L O A A

Quests of the Weighmaster's Funeral

S C R I P T

2026-11-26



TYPE	Main chain (8 steps in Valponte, 3 in Egypt), 3 side chains, 6 small quests and the roll talks of one story arc
MAIN QUEST	The Weighmaster's Funeral; then "The Gold Road"
LOCATION	Valponte, Acquatinta, the old cemetery, the polje; the gold road
ACT	Proposed: Act 1 (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.



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.

G **GUIDO**

S **SIGVAT**

O **ORSOLA**

N **NICO**

A **AMENY**



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.

I **ILARIA**

B **BICE**

T **TONINO**

L **LAPO**

M **MEDJIRA**

P **PASER**

THE STORY, AS YOU PLAY IT

These are the quests of The Weighmaster's Funeral: eight steps around Valponte, three in Egypt, three side chains and six small quests.

Valponte. You walk into the Weighmaster's funeral (M1). You search the Weighhouse and find a false weight (M2). At the mill you meet a northern Tallyman (M3). At Acquatinta you find gold in the dyers' alum and fight Rocco (M4). You learn who lent the bridge stamp, and hold the villa by night (M5).

The side chains. Each has a small mystery and a clue to the big one. They are Nico's lights under the third arch, the bath guest who never gets better, and the farm's lost wagons. The small quests add two profession drafts, Tawing and Assaying.

HOW IT ENDS SPOILERS

You open the grave, and the wrong man is in it (M6). In the catacombs you fight Sigvat (M7). Under the third arch you decide whether the Weighmaster goes up the stairs or down the river (M8). Then Egypt: the alum factor (E1), Paser at the White Pits (E2), and a pass walled shut (E3). The lights lead to the drain and the horn's mouthpiece. The bath guest is a watcher from Meneferu. The wagons lead to bandits, and to Lapo's lantern at the ford.

The quests of the Weighmaster's Funeral are the main chain, side chains, small quests and roll talks of the proposed arc The Weighmaster's Funeral.

> ***A design proposal for the full game (Act 1, after the north), not the prologue. Nothing here is built.*** *Every name is working; everything is Unconfirmed — awaiting the director.*

Rewards follow the low prices. "XP (Act 1)" is the items plan's Act 1 figure; chests are of the Act 1 band (proposed L6, *Unconfirmed*). Rolls use the deal system's four tiers, and every branch rejoins.

AT A GLANCE

Step	Where	Fight	Reward
M1 The Weighmaster's Funeral	Gradina → the bridge → the cemetery → the villa	—	the villa as a rest point; XP
M2 The House on the Ledger	the Weighhouse → the river stairs → the toll house	carters on the river stairs	a purse, 1 puppet silver; XP
M3 The Drowned Man	the mill → the cemetery → the inn	the mill walkway (if the roll fails)	eels ×3; XP
M4 The Colour of the Water	the farm → the ford → Acquatinta	**boss: Rocco**	a purse, 1 puppet silver, the bar (evidence); XP
M5 The Bridge Stamp	the ash road → the villa → the Weighhouse	the villa garden at night	Guido's signet ring; XP
M6 The Wrong Man in the Grave	the inn → the cemetery at midnight	—	XP
M7 Under the Knoll	the Castellani tomb → the catacombs	**boss: Sigvat**	an Act 1 chest; XP
M8 The Third Arch	the drain mouth → the loggia → the villa → the gorge path to Pržina	—	the council's purse; XP
E1 The Alum Factor	Meneferu: the pier → the dyers' court → the east quays	—	XP
E2 The White Pits	the pass road → the White Pits	**boss: Paser**	an Act 1 chest; XP
E3 The Shut Pass	the head of the pass	—	the end of Act 1

THE MAIN CHAIN

M1: THE WEIGHMASTER'S FUNERAL

- **Goal:** *Go down to Valponte → Follow the procession → Go home with Vella.*
- At the Gradina toll the sergeant: "Weighmaster's dead. Fell off his own bridge. Our pay's a week late, and nobody up here can count it." At the bridge the funeral crosses: the band without its horn, six bearers, Guido one of them. At the grave a two-second cut to Vella's eyes: among the waiting dead, a big fair-haired man, wet through, looking down at the coffin. No line.

BICE
He didn't fall. He swam under that bridge every morning of his life. Even in March.

- **Dinner at the villa:**

ILARIA
I laid for five.

STALVAN
The last time someone did that, I was late.

ILARIA
Whoever kept this carries his sevens like a northerner. And he weighs in fair weight. Nobody weighs in fair weight but the Weighhouse.

- **Reward:** the villa as a rest point (beds, a cellar stash); XP (Act 1).

M2: THE HOUSE ON THE LEDGER

- **Goal:** *Look at the Weighhouse books with Bice → Find out what came in by the river door → Ask the toll-keeper about the night carts → Hold the river stairs.*
- The ledger's months match the nights the great scale was "closed for repair". Alum crystals in the floor's cracks. Agata's slate: carts from the east at night, "on the nights the Weighmaster's scale was broken. Funny, that." At dusk the carters wait on the river stairs for the ledger; a grey northerner watches from the inn window.

MANFRED
Plugged with lead. It's heavier than it says. Weigh with this and every forty comes out thirty-eight.

- **Reward:** the carter's purse (a few silver, 1 puppet silver); XP (Act 1).

M3: THE DROWNED MAN

- **Goal:** *Ask the miller about the body → Look at the grave again → Find out who the wool buyer is.*
- The miller Beppe: Lapo's coat and ring, "and new boots, too big for him; Lapo had little feet for a big man". Sigvat's collectors come to search the mill:

ROLL Stalvan: "Stand where they can see the drop" (Intimidation) or Zanze: "Ask them what they're looking for" (Insight) or Hero: "Tell them the miller is under our protection" (Persuasion)

> On a success: they leave, and say "the Tallyman" asks for his partner.

> On a fail: a short fight on the wheel walkway; the eel traps go in the river.

- Lapo's dog lies at the catacomb grate, not on the grave. Tonino comes up with two loaves. At the inn:

SIGVAT
My partner Ketil came south a month ago. Two fingers short on his left hand. A winch. Have you seen him?

STALVAN
And you're buying wool.

SIGVAT
I'm buying time. Wool is cheaper.

Hook:

STALVAN
At the funeral. Six men carried him and not one of them leaned.

- **Reward:** eels ×3; XP (Act 1).

M4: THE COLOUR OF THE WATER

- **Goal:** *Follow the carters' road east → Find the dyers' alum → Stop Rocco.*
- By the farm (opens side chain 3) and the ford (a cask stave crusted white) to Acquatinta. In the alum store, casks marked *Spine alum*. Manfred cracks a lump that weighs wrong:

MANFRED
Alum grows on whatever you hang in it. String. A nail. A bar of gold, if you've got one.

STALVAN
So that's what my bars cost.

- **Boss:** Rocco at the drying racks. Then the roll talk R1 with Orsola.
- **The decision:**

CHOICE Orsola asks to keep her yards open.

> HERO **Hand her to the bridge council.**
>
> the yards close for a season; the racks stand empty; a few silver.

> HERO **Take her word to testify.**
>
> the yards stay open; a bolt of Acquatinta red (a trade good); she stands at the council in ending A.

- **Reward:** Rocco's purse (a few silver, 1 puppet silver); the lump with its bar (evidence); XP (Act 1).

M5: THE BRIDGE STAMP

- **Goal:** *Take the bar to the villa → Find who stamped the bars → Hold the villa.*
- Back by the ash road at dusk. Ilaria lays the bridge stamp beside the bar: worn bright where no thumb has been since the last fair.

GUIDO
And the tomb key. To put flowers on my mother. Every week. Who does that?

VELLA
Nobody, Papa.

- **The midpoint:** the gold the north was paid in is Castellani-clean. That night Sigvat comes for Guido: three waves at the garden gate.

SIGVAT
Ketil came south first. Ketil never came home. Someone in your town owes me a brother.

STALVAN
Dead men don't spend. Somebody's still spending.

- **Reward:** Guido's signet ring (a trinket, *Unconfirmed*); XP (Act 1).

M6: THE WRONG MAN IN THE GRAVE

- **Goal:** *Find Tonino → Open the grave → Tell Bice → Follow the dog.*
- The roll talk R2 decides how the grave is opened. At midnight:

STALVAN
Too light for the Weighmaster.

ZANZE
Left hand. Two fingers gone, and healed long before the river.

VELLA
It isn't Lapo. I've known since the funeral.

ZANZE
How?

VELLA
Later.

BICE
Then who did I bury?

(beat) "Then where is he?"

- **The decision:**

CHOICE Send for Sigvat?

> HERO **Send for him.**
>
> he stands at the grave and puts his cloak over his brother; the wet man by the grave turns and goes (two seconds, in Vella's eyes).
>
> HERO **Keep it from him.**
>
> he comes anyway at the end of M7; the wet man stays.

- **Hook:** the Castellani tomb's door, open on a stair going down.

M7: UNDER THE KNOLL

- **Goal:** *Go down through the Castellani tomb → Find Lapo → Stop the Tallyman*.
- The catacombs (20-25 min): Lapo's den, the gold in six burial niches, the horn on a nail, his lamp still warm. **Boss:** Sigvat in the ossuary (the purse). As he rises on his threads, his head turns toward the side gallery where Lapo hides. Lapo bolts down the old drain. Side chain 1 enters from the drain side and skips the first gallery fight.
- **Reward:** an Act 1 chest; XP (Act 1). The gold is evidence, not loot.

M8: THE THIRD ARCH

- **Goal:** *Catch Lapo at the river → Decide what happens to him → Take the book to the captain*.
- Dawn under the third arch, the river too high to swim:

LAPO
Forty years I weighed this valley honest. You know what that's worth, at the end? Forty years.

VELLA
You drowned a man.

LAPO
He came for the short. I meant to talk. Then we were in the river.

(beat) "I carried you up those stairs in my coat, the spring Nico fell. You were blue."

VELLA
I remember the coat.

- The roll talk R3. He gives up his short book in every branch.

- **The choice:**

CHOICE What happens to Lapo?

> HERO **Up the stairs.**
>
> **VELLA**
> Up the stairs, Lapo. Same as last time.
>
> The council holds him; the Weighhouse shuts a season, then Bice is Weighmistress; Guido gives up the stamp; Ketil's name on a second stone.
>
> HERO **Down the river.**
>
> **VELLA**
> Go. Don't come back up the river.
>
> The town is told he drowned after all; the wet stranger keeps waiting at the grave.

- Then the goodbyes:

NICO
Take me next time.

VELLA
When you're older.

NICO
I'm nineteen.

VELLA
When I'm older, then.

Down the gorge path to Pržina, the gold's own road.

ZANZE
Silver for the hands. Gold for the kings. And it doesn't grow here.

- **Reward:** the council's purse (from Guido's own pocket in B, the same sum); XP (Act 1).

EGYPT: THE GOLD ROAD

E1: THE ALUM FACTOR

Goal: *Find Ameny on the east quays*. At the pier,

STALVAN
Home. Again.

MEDJIRA
Spine alum. The White Pits shut two summers ago. Whoever sells you Spine alum is selling you something else.

The roll talk R4 with Ameny.

AMENY
It comes down the pass road. I am not paid to look up.

E2: THE WHITE PITS

- **Goal:** *Go up the pass road to the White Pits → Find what comes down the pass*. **Boss:** Paser on the terraces.

Gold in crumpled strips of thin leaf, as if peeled off something, in cane baskets tied with a green cord.

MANFRED
This grew somewhere wet.

The porters' tally stops three weeks ago.

PASER
The porters came down every new moon. Three weeks ago, nobody came. Then the drums stopped.

- **Reward:** an Act 1 chest; XP (Act 1).

E3: THE SHUT PASS

- **Goal:** *Climb to the head of the pass*. The road through the gate tower is walled with new stone.

STALVAN
Barred from the other side. This month.

VELLA
Then someone over there has stopped paying.

ZANZE
Or started keeping it.

HERO
Then we find a way over.

- A drum, once, in the mist. The picture holds; the objective becomes *Find a way over the Spine*.

SIDE CHAINS

S1: LIGHTS UNDER THE THIRD ARCH

- **Giver:** Nico, after M1. **Places:** the bridge stairs → the toll house → the mill → the drain.
- **Steps:** 1 *What Nico Saw*: a lamp moves under the third arch at night. 2 *Agata's Count*: lamps on the four nights since the funeral, none in the year before. 3 *The Choked Race*: clear the mill race; a cask stave crusted white, a gold flake in the silt; the drain grate has a new lock. 4 *Nico in the Dark*: Nico went in alone; find him at a fork holding a horn's mouthpiece.

VELLA
You don't go into water and dark alone. Not you. Not ever.

NICO
You did.

BICE (LATER)
That's Papa's. We put the horn in with him.

- **Reward:** the drain way into M7; an Act 1 chest; XP (Act 1).

S2: THE GUEST WHO NEVER GETS BETTER

- **Giver:** Donna Clelia, Acquatinta's baths, at M4. **Places:** the baths → the ford → the old waystation → the inn → Meneferu.
- **Steps:** 1 *Eleven Months of Waters*: a Meneferu clerk pays in gold dust and never improves (bargain the reward first). 2 *The Night Walk*: follow Senbi to the ford and the waystation's wall niche. 3 *Letters to Meneferu*: cask counts to Ameny, and "The White Pits are shut, yet the alum comes. I don't ask." 4 *Home on the Tide*: the decision.

CHOICE What becomes of Senbi?

> HERO **Take him home.**
>
> in Meneferu he opens Ameny's back stair (E1, no roll); his family gives the party a meal (food ×5).
>
> HERO **Hand him to the council.**
>
> a share of his fine (a few silver); he stays at the baths for good.

S3: THE WAGONS THAT DON'T COME BACK

- **Giver:** Assunta, the polje farm, at M4. **Places:** the farm → the ash road → Valponte tower → the Castellaccio → the farm.
- **Steps:** 1 *Assunta's Wagons*. 2 *Ruts on the Ash Road*: a broken wagon in a gully, wolves at a dead ox. 3 *From the Tower*: at dusk a lamp burns in the Castellaccio. 4 *The Keep on the Spur*: cutthroats paid in puppet silver; Matteo in the cistern.
  - **Matteo:** "The casks weighed like lead. Alum doesn't weigh like that." (beat) "I saw Lapo's lantern at the ford. The night after they buried him. I thought I was drunk."
- **Reward:** the farm becomes a vendor and a cart ride to Valponte's square; food ×5; 1 puppet silver; XP (Act 1).

SMALL QUESTS

Quest	Giver · where	What to do	Reward
The Strap	Gerardo the smith, Valponte	Fetch a sack of charcoal from Acquatinta's boiling house so he can rivet Stalvan's shoulder strap hot.	Stalvan's plate repaired (+Armor); Gerardo becomes a vendor
The Milestone	two farmers at the loggia	Vella reads their "boundary stone" (History): an old-empire milestone.	a few silver; the bridge toll waived
The Tower Lamp	Ugo, Valponte tower	Carry the oil up and light the lamp.	the map round the polje revealed
Tawing (profession)	Fosco, Acquatinta's tawers' lane	Bring six wolf pelts and a sack of salt; cure them in alum.	the *Tawing* skill (draft); 4 leather pieces
True Weight (profession, after M8)	Bice, the Weighhouse	Weigh a farmer's grain, a ring and a fish, and say which is short.	the *Assaying* skill (draft)
A Home for Grano (after M8)	Bice	Walk Lapo's dog to the farm, the mill or the villa.	Grano lives there from then on

THE ROLL TALKS

R1: ORSOLA BY HER VATS (M4)

ROLL Manfred: "Tell her what the crystal does to gold, slowly" (Investigation) or Vella: "Tell her whose daughter is asking" (Persuasion) or Stalvan: "Put the bar on the edge of her vat and wait" (Intimidation) or Zanze: "Read her own delivery book back to her" (Investigation)

On a crit success:

VELLA
I'm Guido Castellani's daughter. My family's stamp is on every bar you boiled.

ORSOLA
...Then we're both in it to the neck. Sit.

She marks Rocco's night route on the map too.

On a success:

ORSOLA
The casks come up the gorge from Pržina. I boil them, Rocco carts what falls out to the Weighhouse's river door. Lapo stamps it.

(beat) "No. One more thing." Then the knock: "His cart came the night after we buried him. His mule. His knock: three and one."

On a fail:

ORSOLA
Ask the Weighmaster.

(beat) "Ask him, I said. His cart came the night after we buried him." She will not testify.

On a crit fail: Stalvan sets the bar on the vat's rim and leaves his hand on it.

ORSOLA
Nobody leans on me in my own yard, big man. Out.

Her apprentice gives the knock at the gate.

R2: TONINO AND THE GRAVE (M6, IN FULL)

TONINO
Graves are closed at night. So am I.

HERO
We need the Weighmaster's grave open. Tonight.

ROLL Zanze: "Tell him you know who the bread is for" (Insight) or Stalvan: "Offer to dig it himself, and to fill it in after" (Athletics) or Vella: "Tell him the man in that grave is still standing beside it" (Persuasion) or Manfred: "Pay him, and say it's for a survey of the knoll" (Deception) or Hero: "Ask him how long he's been carrying two loaves" (Persuasion)

On a crit success:

VELLA
The man you buried hasn't left the grave since you closed it. He's waiting for someone to know his name.

TONINO
...Don't say that to me in here.

(beat) "Midnight. I'll bring the ropes. And then I'll show you the door he uses." He shows a side stair in M7.

On a success:

TONINO
Midnight. Bring your own spades. I never saw you.

On a fail:

TONINO
Ask the council for a writ, like decent folk.

He warns Lapo; the den is cold in M7.

On a crit fail:

MANFRED
It's for a survey. Of the soil. On the knoll. At night.

TONINO
At night.

(beat) "I'll fetch the watch, then, for your survey." The party goes in over the wall by the cypresses.

Every tier opens the grave at midnight.

R3: LAPO AT THE THIRD ARCH (M8)

ROLL Vella: "Remind him who carried whom up those stairs" (Persuasion) or Zanze: "Read him his own tally of days" (Investigation) or Stalvan: "Stand between him and the deep water" (Intimidation) or Hero: "Tell him Sigvat is dead, and what got up afterwards" (Insight)

On a crit success: the book, and "The man in the wet coat said the gold comes 'from beyond the mountains, where it grows'."

On a success: the book.

On a fail: he tries for the deep water.

STALVAN
Not today.

On a crit fail: the book goes in the river; three pages run, and Ameny's name is found by asking Medjira.

R4: AMENY (E1)

ROLL Zanze: "Lay Lapo's book open at his own name" (Investigation) or Stalvan: "Tell him what his gold bought in the north: a cell" (Intimidation) or Manfred: "Weigh one of his lumps in front of him" (Investigation)

On a crit success: the White Pits and the guards' changing hour (E2 starts with surprise).

On a success: the White Pits and the pass road.

> On a fail: he sends a runner ahead; the guards are waiting.
>
> On a crit fail: he calls the quay watch; the party leaves over the bales.
>
> Senbi (if he came home in S2) opens the back stair without a roll.

WALK TALK

ZANZE
Puppet silver for the carters. Gold for Jarnborg.

VELLA
Silver for the hands. Gold for the kings.

MANFRED
And alum for the dyers. Everybody gets something.

STALVAN
I got a cell.

THE END

Sources: docs/plan/full_game/island1_valponte_act1.md §§5-7 (VALP-STORY, narrative-writer, 2026-11-18).
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