L O A A

Puppet Silver

S C R I P T

2026-11-26



TYPE	Thread quest: a few beats in many chapters
OPENS	Chapter 3 of the Prologue, with the first coin the party holds
ENDS	The final act
ITEM	*Puppet silver*, a quest item that counts; no merchant takes it
TRACKER	"Find out who pays in puppet silver."
THREAD	The Puppeteer
STATUS	Story design (STORY-COINS-1, 2026-10-26); not built

Cast



VELLA

The party's warlock and its mind: dry, curious and never saying everything she knows, with a pact mark on her hand that flares when something old is near.

T

TEODOR

A scholar of the old empire from Ragosa, shut out by the quarantine.

O

ORMAR

King of Kaldvik, the good king; he carves a notch for every name his neighbour takes.



MANFRED

Manfred, written Manfred by the director and on screen, is an inventor in Meneferu, distracted, enthusiastic and always in the middle of a project, who joins the party in Chapter 4 and drives them to Papyria in a car he built himself.



NANA

The innkeeper of Stara Luka, who holds the inn against the dead with a cleaver and a candle, keeps the town's book of the dead, and sends the party up the headland to the mausoleum.



STALVAN

The party's tank and its heart: a huge, bald barbarian from Meneferu, warm, simple and honest, who knows he isn't clever and doesn't mind.

M

MESI

A boy of twelve, paid to signal from the reeds.



ZANZE

A paladin and librarian-detective, the Keeper of the Library of Papyria (its lead librarian and sworn protector) and Manfred's partner, who joins the party in Chapter 5 of the prologue.

L

LUCIJA

Puppet Silver is the quest that follows the strange money the Puppeteer's hired hands are paid in. The party first holds a coin on the road to Ragosa, and keeps finding the same coins from chapter to chapter: in a bandit's fist, in a smuggler's pocket, in a frightened boy's purse, on a northern king's table. Every coin it finds goes into one pouch, and the pouch keeps a ledger against the man who pays. What happens after the prologue is told in full below, spoilers included (Beyond the prologue).

The director asked for it on 26 October 2026: *"we will see that the party sees the coins from time to time, silver with golden puppen inside"*. Names marked *(working)* are placeholders: Master Kosta, Lucija, Teodor Cvitan and Mesi.

THE COIN



Puppet silver (concept). *Old silver, thick and worn soft at the edge. Struck on its face, the plain knot; cut below it later, three thin threads; and where they end, a tiny marionette of red gold set flush into the silver, hanging limp. The back is worn smooth.*

- **What it looks like:** old silver, a little larger and thicker than a Ragosa piece, worn soft at the edge. On the face, struck long ago, is a plain knot. Below it are three thin threads, cut later with a graver, and where the threads end a tiny marionette of red gold is set flush into the silver, its arms and legs hanging from the threads. The back is worn smooth. It has no letters, no numbers and no glow.
- **What people call it:** the party calls it *puppet silver*; Teodor the scholar calls it *Octagon silver*, the old lords' strike.
- **In play:** a quest item that counts (*Puppet silver: n*). Each coin's tooltip says where it was found. No merchant will take it (*"Not on this coast."*), so it can't be spent until the quest ends.

THE QUEST

1. THE FIRST COIN (CHAPTER 3)

The quest opens with whichever comes first on the road to Ragosa.

- **The bandit toll.** The bandit leader falls, and gets up again, slower, grey in the face, the purse still in his fist. He fights on until someone takes the purse from his hand; then he lies down.

ROLL Investigation:

> *On success:*

> **VELLA**
> He had their silver in his hand when he died. The others had spent theirs.
>
> *On failure:*
>
> **STALVAN**
> He wasn't finished.
> *(beat)*
> Now he is.

- **Or The Salt Road.** A smuggler drops a coin on the rocks under Ragosa's wall. Nobody gets up again.

VELLA
(turning the coin)
Old silver. And someone has set a little gold puppet in it.

STALVAN
A tiny man on tiny strings. Who pays with that?

VELLA
Someone who wants you to remember who paid you.

2. THE LORDS' STRIKE (CHAPTER 3)

At the old-empire footings on Glavat, after The Scholar in the Footings, Teodor holds the coin up to the light.

TEODOR
Octagon silver. The old lords of Stara Luka struck it, before the plague year. Three hundred years old. I've held two in my life, both behind glass.

But the gold is new. Set this year, by a jeweller. And it's red: old gold, melted down from something.

Only one hand on this coast sets gold that small. Master Kosta, in the goldsmiths' lane. He went to the islands last spring for a season's work. He never came home.

- **Tracker:** "Find Master Kosta." Ragosa's gates are shut, so this waits.
- If the party has Šime's old silver from What the Lake Keeps:

TEODOR
This one is the same strike. No threads, no gold.

VELLA
So he only marks the ones he means to keep.

3. THE BRAVE BOY'S COIN (CHAPTER 4)

In Meneferu, the signal boy Mesi of Eyes on the River was paid in puppet silver.

VELLA
Trade you. Mine's newer.
(She swaps a Ragosa coin for his extra one.)

MESI
…It's not for being brave, then?

VELLA
Mine is.

4. THEY POINT ACROSS THE SOUND (CHAPTER 7)

At King Ormar's table in Kaldvik (Bread and Salt), Zanze empties the pouch. Slowly, every coin turns until all the little gold heads point across the sound.

ORMAR
Jarnborg.
(beat)
Its raiders pay my ferrymen in this. Jarnborg has its own silver.

ZANZE
Then someone pays Jarnborg.

MANFRED
Magnetised? No, silver doesn't…
(He holds out his compass. The needle doesn't move. The coins do.)

ZANZE
He knows where we are anyway. We carry his thread.

BEYOND THE PROLOGUE

THE STORY, AS YOU PLAY IT

In the prologue you collect strange silver coins, each marked with three threads and a tiny puppet of red gold. The quest goes on in the full game.

The man by the pouch (step 5, optional). Once Vella starts to see the dead, a thin man in a jeweller's apron sometimes stands at camp and watches the pouch.

The goldsmiths' lane (step 6). Back inside Ragosa's walls, an apprentice named Lucija gives you a letter from her master, the goldsmith Kosta: "I am under a hill. I work by lamplight."

HOW IT ENDS SPOILERS

The silver is the old hoard of Stara Luka's founder. Last spring Kosta marked it for the Puppeteer, who is the town's mayor, with gold melted from the town's opened graves. Through the mark he can feel every coin.

The bench (step 7). On the road to the last fight you find Kosta in the hoard cave, dead and on a thread, still setting gold at his bench. The hero cuts the thread. Kosta's order is in the same hand as your own contract.

The choice. You give the gold back to the graves, or you keep the silver.

ACROSS THE STORIES SPOILERS

- **The prologue's steps (1 to 4):** the bandit toll or the Salt Road, Teodor's reading, Mesi's coin, the coins turning toward Jarnborg.

- **Kosta's order.** Lucija also gives the party his order from an unnamed lord, unsigned and sealed with the knot.
- **What the mark does.** The mayor can feel every coin and stand up every hireling who dies holding one.
- **The choice's lines.** The gold goes back to the graves (Nana: "We'll put them back. All of them. Even the ones nobody can name."), or the silver is kept (Nana: "Spend it far from here."). Either way Lucija gets Kosta's tools and makes the hero a plain ring from one coin.
- **Not decided:** how many coins the acts between hand out, and where.

5. THE MAN BY THE POUCH (ACTS 2-3, OPTIONAL)

Once Vella's grave-sight has woken, she sometimes sees a thin man in a jeweller's leather apron at camp when the pouch is opened, his fingertips stained red, standing behind Zanze and watching the coins. He points at the gold, then at his own hands.

VELLA
Whoever made these is dead. And sorry.

6. THE GOLDSMITHS' LANE (LATER ACTS)

The first time the party is inside Ragosa's walls again, Kosta's apprentice **Lucija** keeps his shop.

LUCIJA
A letter came last spring. A season's work for a lord of the islands, paid in advance, in old silver. He took his finest tools.

He wrote once.

- *Kosta's letter* (item): *"I am under a hill. I work by lamplight. The lord's man brings my bread and never eats. The silver is very old and the gold is strange: it melts red. Home for the vintage."*
- She gives the party the lord's order (item, *Kosta's order*): a few lines, unsigned, sealed with the knot.
- **Tracker:** "Find Kosta under the hill."

7. THE BENCH UNDER THE HILL (THE FINAL ACT)

The last step, where the coins come from and who pays in them:

Where the coins come from. The silver is the founder's own coinage: struck in the old family's high days from the sanctum's old silver under the headland, stamped with the family's knot, and left in the hoard cave at the foot of the founder's hoist when the plague year ended the line. For three hundred years it was the rope-makers' secret purse, spent only far from home. The marks are new. Last spring, before he sailed north, the Puppeteer needed more hands than the dead could give him (bandits on the island roads, smugglers, a signal boy, Jarnborg's raiders, Harl's crew), paid them all from the hoard, and had every coin marked with his sign: the three threads of the cadet branch, and a gold puppet where they end.

The hand was Master Kosta's. He came to the old sea door with his tools for a season's work, and was that spring's payment to the headland. He still works: a dead man's hands on a thread never shake. He is one of the few threads the Puppeteer holds himself, so he didn't fall with the lich. **The gold** is grave gold: the rings, earrings and hair-pins of Stara Luka's dead, taken from the graves the dead opened. Old gold melts red.

Why he marks his money. Every gold puppet sits over a hair-fine end of his thread, so he feels where each coin goes, and in a purse the coins turn toward the nearest stone. A man who dies with the coin on him is already tied, and he can stand him up before the earth has him: he pays the living and collects the dead. He never pays the party. The mayor's first letter paid Captain Harl's crew "half now, in the old silver enclosed".

The bench. After the slip at Nana's table, the road to the last fight passes the hoard cave at the foot of the founder's hoist: the founder's chests, nearly empty; a crucible; a bowl of rings and hair-pins from the opened graves. Kosta sits at his bench on a thread, setting a red-gold puppet into a silver coin by the lamp-keepers' light, as he has every hour since last spring.

- The hero cuts his thread. Kosta puts his tools down in a neat row and lies down beside them.
- The party lays *Kosta's order* beside the contract it has carried since Chapter 1. It is one hand.
- If Vella has the sight, the man in the apron stands by his body for a moment, nods, and is gone.

CHOICE (remembered)

> HERO **The gold goes back to the graves.**
>
> the party carries the bowl up to Nana, and the town buries the rings again with its dead.

> **NANA**
> We'll put them back. All of them.
> Even the ones nobody can name.
>
> HERO **Silver is silver.**
>
> the party keeps the hoard's last silver.
>
> **NANA**
> Spend it far from here.

Chapter 1, optional (only if it is reopened): Harl's purse at the crew's camp, the half fee in the old silver: twelve coins of puppet silver. The quest would open there.

See The Puppeteer and The missing mayor.

REWARD

- Kosta's tools go home to Lucija, and she makes the hero a plain silver ring from one coin, with the knot and the puppet cut away (a trinket, to tune).
- If the party kept the silver at the end, the puppet silver becomes money it can spend.

WHAT IT CARRIES

- **The Puppeteer:** his money, his thread in every coin, and the stones the coins point to.
- **The town's dead:** the red in the gold.
- **The remembered choice:** `puppet_silver` (the gold back to the graves, or the silver kept).

THE END

Sources: docs/plan/story_quests_1.md §11 (STORY-COINS-1, the user's ask of 2026-10-26: "we need the info where the coins that bandits are payed are from, we will nedd some kind of quest because we will see that the party sees the coins from time to time, silver with golden puppen inside"); docs/plan/story_mayor_2.md §5.10 and §6 rule 12; picture: references/concept/story_coins_1/ (Nano Banana 2, look-dev only).

Last updated: 2026-11-17 (SYN-REST: full synopsis, D-WIKI-SYN-2)