L O A A

Quests of the Keeper of Ragosa

S C R I P T

2026-11-26



TYPE	Main chain (10 steps), 6 side quests and the roll talks of one story arc
MAIN QUEST	The Keeper of Ragosa
LOCATION	Ragosa, Island 1's east coast
ACT	Proposed: Act 2 (full game)
STATUS	**Proposal**, *Unconfirmed — awaiting the director*; nothing built

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.

M

MARIN



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.



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.

L

LUKŠA

D

DORICA

T

TENA

O

ORSAT



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.



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.

V

VLAHO

T

TEODOR

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

M

MIRNA

THE STORY, AS YOU PLAY IT

The quests of The Keeper of Ragosa are ten main steps and six side quests.

The main line. You land as fire rises on the harbour water (M1). You carry the dragon's Tooth down to the Keeper's Bed, and Master Orsat asks: "Does it sleep?" (M2). You follow four leads through the city (M3). You cross the silent city on the Night of the Turning and fight Dujam on a drifting boat (M4). Orsat shows you the Keeper's ribs behind the Oath Wall (M5). The Chamberlain, Ser Marin, makes you an offer (M6).

The side quests each light the mystery from one side: the trade in dragon bone (S1), strange footprints (S2), the oldest keystone (S3), the camp's missing men (S4), a dead watchman's book (S5) and a child's belief (S6).

HOW IT ENDS SPOILERS

The clues add up. The dragon bone fizzes like chalk, the prints walk like a bird, and the keystone's beast has no wings. Every lowering of the harbour chain is under the Chamberlain's seal.

The last steps are the fight down the Old Cut (M7), Brne the Powderman in the Bone Gallery (M8), and the Keeper itself (M9): the fossil skeleton of a great extinct beast (the player sees a T-rex). There Stalvan says his chicken line, Zanze gives her account, and you choose what Ragosa is told: show the city, keep the sleep, or the Keeper's last turn (unlocked by S3). The last Night follows (M10).

The quests of the Keeper of Ragosa are the ten steps of the main chain, the six side quests and the roll talks of the proposed story arc The Keeper of Ragosa, all in and around Ragosa.

> ***A design proposal for the full game (Act 2 recommended), not the prologue. Nothing here is built yet.*** *Every name is a working name; everything on this page is Unconfirmed — awaiting the director.*

Rewards follow the low prices (CLAUDE.md "Items and trade"). "XP (Act 2)" means the experience the items plan sets for Act 2. Every reward is shown in the quest log. Rolls use the skills of the deal system.

AT A GLANCE

#	Quest	Giver	Where	Decision or roll	Fight or set piece	Reward	Unlocks
M1	Landfall	the herald; a Warden boy	the outer dock, the chain tower	—	the hook (cinematic)	—	M2; S4
M2	The Watcher	Master Orsat	the Hall, the Dragon's Stair, the Keeper's Bed	"Does it sleep?"	rats; the breath vents	XP (Act 2)	M3; S6
M3	Who gains	the council	the Council Palace, then the city	R1 (optional)	—	XP (Act 2)	M4; S1, S3, S5
M4	The Night of the Turning	(self)	the silent city, the chain tower, the Chain Caves	R2	the noise ring; **boss: Dujam**	XP (Act 2); a few silver; a block of stone bone	M5
M5	The Oath Wall	Master Orsat	the Hall, the Wardens' stair	R3	—	Orsat's word	M6
M6	The Chamberlain's offer	Ser Marin	the Tithe Chamber	refuse or feign (R5)	—	feigned: 20 silver and the Tithe pass	M7
M7	The Old Cut	(self)	the headland camp, the Old Cut	—	the terraces; the crane	XP (Act 2); a food bundle	M8
M8	The Bone Gallery	(self)	the adit, the Bone Gallery	R6	**boss: Brne**	XP (Act 2); Marin's ledgers; Brne's charge belt	M9
M9	The Keeper	Master Orsat	the Last Chamber	the choice A / B / C (R4 for C)	—	Orsat's fee	M10
M10	The last Night	—	the city	—	the ending	quest complete: XP (Act 2)	—
S1	Dragon's Bone, Three Coins an Ounce	Vlaho; Ljuba	the Long Street	roll; Vlaho's stock	—	a few silver; an M3 lead	—
S2	The Dragon's Walk	Old Lukša	the rock shelf by the salt pans	—	the stride puzzle	a chest; XP (Act 2)	a line at the skeleton
S3	The Oldest Keystone	Teodor	the old land gate	roll (optional); Teodor's speech	—	Teodor's page; XP (Act 2)	choice C
S4	The Missing from the Camp	Dorica	the headland camp → the Old Cut's gate	Dorica's secret	—	Dorica's net (or a few silver)	the side path in M7

#	Quest	Giver	Where	Decision or roll	Fight or set piece	Reward	Unlocks
S5	Pasko's Last Watch	Mirna	her door → the broken chain tower	—	a short climb	Pasko's key and lantern; his name (A, C)	the sea door in M4
S6	A Stone for its Bed	Tena	the stair head → the Keeper's Bed	—	rats (escort)	the stone claw; XP (Act 2)	Tena in M10

What the main line needs from the side quests (never a block): M3 needs any two of four leads, each a single talk. S5 before M4 gives the sea door (a shorter stealth). S4 before M7 gives the side path. S3 before M9 unlocks choice C. S6 before M9 adds Tena to the ending.

THE MAIN CHAIN

The main quest is **"The Keeper of Ragosa"**. The objectives in *italics* are the tracker lines.

M1: LANDFALL

- **Tracker:** *Hear the herald at the chain tower → Answer the Warden's summons at the Hall of the Keepers.*
- **The hook:** at dusk the party comes down the captain's gangplank. The ground jumps, the sea wall by the chain tower slides into the harbour, a lamp goes down with it, and fire runs out over the water while a roar comes up out of the sea caves. The quay goes to its knees. Pasko the watchman is under the wall.
- **What the player does:** walks the quay through the kneeling crowd, reads the break with Stalvan, hears the herald (the Night the day after tomorrow, the Tenth doubled, the camp to the headland). Dorica, at the camp's last cart, asks for help (opens S4). A Warden boy brings Orsat's summons.

STALVAN
Look where it broke. The rock went first.

- **Reward:** none. **Unlocks:** M2; S4.



The breath on the water. *The hook: the wall falls, and fire runs out over the harbour (story picture, proposal).*

M2: THE WATCHER

- **Giver:** Master Orsat, in the Hall of the Keepers. By the old rite a Watcher goes down with the Tooth to show the Keeper the seal of the bargain. The Tooth rides in the hero's pack until M9.
- **Tracker:** *Take the Tooth down to the Keeper's Bed → Find what burns at the dark end → Tell the Warden what you saw.*
- **What the player does:** down the Dragon's Stair; rats at its foot; the children's stones; the rake scratches (sample A); a smell of powder; at the far end flames run blue out of a crack in the rock, with nothing to burn. The party runs back up through vents that flare on the tremor's rhythm (hiss, blue root, roar).
- **The decision:**

CHOICE "Does it sleep?"

> HERO **It sleeps.**
>
> a kind lie: Orsat is calmer, and every R3 DC is 1 lower later.
>
> HERO **Something breathes down there.**
>
> Orsat goes grey and sends his Wardens to the walls.
>
> HERO **Someone's been down there.**
>
> **ORSAT**
> No one goes down there but the Watcher.
>
> R3 opens on it.

- **Fight:** rats ×5 (cave crabs ×2 if open question K5 says yes). **Reward:** XP (Act 2). **Unlocks:** M3; S6.



The breath in the rock. *The fire has no mouth: it comes out of the stone (story picture, proposal).*

M3: WHO GAINS

- **Giver:** the council, in the Council Palace.
- **Tracker:** *Tell the council what you saw → Find out who gains from the Keeper's anger* (any two of four) → *Lay the leads side by side.*
- **At the table:** Ser Gaspare Orlić, an old councillor who looks far younger than his years, says one line to the party: "Heroes of Stara Luka. Someone will want you at his table." (a plant for the masked ball, where he brings them as his gift; *Unconfirmed*)
- **What the player does:** speaks before the council (roll talk R1); then the city: Vlaho the apothecary (S1), Mirna by the chain tower (S5), Dorica at the headland camp (S4), Teodor at the old gate (S3). After two, Zanze lays them side by side: the dragon bone comes from a Tithe Chamber clerk, the camp's men were hired by the Tithe Chamber, the chain goes down on every Night, and the Chamberlain moves the Nights.
- **Reward:** XP (Act 2). **Unlocks:** M4.

M4: THE NIGHT OF THE TURNING

- **Tracker:** *Reach the chain tower without breaking the silence → Follow the boat into the sea caves → Stop the boat.*
- **The set piece:** the city in silence, a candle and a pebble on every sill, the cloth dragon carried down the Long Street with no drum. **The noise ring:** walking makes no sound, but running, a fight, a door or a dropped thing makes a ring, and the Wardens' silent

watch inside it raises a hand and walks the party back to the last candle-lit corner. There is no fail and no fight. Walking at the procession's pace is cover. The companions talk by gesture. With S5 done, Pasko's key opens the tower's sea door and skips the last street.



Crossing the silent city. *Walking makes no sound; anything louder raises a Warden's hand (story picture, proposal).*

- **Then:** the chain sinks under the Chamberlain's seal; a flat boat with no lights slides into the Chain Caves; **boss:** **Dujam, the Tithe Captain**, on a boat that drifts toward the breath. On the deck, numbered blocks with bone through them (sample B). Roll talk R2 on a digger from the camp.
- **Reward:** XP (Act 2); a few silver from the boat's purse; *a block of stone bone* (quest item). **Unlocks:** M5; the Old Cut on the map.



The bone boat. *What the Nights hide (story picture, proposal).*

M5: THE OATH WALL

- **Giver:** Master Orsat.
- **Tracker:** *Show the Warden what you found → Go down to the Oath Wall.*
- **What happens:** the block on the oak table (R3, in full below); then down the Wardens' stair. Behind an iron grille, by one lamp, ribs as thick as a man's leg curve away into the rock. A tremor swings the lamp, and the ribs seem to move.
- **The held lamp:** the player holds the lamp steady through the tremor (a held button). If it holds, Stalvan sees fresh pick marks between two ribs, R3 succeeds outright (a failed roll counts as a success from here), and the party can answer Orsat. If it slips, the ribs seem to move and his line stands. (Not after R3's crit fail: there is no Oath Wall then.)

ORSAT
(very quietly)
It feels the picks.

- **Stalvan** *(only if the lamp held)*: "Those are picks."

- From beyond the rock comes the sound of tools. Only the council's key opens this stair from outside, and the Chamberlain holds the treasury. The way to the cutting is from the Old Cut.
- **Reward:** Orsat's word that he will come when called (quest flag). **Unlocks:** M6.



The Oath Wall. *"It feels the picks." (story picture, proposal).*

M6: THE CHAMBERLAIN'S OFFER

- **Giver:** Ser Marin, in the Tithe Chamber, with wine and the city's books open (sample E).
- **Tracker:** *Answer the Chamberlain's invitation.*
- **The decision:** refuse, or pretend to take his purse and his Tithe pass (R5). Taking it honestly is not offered.
- **Reward:** feigned, a purse of 20 silver (kept whatever happens) and the pass. **Unlocks:** M7.



The Chamberlain's offer. *He tells them it is dead, and offers a share (story picture, proposal).*

M7: THE OLD CUT

- **Tracker:** *Go out to the Old Cut → Free the diggers.*
- **Refused:** fight down three terraces (cutters 4; Tithe Men 3; cutters 3 + Tithe Men 2 with a crossbowman on the crane) and free the roped diggers at three rope posts while the fight runs. **Feigned:** the party walks down as the Chamberlain's inspectors, and the fight starts on the bottom terrace, the party striking first.
- With S4 done, Ive shows the cutters' side path (one wave fewer). The crane's swinging block is a telegraphed hazard. Under the ivy is the boundary carving, the keystone's beast (Vella, if S3 is done).
- A digger: "He went in. He said to light it all if anyone came."
- **Reward:** XP (Act 2); the diggers' thanks (a small food bundle). **Unlocks:** M8.

M8: THE BONE GALLERY

- **Tracker:** *Enter the Bone Gallery → Stop the fuses → Take the Chamberlain.*
- **What happens:** down the adit; square cuts; bone in the walls; no lamps, because the breath hisses in the cracks.

MANFRED
(at a vertebra cut in half)
It's stone all the way through. Look at the grain.

- **Fight:** 2 Tithe Men, then **boss: Brne the Powderman**. Stalvan holds a cracking prop while the last diggers crawl out. Marin gives up without a blade (R6). A last keg and a tremor of the island's own bring the far wall down.
- **Reward:** XP (Act 2); Marin's ledgers (quest item); Brne's charge belt (a craft part for Manfred). **Unlocks:** M9.

M9: THE KEEPER

- **Giver:** Master Orsat, who comes through the cracked Oath Wall.
- **Tracker:** *Go through the fallen wall → Give the Tooth back.*
- **What happens:** the skeleton; the long silence; sample C: Stalvan's chicken line (the user's), Manfred, Zanze's account of the same bones found all around the world (the user's), Vella at the gap in the jaw. With S2 done:

VELLA
Lukša said the rock was soft for it.

MANFRED
It was mud. The rock came after.

- Then Orsat; Marin, held at the breach: "Well, Warden? Is that a dragon?" The hero climbs to the jaw and fits the Tooth; it fits exactly.
- **The decision:** A show the city, B keep the sleep, C the Keeper's last turn (R4 for C); see the choice and its cost. Stored as `flags.keeper`.
- **Reward:** Orsat's fee (A: half; B: full and the Warden's token; C: full). **Unlocks:** M10.

M10: THE LAST NIGHT

- **Tracker:** none: the part ends in the picture.

- **What happens:** the council calls one more Night. A: the gallery open, the camp coming in through the land gate, Mirna on the council steps. B: the silent city, the Tooth carried round the walls at dawn, the camp's fires on the headland. C: a line of candles going down the Wardens' stair to the Keeper, the camp walking with it, Tena's stone at its feet (if S6). The candles are lit anyway.
- **Reward:** quest complete: XP (Act 2).

SIDE QUESTS



The Dragon's Walk. *Side quest S2: the prints at low tide under the south wall (story picture 3, proposal).*

S1: DRAGON'S BONE, THREE COINS AN OUNCE

The trade. Giver Vlaho the apothecary, on the Long Street; and Ljuba from the camp, who spent her savings on his dragon bone.

- **Do:** buy a twist of dragon bone (or take Ljuba's), bring it to Manfred and pour vinegar on it at Vlaho's own counter (interact). It fizzes like chalk.
- **Roll talk:**

ROLL Manfred: "Explain what the fizz means" (Investigation) or Vella: "Ask who sells it to him" (Persuasion)

> On a success: Vlaho names his supplier, "a clerk from the Tithe Chamber, very polite".
>
> On a crit success: and he gives Ljuba her coin back from his own purse.
>
> On a fail: he names no one, but his ledger lies open.

> **ZANZE**
> Tithe Chamber. Third line.
>
> On a crit fail: he calls the watch; the party leaves by the back yard, and the herald hears of it (one line at M3).

- Every tier gives the Tithe Chamber.

- **The decision:**

CHOICE

VLAHO
Should I stop selling it?

> HERO **Stop.**
>
> he pours his stock into the harbour; in M10 he walks with the candles.
>
> HERO **Sell what you have.**
>
> he gives the party a small cut; in M10 his shutters stay closed.

- **Memorable:**

VLAHO
I've given it to my own mother.

MANFRED
Then your mother's knees are full of very old stone.

- **Reward:** a few silver; an M3 lead.

S2: THE DRAGON'S WALK

The shape. Giver Old Lukša, a net-mender, on the rocks under the south wall by the salt pans.

- **Do:** go down with him at low tide to the rock shelf, where the prints lie under weed and sand.
- **Mechanic, the stride:** each print is one stride from the last, and the stride is longer than a man is tall. Clear the next print (interact) by reading where a stride lands; a wrong pool is only a pool. At the third print Manfred measures the stride with a knotted cord, and from then on the next print shows faintly. Eight prints to the cliff foot.
- **What it proves:** two feet, three toes, a bird's walk; nothing dragged; no wings ever touched the ground.

STALVAN
(his hand inside a print)
Two feet. Walks like a bird.

LUKŠA
My father said it walked out of the sea and into the rock, and the rock was soft for it.

- **Reward:** a chest in a cleft at the cliff foot; XP (Act 2).
- **Tie:** a line at the skeleton (M9); Stalvan's chicken line pays off "walks like a bird".

S3: THE OLDEST KEYSTONE

The history. Giver Teodor the scholar, in the passage of the old land gate.

- **Do:** hold his scaffold steady (Stalvan, interact), bring a pail of lye water from the tannery yard two streets down, and clear the soot from the founders' keystone (interact).
- **Memorable:** under the soot, two legs, a huge head, a tail held straight and two tiny arms. No wings (picture 2).

TEODOR
Stone bones. I thought it was a figure of speech.

- **Roll talk (optional):**

ROLL Vella: "Read the old empire's mark beside the carving" (History)

> On a success: a quarry boundary mark, "do not cut here".
>
> On a fail: Teodor finds it himself, an hour later.

- **The decision:**

CHOICE Teodor wants to read his page to the council tomorrow.

> HERO **Wait.**
>
> he waits; in A he reads it at the trial.
>
> HERO **Go.**
>
> the council laughs him out and the herald watches the party for a scene; in A or C,
>
> **TEODOR**
> They'll read me now.

- **Reward:** a copy of Teodor's page (lore); XP (Act 2); **unlocks choice C at M9**.

S4: THE MISSING FROM THE CAMP

The labour. Giver Dorica, a net-maker from Stara Luka, at the camp, now on the headland.

- **Do:** her son Ive and two other men went out at night for "paid work for the city" a week ago. Ask at the camp's fire (2 people), find the cart track at the camp's edge (interact: quarry dust, a boot, a Tithe pay token) and follow it to the Old Cut's gate.
- **Memorable:**

DORICA
They said the Keeper takes the cursed. My boy isn't cursed. He's late.

- **The decision:** the pay token shows she sent Ive to the work herself. She asks the party not to tell the camp. Keep it (one warm line from her in M10) or tell (a colder goodbye; nothing else changes).
- **Reward:** Dorica's net (or a few silver, *Unconfirmed*); at M7 Ive shows the side path.

S5: PASKO'S LAST WATCH

The order. Giver Mirna, the dead watchman's widow, at her door by the chain tower.

- **Why:** the harbour watch says Pasko slept on his post and "let the Keeper's anger in", and his pay is stopped. Mirna wants his name back.
- **Do:** climb into the broken chain tower (a short climb through fallen blocks), lift the beam off the watch desk (Stalvan) and find Pasko's order book.
- **Memorable:**

MIRNA
He wrote everything down. Every boat, every bell, my birthdays. They say he slept on watch.

ZANZE
(turning the pages)
Men who sleep don't write the hour.

- **What it proves:** every lowering of the chain this year was on a Night, under the Chamberlain's seal; the last entry is the order for the coming Night.
- **Reward:** Pasko's tower key (the sea door in M4); his watch lantern (or a few silver, *Unconfirmed*); **his name** is cleared in endings A and C, never in B.

S6: A STONE FOR ITS BED

The belief. Giver Tena, about eight, from the camp, at the head of the Dragon's Stair after M2.

- **Why:** the city's children each leave a stone for the Keeper's bed, so it knows them; camp children are turned away. Tena thinks that if it knew her, it would stop being angry at the camp.
- **Do:** take her down the stair by day, when the breath is quiet (a short escort; rats ×3). She lays her stone, then squeezes into a crack no grown-up fits and comes out with a small stone claw.
- **Memorable:**

TENA
Now it knows me.

STALVAN
Now it does.

ZANZE
(laying the claw by the Hand)
Two fingers. On a beast that size.

- **Reward:** the stone claw (a curio); XP (Act 2); Tena in M10.

THE ROLL TALKS

Each roll talk: options in character, four tiers, branches of 1-3 pages that rejoin, never a dead end.

R1: THE COUNCIL (M3, OPTIONAL)

Manfred wants to show them.

ROLL Manfred: "Light a bladder of cave air on the council table" (Investigation); Zanze: "Ask the council who moved for the last three Nights" (Investigation); Vella: "Name the Keeper's own legend back to them: it keeps those who keep the oath" (Persuasion)

> On a success: the breath burns blue on the table and the council goes quiet; the camp still moves, but now "for its own safety".
>
> On a crit success: and a councillor asks aloud who moved for the Nights.
>
> **MARIN**
> *(smoothly)*
> I did. Someone had to.
>
> On a fail: the bladder fizzles and the council laughs at the outsiders; the herald follows the party for a scene.
>
> On a crit fail: the flame jumps and singes the council's banner; Marin asks the party to leave the Tooth with the treasury "for safekeeping"; Orsat refuses for them, and his M5 talk opens one line colder.

Every tier ends with

ORSAT
And what did you think a dragon breathes, master engineer?

R2: THE DIGGER (M4)

He is young and scared, and from the camp.

ROLL Hero: "Tell him nobody here is going to hurt him" (Persuasion); Stalvan: "Sit down beside him and wait" (Insight); Zanze: "Put his Tithe pay token in front of him" (Intimidation)

> On a success: the Old Cut, and "the Chamberlain's man, Brne".
>
> On a crit success: and the fuses: "He's laid powder all through the gallery. If anyone comes, he lights it." In M8 the first fuse line starts unlit.
>
> On a fail: only "the quarry, on the headland", and he runs.
>
> On a crit fail: he runs and warns the Old Cut; at M7 the crossbowman is already on the crane and the first group is one man bigger.

– Every tier gives the Old Cut.

R3: THE OATH WALL (M5, IN FULL)

The Hall of the Keepers, evening. The block of stone bone on the oak table between the Warden and the party.

ORSAT
Where did you get this?

HERO
From the boat they load in your sea caves.

ROLL The options, one per member present (each DC 1 lower if the hero told him "It sleeps.")

> Zanze: "Keeper to keeper: tell him what the library does with a lie" (Persuasion), DC 12.
>
> Vella: "Name the old empire's quarry mark on the block" (History), DC 13.
>
> Stalvan: "Put his hand on the block and say nothing" (Insight), DC 11.
>
> Manfred: "Show him the grain: bone, turned to stone" (Investigation), DC 13.
>
> Hero: "Ask him when he first saw it" (Persuasion), DC 12.

ROLL The outcomes

> *On a crit success (for example Stalvan):*
>
> **STALVAN**
> *(his hand flat on the block, quiet)*
> You've touched this before.
>
> **ORSAT**
> Thirty years ago. Alone, with a lamp, the night I took the ring.
> *(beat)*
> Sit down. I'll tell you all of it, and then I'll show you the door I swore never to open for anyone.
> *(He tells it whole, takes them to the Oath Wall and gives them the Wardens' old drawing of the walled-up gallery: in M8 the fuses are marked, and the first one starts unlit.)*
>
> *On a crit success (for example Zanze):*

ZANZE
I keep a library. Every scroll in it is kept for people who will never see it.
(beat)
That's not the same as hiding it.

ORSAT
(after a long look)
Keeper of the Library.
(beat)
Then you know what it weighs.
(He stands.)

"Come down. All of you."

On a success:

ORSAT
The Keeper sleeps in stone. That's what they told me, the night I took the ring. Every word of it.
(beat)
Someone is cutting it. And it's turning.
(The Oath Wall.)

On a fail:

ORSAT
I swore an oath on the Tooth. I won't break it for strangers at my table.
(beat)
But the council keeps a second key. Ask yourselves who holds the treasury.
(He goes down alone; the party sees the wall from the last step, over his shoulder.)

On a crit fail (for example Manfred):

MANFRED
It's bone. Look, the grain runs like bone. Whatever this was, it was never asleep. It's been dead for...

> **ORSAT**
> *(very quietly)*
> Get out of my hall.
> *(beat)*
> The council keeps a second key. Find out who's been using it, and don't come back here with that word.
> *(No Oath Wall now: the party sees it only when Orsat comes through it at M9. He will not speak first there, and R4 costs +2.)*

- **Rejoin:** every tier ends with the objective *Answer the Chamberlain's invitation*; Marin's runner waits at the Hall's door. The tier is kept in `dir.flags.deals.r3_warden`, and Orsat's first line in M9 calls back to it once.

R4: THE KEEPER'S LAST TURN (M9, CHOICE C)

Needs S3 done; without it the option does not show.

ROLL Vella: "The city didn't love a lizard. It loved being kept. Let it grieve" (Persuasion); Hero: "Your order kept its sleep. Let it keep its funeral" (Persuasion)

> On a success: Orsat agrees (choice C).
>
> On a crit success: and he asks the party to carry the Tooth's empty case in the procession.
>
> *On a fail:*
> **ORSAT**
> I won't trade one lie for a softer one.
>
> Only A and B are left.
>
> On a crit fail: as the fail, and **Zanze** says the thing Orsat cannot stand: "It's the same lie, with flowers."

R5: THE CHAMBERLAIN'S OFFER (M6)

CHOICE Marin pushes the purse across the table.

HERO **No.**

MARIN
(without heat)
Then I'm sorry for what's coming.

The Old Cut waits, armed.

Pretend to take it → the roll below.

ROLL Vella: "Haggle him up, like a woman who means it" (Deception); Hero: "Take the purse and say nothing" (Deception); Stalvan: "Count it in front of him" (Deception)

On a success: the purse and the Tithe pass; the Old Cut is walked in.

On a crit success: and

MARIN
Tomorrow I'm closing the last of it.
In the gallery.

One fuse fewer in M8.

On a fail: he sends a runner after them; the walk-in ends one terrace early.

On a crit fail:

MARIN
Of course.

The Old Cut waits as if refused, and the purse is lead under one silver layer.

STALVAN
(weighing it)
Lead.

– Every branch ends with the objective *Go out to the Old Cut*.

R6: MARIN (M8)

ROLL Zanze: "Lay his own ledgers in front of him" (Investigation); Stalvan: "Stand where he can see the cut tail" (Intimidation); Hero: "Ask him what the city would have eaten this year" (Insight)

On a success: the buyers abroad, by name in the ledger (*Unconfirmed*).

On a crit success: and one crate of tail blocks still waits on the outer dock for a ship (an optional pick-up; it can be laid back by

> the skeleton in M9).
>
> *On a fail:*
>
> **MARIN**
> Ask my ledgers.
>
> *On a crit fail:*
>
> **MARIN**
> *(with one laugh)*
> You think the city wants the truth?
> It wants the walls to stand.

- Every tier ends the same way: the freed diggers hold Marin at the breach.

PARTY TALK SAMPLES

Samples, not final lines (the writer's draft).

SAMPLE A: THE SCRATCHES (M2)

The Keeper's Bed.

ZANZE
Claw marks. Fresh.

STALVAN
(his thumb along the wall)
Too even. Three lines, same depth, same spacing. That's a quarry rake.

MANFRED
A dragon with tools.

STALVAN
A dragon with a foreman.

VELLA
Or someone who wants the city to hear one.

(The out: the breath roars at the dark end.)

ZANZE
Then let's go and see who.

SAMPLE B: THE CARGO (M4)

The boat, after the boss.

STALVAN
(lifting the straw off a block)
Cut stone. Squared, numbered, packed like glass. Somebody's shipping a wall.

MANFRED
(turning it to the lamp)
Not a wall. Look at the grain. That's bone, all through.

ZANZE
Whose?

VELLA
(quietly)
The city's. They're selling the Keeper by the block.

SAMPLE C: THE KEEPER (M9)

The Last Chamber. The serious beat, with one joke after the silence: Stalvan's chicken line is the user's line (2026-11-17).

(Manfred lifts his lantern. A long silence.)

STALVAN
I've cleaned a lot of chickens.
(beat)
Looks like the skeleton of a chicken. Just big.
(the user's line, 2026-11-17)

MANFRED
(moving the lantern along the hips, then the feet)
...He's not wrong. The hips. Three toes. There's even a wishbone.

ZANZE
So, not a dragon.

MANFRED
No. Bone, turned to stone. It never slept down here. It died here.

ZANZE
(still looking up at it)
It isn't the first. Peoples all around the world have dug up these bones, and the library holds them nine times over. A jaw out of the northern mines. A thigh bone the river people keep in a shrine. Three toes in a cliff, half the world from here.
(the user's beat, 2026-11-17)

VELLA
And every one of them a dragon.

ZANZE
A dragon. A giant. A god's hound. Each people named it for what it feared. The scribes who laid the accounts side by side wrote one line under them all: *a beast that lived once, and is gone from the world.* Not a dragon. Only old.

MANFRED
You might have said.

ZANZE
I had a tooth and a footprint. I don't file a guess.

VELLA
(quietly, at the jaw)
There's the gap. Where the Tooth came from.

– *(The out: stone grinding at the Oath Wall's side as Orsat pushes through. The hero's hand goes to the case with the Tooth.)*

SAMPLE D: WALK TALK (AFTER S2 AND S3)

On the Long Street.

ZANZE
Two legs. Three toes. A head as long as a cart.

VELLA
And no wings, before the banner painters.

STALVAN
I knew a sergeant like that. Small hands, big mouth. Held a pass for nine days.

ZANZE
Did he?

STALVAN
Nobody wanted to go near him.

– *(The out: a tremor under the street. Nobody speaks until it stops.)*

SAMPLE E: THE CHAMBERLAIN'S TABLE (M6)

The Tithe Chamber, lamplight, the city's books open.

MARIN
I've stood in front of it with a lamp. It's dead. It was dead before the rock round it was rock.

And all year it has paid for the garrison's bread.

ZANZE
And the watchman?

MARIN
I pay his widow's rent. She doesn't know it's me.

Everything in this city is pawned, sir. The walls, the grain, the garrison's boots.

STALVAN
I've pawned things. You buy them back, or you lose them. You don't cut them up and sell the pieces.

THE END

Sources: docs/plan/full_game/ragosa_dragon_keeper.md (DRAGON-STORY, redesigned in SYN-DRAGON, 2026-11-17), §§4–6. Pictures painted by the main session (AI output), status LICENSE OR REPLACE.

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