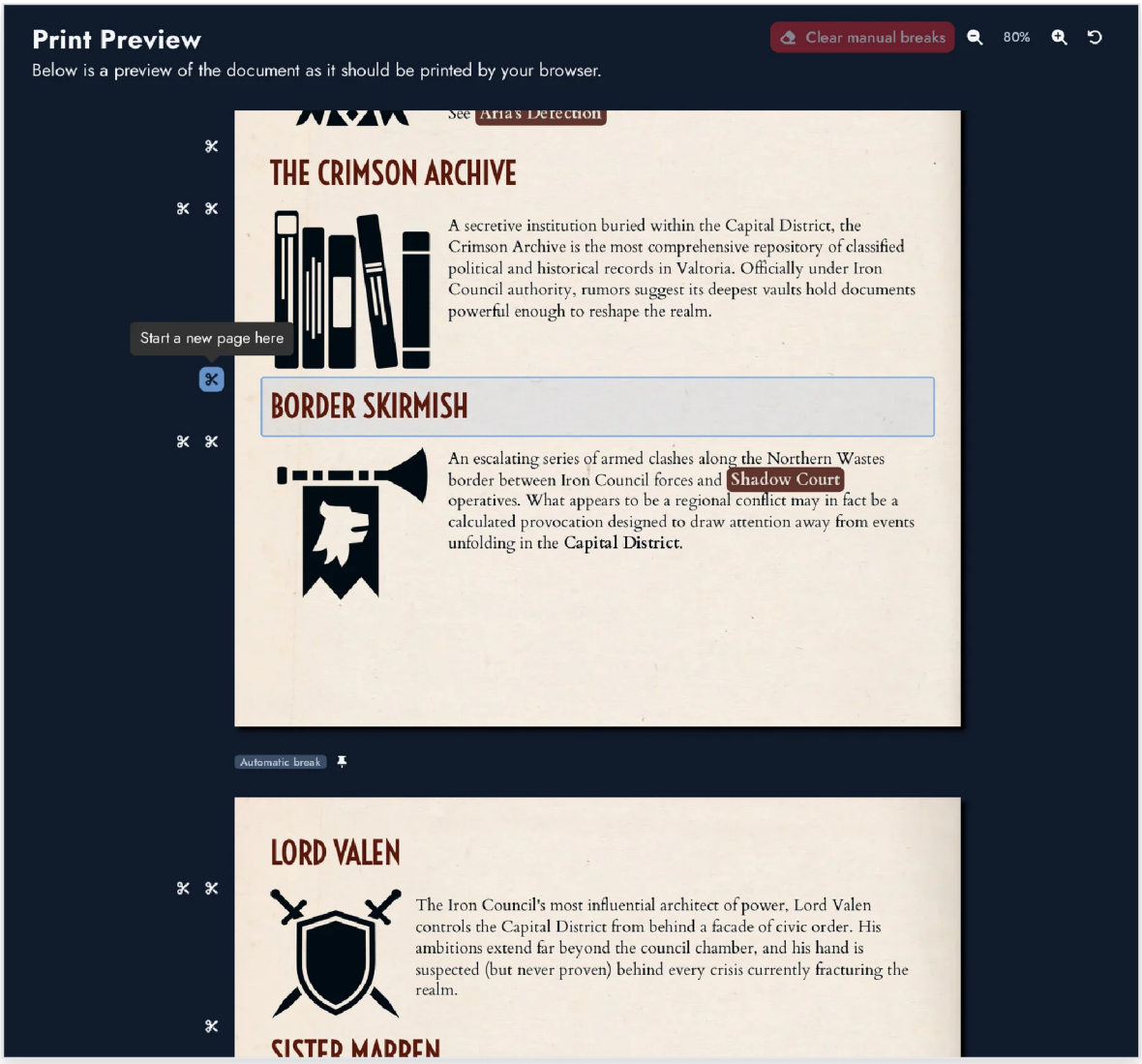
The content is split into sheets automatically. Each automatic boundary is marked with an **Automatic break** label between two sheets, and each new Module Page starts with a label showing its title.

Scissors  buttons in the left margin mark the places where a new sheet can start. Click one to **start a new page here**. Hovering a button highlights the content that would move to the next sheet.

The pin  button next to an automatic break turns it into a manual break, so that it stays where it is when the content above it changes.

A manual break can be removed with the button displayed next to its **Manual break** label. **Clear manual breaks**, above the preview, removes all of them at once.

Manual breaks follow your content: they stay attached to the same place when you move, copy or reorder Pages and Content Blocks.



Printing or Saving as PDF

The number of sheets is displayed next to the Print button, at the top right of the window. Click the button to open your browser's print dialog, then print the document or choose *Save as PDF* as the destination.

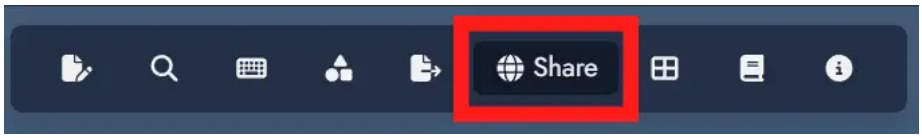
Readers of a shared Module can open the Print Preview and print it too, when the **Allow others to print this module** option was enabled in the sharing settings.

Sharing

Last update: October 11th 2026

The **Sharing** feature in Alkemion Studio allows you to share your **Module** with others in a read-only format. This ensures that your content remains untouched while still allowing others to explore your work. More advanced sharing permissions will be added later on.

To access sharing options, click the "*Share*" button located in the Board's toolbar. This will open the "*Share*" window, where you can customize the sharing settings.



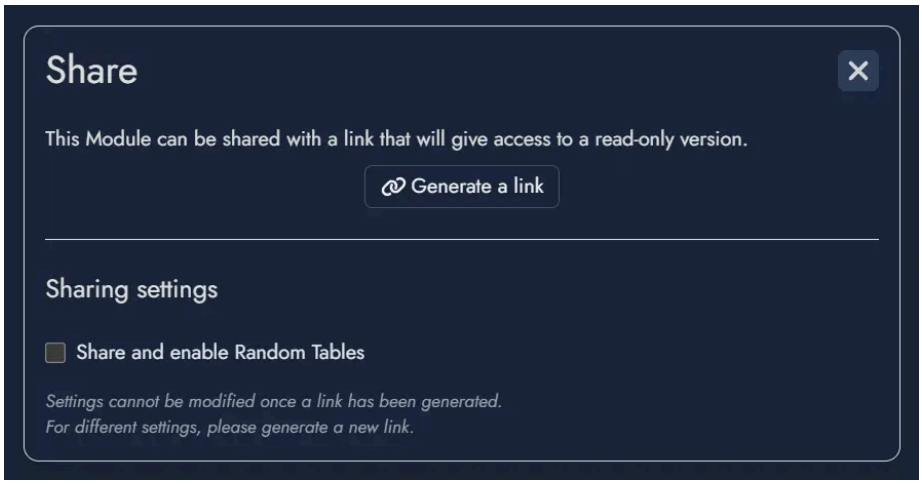
Generating a Shareable Link

Once the "*Share*" window is open, it will either display the active shareable link if it exists, or you'll see a message inviting you to create one.

To generate a shareable link:

Click the "*Generate a link*" button.

A URL link will be provided that you can copy and share with anyone. This link allows recipients to open a read-only version of your **Module**.



Sharing Settings

Under the "*Generate a link*" button, you will find the "*Sharing settings*" section, which provides additional customization options. Among them:

Share and enable Random Tables: When selected, this allows users who open the shared **Board** to roll any **Random Nodes** and view **Random Tables** linked to the Module. The **Board** remains read-only, so results from rolls will not be saved when the shared **Board** is reloaded.

Allow others to print this module: When selected, readers can open the Print Preview of the shared Module, and print it or save it as a PDF.

Important Note: Once a link is generated, the sharing settings cannot be modified. If you wish to change these settings, you will need to generate a new link, which will invalidate the previous one.

Experience of Viewing a Shared Board

A shared **Board** is displayed exactly as it was at the time of its last save, including the camera position and zoom level. This ensures that the viewer's first impression aligns with your intended presentation.

The shared **Board** features the same user interface as a regular **Board** but with restricted functionality. Viewers can navigate the **Board** and read the content of the Nodes but cannot make any modifications. If the "*Share and enable Random Tables*" option was activated, viewers can interact with **Random Tables** by rolling them; however, any results generated will not be retained upon refreshing or revisiting the link.

This straightforward sharing capability makes it easy to share session recaps or worldbuilding lore with other players, collaborate with others for feedback, or simply showcase and share your creative ideas with friends and fellow RPG enthusiasts. Future updates will introduce more nuanced permissions to allow for even greater flexibility and control when sharing your **Modules**.