L O A A

Quests in Meneferu

SCRIPT

2026-11-26



TYPE	The main quest Help Manfred finish the car; side quests: three minor, one big
CHAPTERS	4, with payoffs in 5 and 6 of the Prologue
REGION	Meneferu, Island 2
PARTY	The hero, Vella, Stalvan
THREAD	Stalvan's capture, the missing mayor, the cut words
STATUS	Help Manfred finish the car: in game (0.1.154 and 0.1.155, 2026-10-29, the Meneferu story start). the car fight on the drive (0.1.166, 2026-10-30); latest build 0.1.171. Side quests: story design (STORY-QUESTS-1, 2026-10-25); the first steps of Overdue, Eyes on the River and Grandfather of the Reeds in game; A Light in Stalvan's Window not built. Chapter 6's three small quests (Ipu's Letters, The Man on the Quay, The Nozzle): in game, B52 (0.1.250), 2026-11-17

Cast



HERO

TLOAA's player character and the leader of the party: a mercenary who takes the mayor's contract to free Stara Luka with Vella and Stalvan.



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.



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.

D

DOSH

(working name, Unconfirmed) is the boss of the thugs in Meneferu's dyers' court, who took Manfred's gear and sold it, and who gives up when the fight turns against him.

B

BAKHU

H

HEPU

Meneferu's pawnbroker, who keeps Stalvan's armour.

W

WESIR

Old Wesir, keeper of Meneferu's temple and its archive.

M

MESI

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



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.



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.

T

TEFI

H

HESUK

I

IPU

Meneferu's old baker, who raised Stalvan on honey bread.

R

RENU

A fence in the back stalls of Meneferu's bazaar.

R

RUHET

Captain of Meneferu's harbour watch.

S

SENNA

Meneferu's leatherworker.

M **MEDJIRA**

I **IMSA**

P **PEMSI**

H **HALLVAR**

The quests in Meneferu are the side quests of Chapter 4 of the Prologue, in Stalvan's home town on the river delta: one big quest about his own house and three short ones. They open on arrival, before the party reaches Manfred's workshop (the urgent news from the library comes only there), and they stay open when the party comes back in Chapter 6. Each pays off later: a forged letter, a cut page, a dark ship, and one crocodile who has nothing to do with any of it.

Places follow the town as planned on the Meneferu page (option B). Names marked *(working)* are placeholders.

HELP MANFRED FINISH THE CAR



Help Manfred finish the car. *The party in the car in the yard at 9 m zoom: the hero at the gun, Vella in the passenger seat, Manfred at the wheel, Stalvan on the roof rack (engine frame, 2026-10-29).*

Main quest · Chapter 4 · Giver: Manfred, after Tefi's news in his workshop. **Tracker:** "Help Manfred finish the car". **Reward:** Manfred's car, 300 XP; the gear branch 200 XP plus Hesuk's coin (the deal below); the fuel branch 200 XP.

The user asked on 2026-10-28 for *"full manfred story and quests, there should be a bit longer conversations, more drama with the news in Papyria, searching for the right parts and then starting the engine of the "car""*. The quest runs in strict order; only the two parts, the gear and the fuel, can be done in either order. It is in the game in the Meneferu story start (the "Meneferu story" developer jump on the phone): the parts hunt in 0.1.154, the engine, the boarding and the drive in **0.1.155, the milestone "Manfred's car"** (2026-10-29). It is not a small quest: the parts are the story.

#	Step	Where	What to do	Tracker line
M1	The inn hook	Imsa, at the inn door	Talk; Imsa adds the rumour of the ochre sashes	"Find a way to Papyria"
M2	Find the workshop	Across the river	Follow the smoke	"Find the inventor across the river"
M3	The workshop	Manfred, at his bench inside (the door is open)	Go in, talk, pick a reply	–
M4	Tefi's news	Tefi runs into the workshop	Talk, pick a reply; Manfred joins	"Help Manfred finish the car"
M5a	The gear (either order with M5b)	Medjira at the bazaar → the dyers' court → the dye house → Dosh → Hesuk at the camel pen → Sefa	Talk · fight · pick up the gear · talk to Dosh · talk to Hesuk and strike the deal · calm Sefa · take the real gear	"Find a gear at the bazaar" → "Get the gear back from the dyers' court" → "Take the gear from the dye house" → "Ask Dosh about the real gear" → "Get the real gear from Hesuk" → "Get Sefa on her feet"
M5b	The fuel (either order with M5a)	Bakhu at the warehouse door → the warehouse hall → the quay yard	Talk · go in · fight · chase · fight · pick up the barrel	"Find fuel at the warehouse" → "Get the fuel from the warehouse" → "Stop the scouts at the quay" → "Take the green barrel"
M6	Bring the parts	The car yard beside the workshop	Walk to the car (the game saves here: "the car yard")	"Bring the parts to the car"
M7	The engine start	The car yard	Watch: two failed tries, then Vella's spark	– (the quest completes, +300 XP)
M8	Boarding	The car yard (saved again before it)	The party climbs in	"Get in the car"
M9	The drive out	The Papyria lane, then the desert road	Ride; the screen fades, then the Chapter 4 card and the main menu	"Reach the library"

TEFI'S NEWS

Tefi runs in through the yard gate with the news from Papyria.

TEFI IMPL

The library's taken! Men in ochre sashes, the gates are barred. The scholars are inside.

The Keeper holds the inner door. Alone.

MANFRED IMPL

Zanze. Is she hurt?

TEFI IMPL

A page from her ledger. Folded. She said you'd understand.

MANFRED IMPL

She fined a prince for a folded page. She has never folded one in her life. Not one.

TEFI IMPL

Forty, fifty. The inner door is bronze. She has water for three days. Four, if she's stubborn.

MANFRED IMPL

She's stubborn.

Zanze's in there. The car isn't finished.

The car is finished now.

VELLA IMPL

It has no gear and no fuel.

MANFRED IMPL

It's finished in spirit.

THE GEAR



The dyers' court. *Dosh yields at a quarter of his health and kneels clear of the fight (engine frame, 16 m zoom).*

After the talk with Medjira at the bazaar, the trail leads to the dyers' court. There Dosh *(working name, Unconfirmed)* and his thugs fight; a second wave comes out of the dye-house door. At a quarter of his health Dosh yields and kneels.

DOSH IMPL

Enough! Enough. Your gear's inside, on the dye vat. Take it.

STALVAN

Say please.

DOSH

...Please.

On the vat in the dye house lies the *painted wooden gear* (forty teeth, dyed brass-yellow).

MANFRED IMPL

...She's light. Why is she light?

Wood. It's wood, dyed yellow. And forty teeth. Forty!

STALVAN IMPL

Ah. A gear from the wishing stall. On the stall it's brass. When it comes, it's wood.

DOSH IMPL

The dyers paint copies for the bazaar. The brass one we sold. Hesuk, at the camel pens. Two silver.

Hesuk, the camel merchant, bought the brass gear and will give it for a favour: his camel Sefa sat down this morning and will not get up.

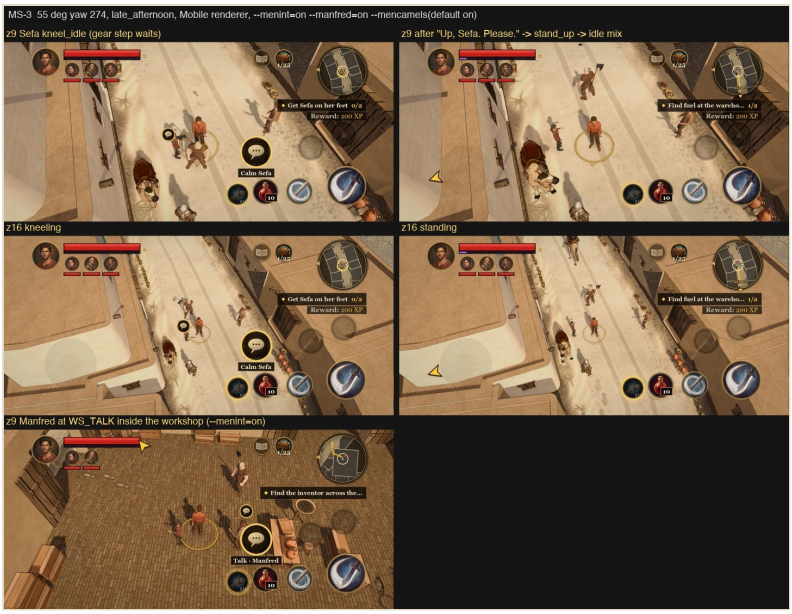
HESUK IMPL

Get my Sefa on her feet, and the brass wheel is yours.

The deal (the same bargain as every quest: one roll before accepting, one option per member present). The hero can take it as it is ("Deal. One camel, standing."), or one member tries for more:

Option	Skill	DC
Hero: ask for a coin on top	Persuasion	14
Vella: he knows the wheel was stolen	Insight	15
Stalvan: offer to talk to the camel	Persuasion	13
Manfred: price the wheel	Investigation	15

Coins by result: critical failure, failure or no bargain 0; success half a gold (5,000 copper); critical success 1 gold (10,000 copper). The gear is given at every result.



Sefa. *Hesuk's camel kneels at the pen until Stalvan calms her (the "Calm Sefa" button), then stands (engine frames at 9 and 16 m zoom; below, Manfred at his bench inside the workshop).*

STALVAN IMPL
She's not stubborn. She's loading. Give her a moment.

VELLA IMPL
Nothing's happening.

STALVAN
Still loading.

STALVAN IMPL
Up, Sefa. Please.
(She rises.)

STALVAN
Loaded.

HESUK IMPL
Fourteen years I've had her. She never stood for me that fast.

MANFRED IMPL
(with the real gear)
Forty-two teeth. Hello, beautiful.

THE FUEL

Bakhu, the warehouse foreman, sends the party into the hall, where ochre-sash scouts are draining Manfred's green barrels. At half their health they break and run to the quay yard; a second fight there, then they flee upriver. One green barrel is left on the quay.

VELLA IMPL
Ochre sashes. The same men who took the library.

MANFRED IMPL
They're taking my fuel! Why do zealots need fuel?

VELLA
For fire.

MANFRED IMPL
One barrel. It's enough. If nobody sneezes, it's enough.

BAKHU IMPL
(afterwards)
One barrel? Keep it. Just keep those sashes off my quay.

THE ENGINE

MANFRED IMPL
Gear in.

Fuel in.

STALVAN IMPL
You have one bolt left over.

MANFRED
There's always one left over. It's tradition.

STALVAN IMPL
Have you tried turning the engine off and on again?

MANFRED
It has never been on!

VELLA IMPL
It coughed. That's progress.

A spark. Is that all.
(Her lightning into the engine; it catches.)

MANFRED IMPL
She lives! She lives!

BOARDING AND THE DRIVE

STALVAN IMPL
Where do I sit?

MANFRED
On the roof.

STALVAN
There's no seat on the roof.

MANFRED
There's a roof on the roof.

STALVAN IMPL
Roof seat. No cushion, no belt. One star.

The car drives out down the Papyria lane and onto the desert road (see Manfred's car). On the way:

STALVAN IMPL
In two hundred paces, turn left.

...Recalculating.

MANFRED
There's only one road, Stalvan!

VELLA IMPL
If this cart explodes, I am walking the rest.

MANFRED IMPL
Hold on, Zanze. We're coming.

Then the screen fades to the chapter card ("To be continued: Papyria", then "Meneferu · Chapter 4 complete"), and the game returns to the main menu.



The drive out. *The car on the desert road toward Papyria (engine frame, 16 m zoom).*

In the game (numbers from the build logs): the fights last about 43 to 59 s each at normal speed with the story party (the dyers' court, the hall, the quay); boarding takes about 3 s; the drive about 77 s over 911 m (9 m/s on the lane, 20 m/s in the desert); 11 voiced drive lines and 7 car sounds (crank, cough, catch, engine loop, backfires, horn, rack creak). Every line is voiced (Dosh by the ElevenLabs voice Harry). Since 2026-10-30 the game also saves at the start of each parallel step (the gear and the fuel), and a party wiped anywhere in Meneferu restarts at the last save (MEN-SAVE-PAR-1). On the desert road two camel riders attack the car, and the party fights back from its seats (the car fight, milestone 0.1.166). The whole quest plays in one run in the full Meneferu playthrough test (E2E-MEN-1, 33 of 33 steps, 2026-10-30). Every line of the quest, in order, is on the Chapter 4 script.

SIDE QUESTS

Also in Meneferu and **in the game:** the arrival leads of Nakhti *(Unconfirmed, working name)*, the pier watchman (*Find Sabu* and *Find Medjira*, 25 XP each), and Sabu's small quest The Mummy Thread (5 gold by default; on by default since 2026-10-30). Both are on Small quests.

Quest	Type	Places	About
A Light in Stalvan's Window	**big**	Ipu's bakery on the palm-garden square, Stalvan's house and court, the pawn shop, the bazaar, the ferry landing	20–25 min
Overdue	minor	the temple archive, the fish stalls; ends with Zanze in Chapter 5	6 min + payoff
Eyes on the River	minor	the watch yard, the watchtower top, a reed bar	8 min
Grandfather of the Reeds	minor	the leatherworker, the reed bars	8 min

The mayor in Meneferu. He is never named here, only described: a gentleman with a soft voice and island vowels, wearing a grey coat in the desert heat. He asked which house was Stalvan's and whether he still had the red stone. He offered to buy Stalvan's armour outright, and smiled when he was refused: "He said he could wait." He asked the temple for library books, and that night someone cut a page. He counted a frightened boy's coins, and gave him one extra for being brave.

A LIGHT IN STALVAN'S WINDOW

Big · Chapter 4 · Starts from Stalvan's arrival line, "Bread first." A marker appears at Ipu's bakery, and Stalvan leads the way.
Tracker: "Bread first."

Status: story design only (STORY-QUESTS-1); nothing of it is in the game yet. Ipu appears in the game only in one bazaar quip of Stalvan's.

PART 1: BREAD FIRST

- **Ipu**, the old baker *(working)*: "Stalvan! You're thinner. Who's feeding you?"

STALVAN
Vella.

IPU
(looking at Vella)
…Eat this. Eat two.

There's been a light in your window three nights. I thought you'd come home early.
(beat)
You hadn't, had you.

PART 2: THE COURT

The gate to Stalvan's walled court has been forced. His writing chest has been dragged out into the court and smashed. The house itself stays closed; the scene is the court. **Tracker:** "Find out who broke into Stalvan's house."

ROLL Investigation

> *On success:*
>
> **VELLA**
> They searched it slowly first. Then they smashed it, to look like thieves. The silver cup is still here. Only the letters are gone.
>
> *On failure:*
>
> **STALVAN**
> Someone was very angry with this chest.

ROLL Perception

> On success: hobnailed boot prints with the nails set like snowflakes, and a tuft of grey fur on the gate.
>
> **VELLA**
> Who wears fur in Meneferu?
>
> On failure: **Stalvan** finds the fur: "A cat?"
>
> **VELLA**
> A very cold cat.

IPU
Your letters. I kept them in your chest, every one you sent me from the road. And that ugly camel you carved when you were nine.

STALVAN
Who steals letters? I can't even spell Wednesday.

IPU
A gentleman asked about you last month. Soft voice, island vowels, a grey coat in this heat. He asked which house was yours.
(beat)
And whether you still had the red stone.

PART 3: THE PAWN SHOP



The pawn shop. *Stalvan's armour, the red stone in its chest, safe on its stand. He cannot redeem it until the library pays.*

Stalvan has to see his armour. It is safe on its stand.

- **Hepu**, the pawnbroker *(working)*: "A gentleman offered to buy it outright. Island vowels. Old silver." … "I said a pawn is a promise. You have until the flood."

HEPU
He smiled. He said he could wait.

STALVAN
(to the armour)
Not yet, old friend. Soon.
(He redeems it in Chapter 6, when the library pays.)

PART 4: THE FENCE

Renu *(working)*, in the bazaar's back stalls, bought a good wooden box from the street boys. The letters went to "the customer".

ROLL Persuasion (Stalvan's honest face helps)

> *On success:*
>
> **RENU**
> Take the camel. Nobody buys camels.
> Tonight, the ferry landing, when the
> watch changes.
>
> On failure: the party pays for the camel, and Renu still talks: Stalvan's sincerity frightens him.

STALVAN
(holding the little wooden camel)
Hello, Hump.

PART 5: THE FERRY LANDING



The ferry landing at night. *Dosh's gang hands the stolen letters to two pale northerners in fur. Across the square, Ipu's bakery has been set alight to cover their escape.*

Dosh's gang hands a bundle to two pale northerners in fur, and the fight breaks out on the landing. As it ends, a glow: Ipu's bakery across the square is burning, set alight as a distraction, and the northerners push off in a rowing boat.

CHOICE (remembered)

HERO **The bakery!**

STALVAN

Ipu!

(A bucket chain from the sycamore well; Stalvan carries Ipu out through the smoke; the party puts out three fires before they spread. The boat is gone into the reeds.)

HERO **The boat!**

VELLA

Go! She's out, I can see her!

(A chase along the quay to the reeds. One northerner fights; the other throws the bundle into the river and the letters sink. The bakery burns; Ipu lives, with singed hair and a cracked oven.)

– Either way the letters are gone.

PART 6: THE ROOF TERRACE

Bread, the night, the wooden camel.

STALVAN

They can keep the letters. I'm a terrible writer.

VELLA

What did you write about?

STALVAN

Supper, mostly.

Reward: Hump, Stalvan's keepsake (a trinket). If the bakery was saved: Ipu's honey bread (the party's best meal) and Stalvan's spare key (his court becomes a rest point). If the boat was chased: a northern fur cloak (cold resistance for one member in Chapter 7).

In Chapter 6. When Stalvan vanishes, the letter "from Stalvan" that sends the town looking the wrong way is in his own clumsy hand, with his own spelling, copied from the stolen letters.

ZANZE
Copied from real letters. Even 'Wednesday' with two Ds.

IPU
(reading it (if the bakery was saved))
That's his hand. But he never starts with 'Dear'. He writes 'Ipu, it's me.'

- If the boat was chased, the dockhands know the fur cloak: "The men from the dark ship wore those."

OVERDUE



Overdue. *Old Wesir hands over a library book forty-one years late, with one page cut out with a blade. Behind them, Stalvan's lunch is wrapped in the other missing page.*

Minor · Chapter 4, ends in Chapter 5 · Giver: Old Wesir, the temple keeper, in the temple archive. **Tracker:** "Return the library book."

In the game (first step): Wesir's talk opens the quest (his two lines below, voiced), the silver tracker line and the *Library book* in the bag ("Borrowed from the Library of Papyria by my master's master. Forty-one years overdue."); the quest log shows the reward "The lamp page, a reader's pass". With Manfred in the party:

MANFRED IMPL
We're going to her anyway. She'll be glad of a book that came home.

The later steps (the roll, the fish wrapper, the payoffs) are story design.

THE BOOK

WESIR
Borrowed from the Library of Papyria by my master's master. Forty-one years overdue.

They say the Keeper once fined a prince for a folded page.
(beat)
You're going to Papyria. Take it back. Please. Tell her it was the temple's fault. Tell her I'm very old.

ROLL Investigation

> *On success:*
>
> **VELLA**
> Two pages gone. This one was torn out, long ago. This one was cut with a blade. Recently: the ink dust is still fresh.
>
> *On failure:*
>
> **VELLA**
> Two pages gone. Somebody liked this book.

WESIR
Last month a foreign gentleman asked if the temple had any books from the library. I said no.
(beat)
I lied. To a gentleman. That night someone was in the archive.

THE FISH WRAPPER

The torn page went, years ago, with the temple's waste paper to the fish stalls. There are three stalls, and Stalvan eats a fish at each.

STALVAN
Is this the page?

VELLA
That's a fish.

STALVAN
(unwrapping it)
…Is this the page?

VELLA
Yes. Don't eat it.

The page shows a hanging lamp in a tomb hall, its flame drawn as if it were alive, and a note in an old hand: *the lamps of the Sealed Kings do not sleep.*

IN CHAPTER 5

After the siege, the party gives Zanze the book.

ZANZE
Forty-one years.
(She looks at the burnt shelves.)

"The fine is waived. Today."

ZANZE
This page was cut with a blade. This chapter was about the kings who would not die. And what it cost them.

VELLA
What did it cost them?

ZANZE
That was the page.

Wesir sent a small purse for the fine.

ZANZE
Give it back to him. Tell him to buy a lamp.

IN CHAPTER 6

At the chiselled mural of the Sealed Kings:

ZANZE
Again. Someone keeps cutting out the price.

At the blowtorch, if the party has the lamp page:

MANFRED
Lamps that don't sleep. Wesir's page! That's my fuel.

Reward: the lamp page (a story item that unlocks Manfred's line), Zanze's reader's pass (the library's quartermaster sells to the party in Chapter 5), XP.

EYES ON THE RIVER



Eyes on the river. *From the top of the watchtower, Captain Ruhet shows the party a lantern blinking in the reeds, and a dark northern ship answering from outside the harbour.*

Minor · Chapter 4, pays off in Chapter 6 · Giver: Captain Ruhet of the harbour watch, in the watch yard. **Tracker:** "Find who signals from the reeds."

In the game (first step): Ruhet's talk (his line below, voiced) opens the quest and its tracker line; the quest log shows the reward "A night pass, gold". With Manfred in the party:

MANFRED IMPL
Count the blinks. A fisher just lights a lamp. Only a secret needs a pattern.

The night on the watchtower and the reeds are story design.

THE WATCH YARD

RUHET
Someone signals from the reeds at night. Smugglers signal ships. But ships don't need signals in a harbour this size.
(beat)
Unless they don't want to come in.

THE WATCHTOWER AT NIGHT

A shuttered lantern blinks in the reeds. Out on the delta, a light answers from a dark ship at anchor.

ROLL Perception

> *On success:*
>
> **VELLA**
> Three long, two short. Every time the watch changes.
>
> *On failure:*
>
> **RUHET**
> There. Again. Every night when my men change.

THE REEDS

Two hired dockhands guard the signaller (a short fight). He is Mesi *(working)*, a boy of twelve, with a purse of puppet silver: old silver struck with a knot, a tiny gold puppet set into each coin.

ROLL Insight

> *On success:*
>
> **VELLA**
> He's more afraid of us than of them. He's never held silver before.
>
> On failure: Mesi just cries.

MESI
A northern man pays me to show a light when the watch changes. And a quiet man from the islands counted the coins first.
(beat)
He gave me an extra one. For being brave.

VELLA
(turning a coin)
I've seen this knot before.
(If The Salt Road or the bandit toll is done: "The same coin the bandits had.")

CHOICE (remembered)

HERO **Go home, and never do this again.**

MESI
I won't! I won't, I swear!
(He runs.)

HERO **He goes to the watch.**

RUHET
Come on, little lamp. Nobody's going to hurt you.
(He takes the boy, not unkindly.)

RUHET
Northern traders. Papers in order, anchored outside my harbour, which is their right. I can't touch them.

Reward: Ruhet's night pass (the watch lets the party through after dark), gold.

In Chapter 6. At dawn after Stalvan vanishes, the news of the northern ship comes from Mesi if he was freed: "The dark ship left at dawn. They carried a man as big as a door. I didn't light anything, I swear." If he went to the watch, it comes from Ruhet: "Your boy talked. The ship left at dawn."

GRANDFATHER OF THE REEDS



Grandfather of the Reeds. *Stalvan talks to the oldest crocodile on the river while the fisher children who feed him look on.*

Minor · Chapter 4 · Giver: Senna the leatherworker. **Tracker:** "Bring Senna crocodile hide."

In the game (first step): Senna's talk opens the quest and its tracker line; the quest log shows the reward "Water skins or crocodile bracers".

SENNA IMPL

Caravans will run again one day. They'll want water skins, and I'm out of hide.

The fishers say the reeds have gone bad. Nets torn, a goat gone.

And Grandfather's out there. The biggest crocodile on the river.

MANFRED IMPL

(only with him in the party)

How big is biggest? Roughly. I'd like to know how far to stand.

The reed bar and the choice are story design.

SENNA

The caravans will run again one day, and Senna needs hide for desert water skins. The fishers say the reeds have gone bad: nets torn, a goat gone, and the biggest crocodile of all, the one they call

Grandfather.

THE REED BAR

Two fisher children are feeding Grandfather: old, scarred, one eye milky. The trouble is a pack of young crocodiles from upriver.

- **Child:** "Don't hurt him! He keeps the big ones away!"

STALVAN
He IS the big one.

- **Child:** "The other big ones."

ROLL Animal Handling (Stalvan's big calm voice helps)

> On success: Grandfather lets Stalvan touch his snout.
>
> **STALVAN**
> Good crocodile. Best crocodile.
>
> On failure: Grandfather snaps an inch from his hand.
>
> **STALVAN**
> He likes me. He's just shy.

CHOICE (remembered)

HERO **We hunt the young ones.**

SENNA
Smaller skins, smaller water skins. Fine.
(A fight with four or five young crocodiles at the water's edge. Grandfather basks by the east quay ever after.)

HERO **Senna wants the best hide.**

SENNA
Now that is a water skin.
(Grandfather is a mini-boss and the children cry. Young crocodiles crowd the reed bar on later visits.)

THE END

VELLA
No threads on these.

STALVAN
Just teeth.

Not everything is the Puppeteer, on purpose.

Reward: if Grandfather is spared, water skins and the children's lotus charm; if hunted, crocodile-leather bracers for Stalvan (armour, to tune).

SMALL QUESTS OF CHAPTER 6

Three small quests run beside the main road when the party comes back to Meneferu in Chapter 6 without Stalvan (Milestone 6). Each is tied to the search for him, each shows its reward in the quest log, and each roll in them has four results that all move on. A price larger than the purse takes what the party has. In the game since B52 (0.1.250), 2026-11-17; their rows are on Small quests.

Quest	Giver	Opens	Reward (as the quest log shows it)	What to do
Ipu's Letters	Ipu, the baker	the morning after the supper	Ipu's honey bread (5 party meals), a trader's pass, 150 XP	Find the man who copied Stalvan's hand; bring Stalvan's letters back to Ipu
The Man on the Quay	Captain Ruhet	after the talk with Hallvar	Hallvar's freedom (he sails north with you), 100 XP	Speak for the man in the cage
The Nozzle	Medjira	after the plan in Manfred's workshop	A brass nozzle for Manfred's torch, 100 XP	Go with Medjira to the dyers' court

IPU'S LETTERS



Ipu's Letters. *Ipu by her clay oven on the palm-garden square, honey bread and letters on her table, the party with her (painted picture of the developer start).*

Chapter 6 · Giver Ipu, at her bakery on the palm-garden square (shut at night: "The bakery is shut. Ipu bakes at first light."). **Tracker:** "Find the man who copied Stalvan's hand", then "Bring Stalvan's letters back to Ipu". **Reward:** Ipu's honey bread (5 party meals), a trader's pass, 150 XP.

IPU

They came to me first, last month. Two pale men. They asked if he still wrote.

(beat)

I said every week. Badly.

I kept his letters in the chest at his house. A week later someone broke in and took every one.

Pemsi, on the forum steps. He writes for people who can't.

At his writing stand,

PEMSI
A gentleman paid. Soft voice, island vowels. Old silver. He told me to burn the letters after.

I copy what I'm paid to copy. I don't ask what for.
(beat)
I never burn anything. Not even this.

ROLL: one option per member (Zanze matches his nib to the forged letter, Vella sees he is ashamed, Manfred talks shop, the hero leans on him).

On success:

PEMSI
The letters. Take them to her.
(beat)
And the spare pass. I don't want it in my house.

On a fail:

PEMSI
The letters cost me paper and silence. Two gold.

Ipu brings the pass herself.

On a crit fail he grabs his board and runs to the west end of the Old Bridge, where he stops:

PEMSI
I'm sixty-one! What did you think I'd do?

Back at the bakery,

IPU
Every one. 'Ipu, it's me.'
(beat)
I'll keep them for when he's home.

VELLA
Read us one?

IPU

'Ipu, it's me. The sea is big. The food is small. Vella says hello. She did not, but she would.'

Honey bread. Eat this. Eat two.

The trader's pass is in the forger's hand, for southern traders bound for Kaldvik: "The seventh of six."

THE MAN ON THE QUAY



The Man on the Quay. *Hallvar stands free beside the open cage in the watch yard, the party around him (painted picture of the developer start).*

Chapter 6 · Giver Captain Ruhet of the harbour watch, after the party has talked to Hallvar in the watch's cage. **Tracker:** "Speak for the man in the cage". **Reward:** Hallvar's freedom (he sails north with you), 100 XP.

RUHET

By law he's a raider off a warship. The galleys buy those. He'll row for us instead of them.

ROLL: one option per member (Zanze asks for him as the library's witness, Vella shows the rope burns, Manfred the borrowed boots, the hero answers for him). It is harder if the party was too hard on Hallvar or on Ruhet earlier.

> *On success:*
>
> **RUHET**
>
> He's yours. If he steals a boat, he's yours twice.

On a fail:

RUHET
The law has a price. Three gold, and he's a passenger.

The party pays, or comes back later.

On a crit fail:

RUHET
No. He rows.
(beat)
Ask me again when I've cooled.

(The rest comes in a later milestone.)

Freed,

HALLVAR
Kaldvik. My Ulla. My boy.
(beat)
I'll show you the ice road there.
It's the only road I know.

He waits at the captain's pier.

THE NOZZLE



The Nozzle. *The water-lift in the dyers' court turns again over the dye basins; Manfred and Medjira stand beside it (painted picture of the developer start).*

Chapter 6 · Giver Medjira, at her brass stall in the bazaar, once Manfred needs a nozzle for his torch. **Tracker:** "Go with Medjira to the dyers' court". **Reward:** A brass nozzle for Manfred's torch, 100 XP.

MANFRED
I need a nozzle that won't melt. Brass, thick, a fine bore.

MEDJIRA
I have the one. Off a fountain pump from the old empire. Old work, good work.

Not for coin. I want that gear in your bag. Forty-two teeth.

MANFRED
That's the car's heart.

MEDJIRA
The car's dead, sweetheart. My husband's wheel isn't. Not yet.

At the stripped water-lift in the dyers' court,

MEDJIRA
Two years it's stood. We carry the water up by bucket now.

CHOICE

HERO **Give her the gear, Manfred.**

MANFRED
Forty-two teeth.
(beat)
Goodbye, beautiful.

MEDJIRA
He'd have liked you. He talked to gears too.

The water-lift turns again.

HERO **Keep the gear. Pay her.**

a roll on the price: 2 gold on a crit success, 3 on a success, 4 on a fail ("Four gold. I'm a widow, not a fool."), 5 on a crit fail.

MEDJIRA
Fountain brass. It won't melt before you do.

THE END

Sources: docs/plan/meneferu/manfred_story_plan.md and data/demo/meneferu_story.json (Help Manfred finish the car, as shipped behind --manfred); data/items/items.json; queue.md (MS-2, MS-4, MS-V); data/release_log.json (0.1.154, 0.1.155); docs/plan/story_quests_1.md §4 (STORY-QUESTS-1, the user's ask of 2026-10-25); docs/plan/meneferu_town_plan.md and docs/plan/meneferu/npcs.md (places and townsfolk); "plan - future for prologue.md" (chapters 4–6); Chapter 6's small quests from data/demo/meneferu_story.json (side_quests pap_m6_sm1, pap_m6_sm2, pap_m6_sm3) and docs/plan/papyria/m6_lines.md (PAP-M6-DOCS); pictures: references/concept/story_quests_1/ (Nano Banana 2, look-dev only).

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