LOAA

Quests on the road to Ragosa

SCRIPT

2026-11-26



TYPE	Side quests: four minor, one big; the Chapter 3 main quest The Closed Gates
CHAPTERS	2 and 3 of the Prologue
REGION	The road from Stara Luka to Ragosa, Island 1
PARTY	The hero, Vella, Stalvan
THREAD	The missing mayor and the Puppeteer
STATUS	Story design (STORY-QUESTS-1, 2026-10-25); the road itself is dressed since 2026-11-03 (phone build 0.1.179); the main quest The Closed Gates plays end to end, fully voiced, since phone build 0.1.181; a walk link joins it to Stara Luka; the three side quests New Oil, The Scholar in the Footings and The Salt Road play, fully voiced and on by default, since phone build 0.1.184; Montevigna and its quests (Under the Vranjak and two small quests) play since phone build 0.1.197, and the ship sails on to Meneferu in the milestone build 0.1.198

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.



LUKA
The sixteen-year-old stable boy of Stara Luka who hides in the stall beside his mare Zora, and the last person to see the mayor leave.

J

JELA
A widow with an olive farm at Masline, on the lake road.

A

ANTE
A charcoal burner, Mate's brother; he thinks they are smugglers.

N

NIVES
The salt maker of Uvala Murva; her son works in Ragosa's kitchens.

S

SMUGGLER

Š

ŠIME
The miller of the Studena mill, below the falls.



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.

V

VID
A carter from Dolac, hired by letter for a long box and no questions.

M

MATE
A charcoal burner above Masline; he thinks the tower lights are ghosts.

T

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

T

TONI



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.

K

KATA
An old fisherwoman of Jezerine, on the lake.

The quests on the road to Ragosa are the side quests of Chapters 2 and 3 of the Prologue: four short ones and one big one, placed on the planning map of the road from Stara Luka to Ragosa (MAP-RAGOSA-1, version 4). Every one of them is worth playing for its own sake, and every one of them also says something about the missing mayor of Stara Luka, who is always one day ahead of the party. The page also carries Chapter 3's main quest, The Closed Gates, which ends at the captain's ship.

The party carries the **Cut Splinter** from its sunk boat (given by Peels at the end of Chapter 1): where a quest on this road follows a thread's trace, the splinter carries it.

Names marked *(working)* are placeholders the director may change. The walks are measured on the map's road lines from the inn in Stara Luka, at 3.2 m/s.

Quest	Type	Where on the map	Walk from the inn	About
The Grey Without a Rider	minor	the stables → the roadside spring (h)	292 m, 1.5 min	6–8 min
New Oil	minor	Masline farm (a) → the charcoal burners' hut (f)	369 m, 1.9 min	8 min
The Scholar in the Footings	minor	the old-empire footings on Glavat (j)	668 m, 3.5 min	8 min
The Salt Road	minor	the salt pans (k) → under Ragosa's south wall	689 m, 3.6 min	10 min
What the Lake Keeps	**big**	the Studena mill (b), Jezerine (c), the Querceto watchtower (16), the sluice, the lake bed	2.5–3.1 min	25–30 min



The quest map. *The five quests on the road-to-Ragosa planning map (version 4). Numbers 1–4 are the minor quests; L1 to L5 are the steps of What the Lake Keeps.*

The mayor on this road. His grey mare is found riderless at a spring, with a summons in her saddlebag and a child's puppet with cut strings. A widow remembers how kind he became after the fever winter. A scholar sent him forty pages on "the kings who did not die". A miller took his silver to look away from the lake lights. And from under Ragosa's walls the party watches a boat with no lights, and no one rowing, slip out through the harbour chain with a man in a grey coat in its stern.

THE GREY WITHOUT A RIDER



The spring. *The mayor's grey drinks at the trough while a carter from Dolac waits with a closed cart for a gentleman who never came. In the saddlebag: a summons sealed with a knot, and a child's puppet with its strings cut.*

Minor · Chapter 2 · Giver: Luka at the stables, after the sunk boat. **Tracker:** "Find the mayor's grey."

1 **Luka.**

LUKA
Bura came home every night of her life. Last night she didn't.

She's the mayor's. Grey, white socks. She'll hate Stalvan.

STALVAN
All horses hate me. It's the size.

ROLL Survival at the north exit (the player picks who rolls)

> *On success:*
>
> **VELLA**
> Hoofprints. Alone, unhurried. She wasn't running from anything. She was going somewhere she knew.
>
> *On failure:*
>
> **LUKA**
> She likes the spring on the hill road. He always stopped there.

2 **The north road.** Two or three wolves on the terraces, the first beasts of Chapter 2.

3 **The spring.** Bura drinks at the trough. Beside her waits Vid *(working)*, a carter from Dolac, with a closed cart.

VID
You're not him.
(beat)
Three days I've waited. A gentleman's letter, a gentleman's silver. 'The spring on the hill road, at the new moon. A closed cart, room for a long box, and no questions.'

VELLA
What box?

VID
That would be a question.

VID
The grey wandered up last night, near midnight, with nobody on her. Came up the road like someone had let go of her reins. I've been feeding her. Didn't seem right, a horse that good, alone.

CHOICE

HERO **Who sent the letter?**

VID
Signed with a seal, not a name. A knot. Gentlemen like their knots.

HERO **Go home. Nobody is coming.**

VID
…No. I don't suppose they are.

HERO **We'll take her back.**

VID
Take her. She's been looking down the road toward town all morning.

4 **The saddlebag.** A folded letter sealed with dark wax pressed with a plain knot: *"The door is open. Come alone, and bring the key."* No name. And a small wooden marionette of a little girl in a white dress, its strings cut.
ROLL Investigation

On success:

VELLA
The seal was pressed twice. The first one slipped. Somebody's hand was shaking.

On failure:

STALVAN
It's a letter.

VELLA
Thank you.

STALVAN
He has a little girl?

VELLA
(turning the puppet over)
Someone cut these strings. Carefully.

5 **Back at the stables.**

LUKA
Had. Mila. The fever winter took her, and her mother, a week apart. He kept her room the way it was. Like she'd be back for supper.

LUKA
(stroking Bura)
When he comes back, she'll be here.

STALVAN
He'll come back. People always come back for good horses.
(Vella says nothing.)

Reward: Luka's lucky horseshoe nail (a trinket; a small bonus to one roll per chapter, to tune) and two story items kept for later: *the Knot-sealed Letter* and *the Cut Marionette*.

NEW OIL



New oil. *Stalvan brings a whole seasoned oak down the Querceto lane for Jela's split press. Up the hill the charcoal burners' stack smokes, and on the knoll stands the old tower where a light blinks at night.*

Minor · Chapters 2-3 · Giver: Jela *(working name, Unconfirmed)*, a widow, at Masline farm on the lake road. **Tracker:** "Find seasoned oak for Jela's press." **Status:** in game, fully voiced, on by default since phone build 0.1.184 (RR-QUEST-2, RR-VOICE-2, RR-M4-ON).

1 **The split press.** Jela's talk gives the quest.

JELA
The olives won't wait and neither will winter. The screw split. Forty years old, that screw. Older than my temper.

STALVAN
I can push it. Pressing is just pushing.

JELA
You'd turn my olives into a pond.

JELA
The charcoal brothers up the lane keep seasoned oak. They won't go to the woodpile after dark any more. Lights in the old tower.

2 **The charcoal yard: the fight.** Up the Querceto lane to the charcoal burners' hut, about a minute's walk each way. Four wolves hold the yard, three at once and one more after a few seconds; the brothers are shut in the hut until the last one falls. The game saves after the fight.

STALVAN
Wolves. Somebody tell them it's daytime.

VELLA
They know. They're hungry.

3 **The brothers.** Mate and Ante *(working names, Unconfirmed)* step out.

MATE
Are they gone? All of them? Ante, count them.

ANTE
Four. Same as last night. Fewer now.

MATE
They took our goat three nights back. Since then they come for the cook.

ANTE
I'm the cook.

HERO
Jela sent us. She needs seasoned oak for her press.

ANTE
Jela's? Take the big one. Our father cut it the year he married.

MATE
Every night since the new moon, a light in the old tower on the knoll. Comes on, goes off. Answers something down by the lake.

ANTE
Mate thinks it's ghosts.

MATE
Ante thinks it's smugglers.

ANTE
Smugglers don't glow.

ROLL Perception (the player picks who rolls)

> *On success:*
>
> **VELLA**
> Lamp soot on the top window. Someone climbs up there with a light.
>
> It sets the hook for *What the Lake Keeps* (no map mark yet).
>
> *On failure:*
>
> **MATE**
> You've missed it. It'll be back tomorrow.

4 **The log.** The party carries the seasoned oak back to Jela (an item, not a carry animation).

STALVAN
It's lighter than the door.

VELLA
The door floated.

STALVAN
So would this.

VELLA
Please don't find out.

5 **The first oil.** Jela and the burners cut the new screw; by evening it turns, and the oil runs green-gold.

JELA
Listen to it. Forty years of olives saying thank you.

Last year the mayor bought my whole harvest. Sight unseen, double the price. Said no one in his town would ever go without again.
(beat)
He never came to collect it. Forty jars, still in my cellar.

VELLA
Again?

JELA
After the fever winter. He was different, after. Kinder. Like a man paying off a debt to someone who wasn't there.

CHOICE (remembered)

HERO **Give them to the families at Ragosa's walls.**

JELA
Then a missing man feeds forty families. He'd like that, I think.

HERO **Sell them. He paid you.**

JELA
Half to you, then. You carried the tree.

Montevigna buys oil, gates or no gates. Two gold now. I'll square the rest with them.

HERO **Keep them till he comes back.**

JELA
You think he will?

JELA
Bread with the first oil. Eat it warm.

Reward (as the quest log shows it): Bread and new oil (food ×3); then, by your choice: the camp's thanks (camp bread ×3), a share of the sale (2 gold), or forty jars kept for the mayor · 100 XP. Kept jars stay in Jela's cellar for the final act.



The charcoal yard. *The party against the wolves at the burners' hut (engine frame, RR-QUEST-2).*

THE SCHOLAR IN THE FOOTINGS



The footings on Glavat. *Shut out of his own city, Teodor measures the old empire's signal tower while Stalvan puts its corner stones back. Across the bay, Ragosa's walls rise out of the sea.*

Minor · Chapter 3 · Giver: Teodor Cvitan *(working name, Unconfirmed)*, a scholar of the old empire from Ragosa, shut out by the quarantine, on the summit of Glavat by the old-empire footings. **Tracker:** "Help Teodor read the old tower." **Status:** in game, fully voiced, on by default since phone build 0.1.184.

1 **Teodor.**

TEODOR
Don't step there. That's the old empire.

STALVAN
(stepping aside)
Sorry.
(beat)
Is this one the old empire too?

TEODOR
That's a goat.

- The tower was one link in a chain of old-empire signal towers, built before our time. Three of its corner stones, each cut with a builder's mark, were carried off.

2 **The fig.** The first stone lies on the summit's edge, a fig grown round it.

STALVAN
A fig. I don't trust trees.

VELLA
It's holding the stone, not you.

3 **The shepherd's wall.** The second stone is set in the gap of a shepherd's dry-stone wall downhill.

STALVAN
If I take this one, the shepherd's wall falls over.

VELLA
Then fill the gap with two of his. He'll never know.

4 **The boar wallow: the fight.** The third stone rolled into the hollow where the boars wallow. Three boars, a sow and her two yearlings: two at once, the third bursting out of the macchia. Nothing spawns before the quest is taken. The game saves after the fight.

STALVAN
Pigs.

VELLA
Boars. Pigs don't look at you like that.

After the pickup:

STALVAN
It smells of boar.

VELLA
So do you, now.

5 **Back to Teodor.** Stalvan sets the three stones back in their corners.

TEODOR
There. Four corners, four marks. Now the cup.

- Teodor lights the old beacon cup, and **Glavat becomes a watchtower**: the land round Ragosa is on the map.

TEODOR
You came from Stara Luka? Then you know Ser Filip.
(beat)
No? Your mayor. A cultured man. He wrote to me twice this year.

He wanted everything I had on the old empire's 'kings who did not die'. I sent him forty pages of notes. He never paid for the copies.

VELLA
Kings who did not die?

TEODOR
A story. Old-empire rulers who were said to have found a way. The tablets are always broken just where it gets interesting. Always just there.

He said he was afraid of what lay under his town and wanted to understand it. I believed him. One does, with a man who writes such a good hand.

CHOICE (each option once, until Leave)

HERO **Did he say what was under the town?**

TEODOR
Only that it was older than the town. And that it was waiting.

HERO **Where is he now?**

TEODOR
If he has any sense, inside those walls. Where I should be.

HERO **Who else knows the old empire?**

TEODOR
My old teacher, up by the mountain that smokes, among the ruins under the ash. Bring him something to read and he'll talk to you.

On Leave, if the teacher was never asked:

TEODOR
If you want better answers than mine, my old teacher lives by the mountain that smokes. Bring him something to read.

TEODOR
Here. My primer. Read it before you argue with anyone about the old empire.

Reward (as the quest log shows it): The Glavat watchtower (the map round Ragosa); Teodor's primer (old-empire History rolls +1); a lead to the hermit · 100 XP.

TEODOR AND THE COIN

Optional, once, on Teodor's talk after the quest, if the party holds a coin of puppet silver (step 2 of Puppet Silver):

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.

Then the Puppet Silver log line changes to "Find Master Kosta"; Ragosa is shut, so it waits.



The fig. *The first corner stone, held in the fig's roots on Glavat's summit (engine frame, RR-QUEST-2).*

THE SALT ROAD



Under the walls. *Low tide, midnight: the party carries Nives's salt along the rocks to a basket lowered from a postern. Far off, the harbour chain sags into the water and a boat with no lights slips out, a man in a grey coat upright in its stern.*

Minor · Chapter 3 · Giver: Nives *(working name, Unconfirmed)*, the salt maker at the salt pans on the beach of Uvala Murva. She gives the quest only after the gate has turned the party away. **Tracker:** "Carry Nives's salt under the walls." **Status:** in game, fully voiced, on by default since phone build 0.1.184.

1. **Nives.** Her son Toni *(working name, Unconfirmed)* works in the city's kitchens and has been inside since the gates shut.

NIVES
Ragosa eats my salt every day of the year, and now it won't let me in to sell it. Walls are very proud things.

STALVAN
We could knock.

NIVES
They'd knock back. With arrows.

- The kitchen boys lower a basket from a postern in the south wall at night. At low tide you can reach it along the rocks. The party takes her sealed sack and a letter for Toni.

Leaving the pans:

STALVAN
We fought the dead. Now we deliver salt.

VELLA
Somebody has to.

2. **The rocks at night: the fight.** Night falls ("Night. Low tide."). Smugglers hold the ledge under the south wall.

SMUGGLER
Ledge is taken. Turn round.

STALVAN
We're only carrying salt.

SMUGGLER
Salt. Under Ragosa's wall. At night. Nobody's that honest. Cut them.

- Four smugglers with short blades, three at once and one more from the ledge end. A wipe restarts at the rocks, still at night.

One of them drops a coin of puppet silver. If it is the party's first, it opens Puppet Silver; if not:

VELLA
Another one. The same knot, the same little puppet.

STALVAN
He pays everyone the same. That's almost fair.

3 **The basket.** Under the postern a voice whispers from above.

TONI
Mama? ...You're not Mama.

- The salt goes up; Toni's letter comes down.

4 **The chain.** A short cinematic without words: the boom across the harbour sinks, a boat with no lights glides out over it with a man in a grey coat upright in the stern and nobody at the oars, and the boom rises again.
ROLL Perception

> *On success:*
> **VELLA**
> Nobody in that boat is rowing.
>
> *On failure:*
> **STALVAN**
> Too far to see faces.

VELLA
The city's shut. Nobody gets in.
(beat)
Somebody gets out.

- Dawn ("Dawn. The tide comes in over the rocks."); the postern route is remembered and the game saves.

5 **Back to Nives.** She reads Toni's letter aloud.

NIVES
'The mayor of Stara Luka is here, Mama. He came in the day before the gates shut. He's a guest of the council and eats at the high table. He asked the harbourmaster about ships south.'

'He laughs at supper, Mama. He's the only one in the city who does.'

VELLA
He laughs. And last night a boat with no lights went out through the chain.

NIVES
Then the walls are proud of the wrong things.

NIVES
The city still pays, look. Toni sent your coin. And here's your sack.

6 **At camp**, only if *The Grey Without a Rider* is done (not in this build):

VELLA
Toni says the mayor came in before the gates shut. Luka saw him ride to the headland the night we landed.

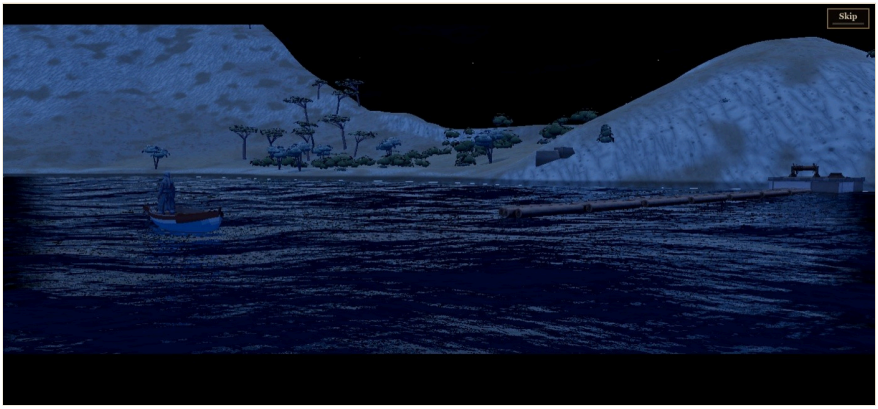
STALVAN
So he's fast.

VELLA
Or there are two of him.

Reward (as the quest log shows it): Salt fish (food ×4); 1 gold; the postern route, remembered · 100 XP.



The rocks at night. *The fight with the smugglers under Ragosa's south wall (engine frame, RR-QUEST-2).*



The chain. *The boat with no lights glides out over the lowered boom, the grey coat upright in its stern (cinematic rr_salt_chain, engine frame, RR-QUEST-2 take 4).*

WHAT THE LAKE KEEPS



Lights under the water. *Old Kata rows the party out at dusk. Far below, a line of lanterns walks the lake bed toward the drowned roofs and columns of a town older than the lake.*

Status: in game (0.1.189), fully voiced (98 lines and 5 sounds, RR-VOICE-3). A story run played it start to finish: PASS, 188 game seconds, 0 stuck (14 tracker steps).

Big · Chapters 2-3. Three hooks start it, whichever the party finds first: Šime *(working)* at the Studena mill on the lake road, Kata *(working)* at Jezerine, or the tower lights from *New Oil*. **Tracker:** "Find out what lights the lake."

ACT 1: THE JAMMED WHEEL



The mill at midnight. *At the turn of midnight the wheel jams, and the drowned dead come over the falls tangled in loose threads, cut free from something upstream.*

ŠIME
Every night at the turn of midnight my wheel stops, and every morning I pull rubbish out of the race. Look.

On his bench lie a cut pale-gold thread (the Cut Splinter turned toward his thread), a green-bronze lantern of old-empire make, and a drowned man's boot.

ŠIME
The lake's been sick since the new moon. Lights under it. And now it spits out boots.

STALVAN
Maybe someone lost a boot.

ŠIME
Eleven boots. Nobody's that careless.

- The party waits for midnight at the mill and eats. At midnight the drowned dead come over the falls: a wave fight in the mill yard.

ROLL Investigation on a body

> *On success:*
>
> **VELLA**
> Their hands are raw to the bone. They've been hauling rope.
>
> *On failure:*
>
> **STALVAN**
> They're wet.
> *(beat)*
> They're very wet.

ŠIME
Three weeks back a gentleman paid me to keep the old sluice shut and not mind the lights. Good grey coat. Good grey horse. Paid in silver older than me.

VELLA
Did he give a name?

ŠIME
He gave silver. Silver's a kind of name.

STALVAN
Lots of men have grey horses.

VELLA
Lots of men don't pay millers to look away.

ACT 2: THE LIGHTS

- **Kata** rows them out at dusk and shows them the lanterns under the water.

KATA
My grandmother said there was a town under the lake before the falls grew. A bell under the water. On still nights you hear it.

ROLL History (Vella)

> *On success:*
>
> **VELLA**
> The tufa grew across the river and the valley filled. Whatever was here, the old empire built it, and the lake swallowed it slowly.
>
> *On failure:*
>
> **VELLA**
> The lake used to be lower.
> *(beat)*
> Probably.

- **The Querceto tower at night.** At the top a dead watchman stands perfectly still with a shuttered lantern, moved only by threads: shutter up, shutter down. The party fights up the stair. When they cut his threads, the threads drift east on the night wind, toward Ragosa's walls.

VELLA
The threads go east.

STALVAN
Toward the city.

VELLA
Toward whoever's holding the other end.

- From the top the whole lake shows: the line of lights ends in a sunken courtyard.

ACT 3: THE DRAINED LAKE

ŠIME
Only one way to walk where they walk. The old empire's sluice at the falls. Nobody's opened it since my grandfather's grandfather. Open it, and the lake drops for a night, then the tufa holds again.

STALVAN
(at the last wheel)
Which way is open?

ŠIME
The other way.

STALVAN
…Which other way?

CHOICE (remembered)

HERO **Open it all the way.**

KATA
My jetty!
(The lake drops in minutes and a flood roars down the Studena; Jezerine's jetty is wrecked.)

HERO **Open it by halves.**

ŠIME
Slowly, then. Hold the door.
(The party holds the sluice house against the drowned dead while the lake drains, and nothing in the hamlet breaks.)

The lake bed at night: wet mud, fish flapping (

STALVAN
(picking one up)
Breakfast.

), broken columns, a geometric mosaic, a broken square tower with a green bronze bell in its arch. In the sunken courtyard the dead haul on ropes tied to a bronze-bound chest.



The Knot. *On the drained lake bed the dead haul a bronze-bound chest out of a sunken courtyard. Their overseer is many drowned bodies bound by threads into one shape.*

The boss: the Knot *(working)*. Many drowned dead bound by threads into one hauling shape.

- *Phase 1:* it drags the chest toward the outlet and lashes out with rope arms that pull the farthest party member to it. Three glowing anchor threads run from its back to three broken columns at the courtyard's edge; cutting an anchor staggers it and opens it to damage.
- *Phase 2, at half health:* it sheds bodies (drowned dead join the fight in the courtyard) and drags itself after the party.
- *Death:* the threads snap upward, the bodies fall apart into the mud and lie still. No laugh this time. Silence, and then the bell rings once, though no one touched it.

The chest holds a heavy green-bronze tablet: a sea chart, three islands, one small engraved circle on each, and no words.

VELLA
A sea chart. Three islands, three marks.
(beat)
That one is our coast.

STALVAN
Maybe it's a fish map.

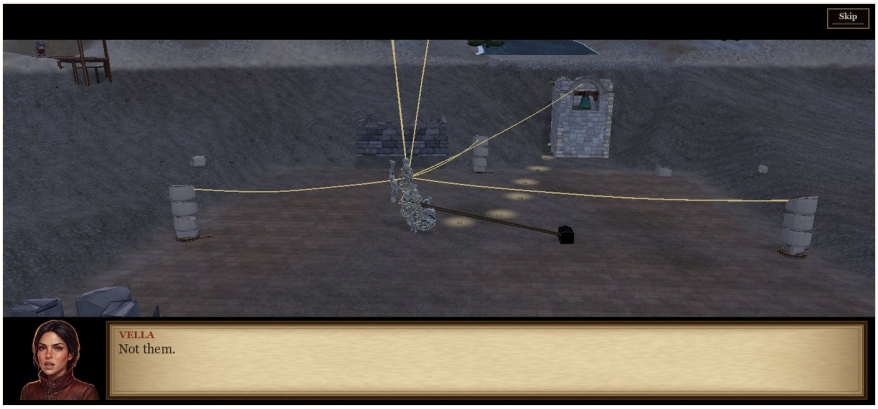
VELLA
Someone sent the dead swimming for it. I'm keeping it.

VELLA
(watching the hero's thread lie still)
Whatever it really wants isn't in this box. This only says where to look.



The Drowned Chart. *At dawn the sluice is shut and the lake fills again over the ruins, the bell ringing once as the water closes over its tower. Šime gives back the gentleman's old silver: "I don't want his silver in my house."*

Reward: *the Drowned Chart* (a story item: Zanze reads it in the library vault in Chapter 5), the drowned steward's bronze blade (a weapon for the hero, to tune), Šime's flour and Kata's pike (party food; less from Kata if her jetty broke), and the old silver.



The drained court. *The reveal of the drained lake court (engine frame, 0.1.189).*



The Knot fight. *The Knot anchors its threads to three columns; the rope coil marks the thread to cut (engine frame, 0.1.189).*



The chest. *The chest that holds the Drowned Chart (engine frame, 0.1.189).*

THE CLOSED GATES



First sight. *From the lookout: Ragosa's land gate between two drum towers, shut (engine frame, phone build 0.1.181).*

Main quest · Chapter 3 · Giver: the captain at the outer dock under Ragosa's south wall; her working name is Zorka *(Unconfirmed)*. **Status:** in game, plays end to end and fully voiced since 2026-11-03 (phone build 0.1.181); the developer start is "Ragosa gate (story)". (Phone build 0.1.179 carried it as text only.)

The quest runs from first sight of the city to the "Chapter 3 complete" card:

1. **First sight.** From the lookout the party sees Ragosa's walls; the city behind them is shown empty for now (the director's call).
2. **The gate.** The guards at the land gate turn away anyone from Stara Luka.
3. **The camp.** The refugee camp under the walls points the party to a captain at the outer dock.
4. **The captain.** Her crew is held at the old toll on the cypress road, and something is digging in her vintner's vineyard. The quest enters the log here.
5. **The toll fight.** The bandit leader falls, gets up again with the purse in his fist and lies down only when it is taken; an Investigation roll follows, and the purse holds a coin of puppet silver. The crew goes free.
6. **The vintner's dig fight.** Skeleton diggers with picks come up out of the old ground at the top of the rows. **Then step 6b, Montevigna:** the vintner's barrels wait in his konoba behind the town's own shut gate, and the main quest Under the Vranjak must be done before the party can go back to the dock.
7. **Back at the dock.** The captain promises the passage; an optional bargain sets the party's share of the wine.
8. **The departure.** At dawn the ship sails with Stalvan on the bow. Since the milestone build 0.1.198 the voyage goes on into Chapter 4: the party lands at Meneferu's river pier (see Development status). With the switch `--rrvoyage=off` the old card "Chapter 3 complete — To be continued: Meneferu" plays instead.

Reward: passage to Meneferu, the bandit leader's purse (2 gold and a coin of puppet silver), a share of the wine set by the bargain, and 300 XP.



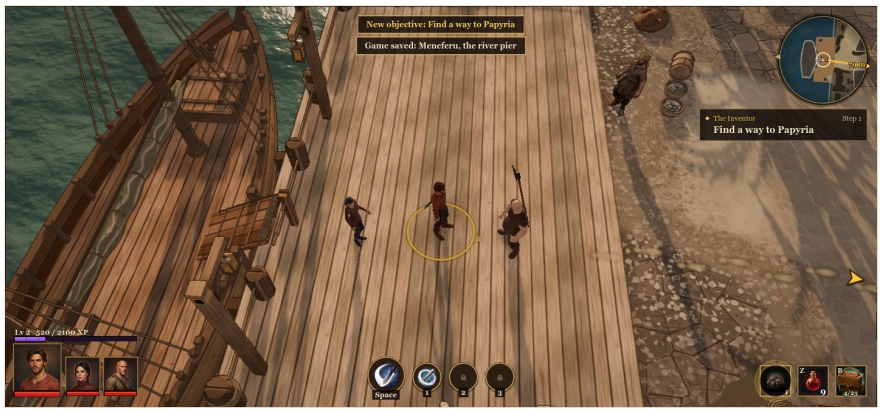
The toll. *The fight with the bandits at the old toll on the cypress road.*



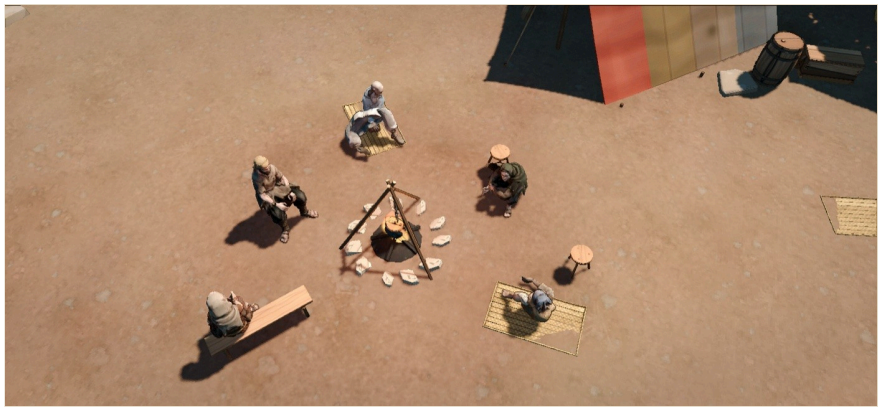
The vineyard. *Skeleton diggers with picks in the vintner's vineyard. Before the build they drew as white capsules (an enemy data merge order bug).*



The departure. *Stalvan on the bow of the captain's ship at the quay.*



Chapter 4 begins. *Since the milestone build 0.1.198 the ship lands the party at Meneferu's river pier; the game saves there (engine frame, MV-VOYAGE-1).*



At the fire. *Since phone build 0.1.184 the refugees sit on the ground round the camp fire (RR-SIT-1, engine frame at the near zoom).*



The camp. *Below Ragosa's land gate the refugees' tents and lean-tos stand round one fire on terra rossa ground.*



Montevigna, before. *The hill town's gate square in phone build 0.1.179: closed houses in terraced runs and a campanile off-centre, the gate shut. Since 0.1.196 the town behind it is built (see Montevigna).*

UNDER THE VRANJAK



Hold the piazza. *The dead come up out of Montevigna's cistern at dusk (engine frame).*

Main quest · Chapter 3, step 6b of The Closed Gates · Where: Montevigna · **Giver:** the podestà, Lucija *(working name, Unconfirmed)*. **Status:** in the game and fully voiced in phone build 0.1.197; on by default in the milestone build 0.1.198 (`--rrmv=off` gives the road without the town).

Reward in the quest log: "The vintner's wine goes down to the dock · the campanile's view (Montevigna's watchtower) · a bottle of Vranjak black (food) · 1 gold from the town · 200 XP".

After the vineyard fight the vintner, Bepi *(working name, Unconfirmed)*, tells the party his four barrels are up in town, and the town has shut its gate. The steps:

1. **The gate.** Bortolo *(working, Unconfirmed)*, the warden, opens for the vintner who vouches for the party. He also asks after a boy with a bandit's knife (The Runaway from the Toll).
2. **The podestà** in the loggia: knocking under the piazza since the new moon, and the cistern falling. No cart goes down to the dock until it stops. The game saves ("Montevigna, the piazza").
3. **The konoba.** At the vintner's back wall, older than the house, the knocking is digging, coming uphill from the vineyard. Pino *(working, Unconfirmed)* hides behind the casks.
4. **Dusk at the cistern.** "Dusk. The knocking comes up the well."
5. **Hold the piazza.** The dead climb out of the well-head in waves, the last a big one, the Cistern breaker. When it falls, a gold thread runs from its back into the well and drops slack. The game saves.
6. **After.** An Investigation roll (DC 13) reads the cistern's broken floor; the thread let go because there is nothing here the Puppeteer wants.
7. **The podestà's thanks:** a bottle of Vranjak black and 1 gold, and one clue: a week ago a gentleman in a fine grey coat bought a barrel for the council at Ragosa, asked how deep and how old the cistern was, laughed when told the old empire built it, and paid in old silver.
8. **The campanile.** From the bell the party sees the ship, the walls, the road and the mountain that smokes; the coast goes on the map (Montevigna's watchtower). The wine goes down to the quay, and the tracker reads "Bring the news to the captain".

Only this quest counts toward finishing Montevigna; the two small quests there stay optional and open.

THE WALK FROM STARA LUKA

Since phone build 0.1.181 the road to Ragosa is joined to Stara Luka on foot (RR-LINK-1, RR-LINK-1b):

- Until phone build B24, walking out of Stara Luka's east exit, the coast road east, loads the road to Ragosa through the loading screen, and walking back the same way returns to Stara Luka.
- **Since phone build B24 (0.1.220, 2026-11-06, SEAMLESS-1)** there is no loading screen: Stara Luka, the road, Montevigna and Ragosa are one seamless island, on by default, and only what is near the party loads. `--island=off` gives the old walk link through the loading screen.
- Health, purse, flasks, XP and story flags carry over.
- The exit stays shut while a story runs in that place.



Arrival. *The party on the road to Ragosa after the walk from Stara Luka.*

LINES ADDED TO QUESTS ALREADY PLANNED

- **A Bigger Bag**, the leatherworker: "The mayor ordered a waterproof saddlebag from me a month ago. Paid in advance. Said he'd be travelling far, and soon."
- **The bandit toll**, the bandit leader: "The man who pays us never shows his face. He sends the purse with a dead man." Their coins are puppet silver, and the leader gets up again with the purse in his

fist.

THE END

Sources: docs/plan/ragosa_road/rr_quests_monte.md (Under the Vranjak, MONTEVIGNA-1); docs/plan/montevigna_1_plan.md (§4 the hand-over, §7 D6, D10); queue.md (MV-QUEST-1a, MV-QUEST-1b, MV-VOYAGE-1, MV-REVIEW-1; phone builds 0.1.197, 0.1.198); docs/plan/ragosa_road/rr_quests_m4.md (RR-STORY-2), data/demo/ragosa_road_story.json side_quests.list, queue.md (RR-QUEST-2, RR-VOICE-2, RR-SIT-1, RR-M4-ON; RR-WIKI-1, phone build 0.1.184); main session facts 2026-11-03 (RR-M3-DOCS, phone build 0.1.181); docs/plan/ragosa_road/rr_quests.md §1, data/demo/ragosa_road_story.json, data/world/zone_links.json; main session facts 2026-11-03 (RR-M2-DOCS, The Closed Gates, phone build 0.1.179); docs/plan/story_quests_1.md (STORY-QUESTS-1, the user's ask of 2026-10-25); the road map docs/towns/island1/ragosa_road/ (MAP-RAGOSA-1 v4, the user's slot picks of 2026-10-22); "plan - future for prologue.md" (chapters 2–3); pictures: references/concept/story_quests_1/ (Nano Banana 2, look-dev only).

Last updated: 2026-11-19 (WIKI-CLEAN-2)