L O A A

Quests of Under the Green Crown

S C R I P T

2026-11-26



TYPE	Main chain (10 steps), 6 side chains (25 quests), 1 profession quest, 6 small quests and the roll talks of one story arc
MAIN QUEST	Under the Green Crown
LOCATION	The jungle of Island 2: Wenatu, the Counting City, Mareva, Corsair Bay
ACT	Proposed: Act 2, its first arc (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.

T

TAWI



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.



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.

N

NEHA

A

ASHET

I

ISAURA

B

BAKIR

I

ILO



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.

B

BUYER

N

NENET

B

BENNO

K

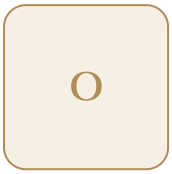
KAWE

M

MERET



SARNE



OKI



TEHU

THE STORY, AS YOU PLAY IT

These are the quests of Under the Green Crown. You reach the jungle with nothing, and every quest starts from a person with a trouble of their own.

The main line has ten steps: a raft under the mountain, a judgement at a village fire, a gold rush that does not add up, a pyramid of counted years, a pirate's box you should not open, a meeting in a warehouse, a night walk behind the dead, a room under a pyramid, a well, and a river at dawn.

Six side chains each ask one question. Why is the gold too pure? Where do the lodgers go? Who skims the pirates' shares? What did the child see? Where is the wreck's treasure? And why do the beasts stand in rows with blue eyes?

Smaller work. An old panner teaches Panning, and six small quests fill the roads.

HOW IT ENDS SPOILERS

The main line ends with the hero deciding who keeps the well's gold: the well, the town or the pirates. Two chains unlock two of those endings.

Nothing Walks Straight ends with two choices: kill the old jaguar or free her, and who tells the village the truth. Its last quest counts the beasts you left alive.

The quests of Under the Green Crown are the ten main steps, the side chains, the profession quest, the small quests and the roll talks of the proposed story arc Under the Green Crown, all in the jungle south of Island 2's Spine.

> ***A design proposal for the full game (Act 2), 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; every tier moves the step on.

AT A GLANCE

#	Quest	Giver	Where	Decision or roll	Fight or set piece	Reward	Unlocks
M1	The Dark Run	Ilo	the watch-hut, the Dry Mouth, the Dark Run, the falls	—	the raft run	— (packs lost)	M2
M2	Sotu	Speaker Tawi	Wenatu	R1 (in full below)	—	party meals ×3; XP	M3; chain E
M3	The Strike	(self); Sarne	the Gold Bar, Mareva	Sarne's job offer	Kawe's raiders (optional)	kit restored on credit; XP	M4; chains A, B; *A Pinch a Day*
M4	The Counting House	(self)	the causeway, the Counting House	the Last Step's climb	**boss: Hask**	chest; XP	M5; the captain at Mareva
M5	Paid Freight	Captain Isaura	Corsair Bay	R2	(crit fail only)	Isaura's favour; XP	M6; chain D
M6	The Gentleman	Sarne	the Company House	—	the burning warehouse	Sarne's ledger; XP	M7
M7	The Kept Road	(self); Kawe	Mareva's edge, the drain causeway	R3 / duel / stand aside	the night procession	the Rememberers freed; XP	M8
M8	The Listening Room	(self)	the Well House	—	**boss: the Buyer's bar**	the Buyer's notebook; XP	M9
M9	The Green Well	Neha	the Green Well	—	**boss: the Long King**	the well's chest; XP	M10
M10	Down the River	Tawi; the hero	the Well House, the river, Mareva's quay	the gold A / B / C (R4 for B)	the ending	by the choice; XP	Ragosa

What the main line needs from the side quests (never a block): M3 needs any one of three leads (Nenet, Ashet, Benno). *Honest Weight* unlocks choice B; *Articles* unlocks choice C; *A Name for the Sotu* adds the walk-out's last verse at the river; *Half a Verse* removes one wrong turn in the well; *The Relief* opens the pass road. *Nothing Walks Straight (added 2026-11-18)* gives the key clue for M7 and can thin M7's guard or mark its posts.

THE MAIN CHAIN

The main quest is **"Under the Green Crown"**. The objectives in *italics* are the tracker lines.

M1: THE DARK RUN

- **Tracker:** *Follow the woman out of the cave → Go down the water road → Open the old locks → Get off the river.*
- **What the player does:** Act 2 opens at the pass watch-hut below the walled gate, where the party comes down from Act 1's last picture; old Khemu is at his door. Ilo of the Halun comes out of the Dry Mouth soaked and asks for "anyone with a blade". On her reed raft the party goes down the river's dark course under the Spine: carved towpath steps, bats, two Ilkari locks that Manfred opens with their counterweights while the water rises, and the drop through the mouth of the great carved Face behind the jungle falls. Every pack, the purse and the rations go into the pool. From the ledge behind the water a stepped pyramid top stands above the canopy. At dusk a gilded man walks out of the river and into the trees.

STALVAN
Last time it was a door.

ZANZE
Who built that?

ILO
Nobody you'll meet.

ILO
Don't look at it. Down.

VELLA
He isn't breathing.

STALVAN
Walks like a man carrying nothing.
Look at the knees.

ILO
One of the kept. They didn't use to
walk.

- **Set piece:** the raft run (steer between rocks; the locks; the drop), then a short cinematic out of the Face.
- **Reward:** none: the party has lost its packs. **Unlocks:** M2.



Out of the Dark Run *(concept art, proposal).*

M2: SOTU

- **Tracker:** *Go to Wenatu with Ilo → Speak for Ilo at the fire.*
- **What the player does:** walks the river bank to Wenatu (crocodiles on the bank). At the fire ground the village judges Ilo for bringing five *sotu* (nameless strangers) through the Dark Run. The party speaks for her: roll talk **R1** (below). Speaker Tawi tells them the Company took six Rememberers in spring "as guides", the kept walk at night since, and the gold goes down to Mareva. The party's first rest is a Halun hammock.
- **Reward:** Halun food (party meals ×3); Ilo as guide; XP (Act 2). **Unlocks:** M3; chain E (after R1's success or crit).

R1 · Sotu, the roll talk in full

Dusk. Ilo kneels with her spear across her knees. Speaker Tawi sits on a log with a reed in his hair. The children sit in front.

TAWI
Ilo went into the Dark Run, which nobody does. She came out with five sotu. The law says a year on the river, alone.
(beat)
Who speaks for her? Nobody has to.

HERO
We do.

ROLL The options (one per member present)

HERO
We asked her to bring us. Put the year on us (Persuasion)

, DC 12.

VELLA
Tell them what she came north to buy, and what she paid (Insight)

, DC 12.

STALVAN
Stand beside her and say nothing (Intimidation)

, DC 13.

ZANZE
Ask the Speaker what the law says about a child who went up once (History)

, DC 14.

MANFRED
Offer to fix the village's fish weir (Persuasion)

, DC 11.

ROLL The outcomes

On crit success (Zanze):

ZANZE
Your law says nobody goes up. But somebody did, once. Or there'd be no law.

TAWI
Sotu don't ask that.
(beat)
She went up so none of us would have to. Ilo went down so none of us would have to.
(He takes the reed out of his hair.)

"No year. A kesa: she owes the village a song. Tonight."

On crit success (Stalvan): *(He sits down on the ground next to Ilo and lays his axe across his knees, the way she holds her spear.)*

TAWI
That one doesn't talk much.

ILO
He talks. Not when it matters.

TAWI
Then it matters.
(beat)
No year.

On success:

TAWI
A year is long. A moon is long enough to think.
(beat)
A moon on the river, then. And these five owe us a kesa.

On fail:

TAWI
Sotu can speak. They can't be heard.
(beat)
A year.
(beat)
But a year starts when the Speaker says so. Not before the Rememberers come home.

On crit fail (Manfred):

MANFRED
And your weir's been losing half your fish for years. I could have it right by morning...

TAWI
Sotu fix our weir.
(beat)
Then everyone downriver knows sotu fixed our weir. A year. Starting now.

- **After:** on a crit success Ilo is free and the village answers every question; on a success her moon is the arc; on a fail her year waits until the end (one more try then, easier); on a crit fail she is sent to the river and rejoins the party at M7 with Kawe ("the river goes to Mareva"). Every tier ends with *Go down the river to the Gold Bar*.



The judgement at Wenatu *(concept art, proposal).*

M3: THE STRIKE

- **Tracker:** *Go down the river to the Gold Bar → See the Factor in Mareva → Find out where the gold comes from.*
- **What the player does:** at the Gold Bar the sluices work night and day, and Kawe's young men raid the sluice shed as the party arrives (stop it, non-lethal, or stand aside: one Kawe line later). In Mareva, the Factor Lodovico Sarne offers the party work (take it: a pass to the night shed, used in *Leaf*). Then any one of three leads: Nenet the assayer, Mother Ashet, Old Benno. After it: Manfred's sum (the sluices cannot wash a ninth of what Sarne sells) and the leaf. The harbour clerk sends word north for the captain. The Long Table gives the party clothes and a pack on credit.

ZANZE
The builders counted everything.
Let's see what they counted.

- **Reward:** the party's kit restored (on credit at the Long Table); XP (Act 2). **Unlocks:** M4; chains A and B; *A Pinch a Day*.

M4: THE COUNTING HOUSE

- **Tracker:** *Walk the causeway to the ruins → Climb the Counting House → Stop the chisels.*
- **What the player does:** the White Causeway at dawn (children sweeping; bristle pigs), then the record pyramid as a dungeon: the tally hall (Zanze counts the Long King's 211 years), the weighing room (Manfred sets an Ilkari balance's counterweights to open the

stair; wrong answers drop a gate and cost a walk round, never a dead end), the frieze gallery with its freshly chiselled panel, and the tally stair.

ZANZE
I can't read a word of it. But I can count.
(beat)
Somebody keeps cutting out the price.

- **Boss:** Hask, the Chisel and the rolling tally stones.
- **Decision:** the Last Step, the jungle's watchtower, is next door. Climbing it before the Halun name the party breaks their law, and the village sees (prices up a little; Tawi, later: "The view was good?").
- **Reward:** a chest on the top tier (Act 2, jungle level 1); XP (Act 2); Hask's pay note, *for the Hulks, the usual freight*. From now on **the captain stands at Mareva's quay** (the sail-back rule). **Unlocks:** M5.

M5: PAID FREIGHT

- **Tracker:** *Find the Hulks → Ask the captain about the freight → Open a box.*
- **What the player does:** over the ford, through Pohu, down to Corsair Bay. Captain Isaura Kell receives the party on a hull roof. Three long boxes wait on the careening beach for the *Heron*. The party opens one: a king, whole and waxen, his gold leaf peeled in strips, a pale thread at his jaw that drifts upward when the lid comes off; the carriage money lies in the straw, untouched.

R2 · Paid freight is not opened.

HERO
Ask her to open it herself (Persuasion)

;

VELLA
Tell her what you think is in it, and watch her face (Insight)

;

STALVAN
Lift one end and feel the weight (Athletics)

. Success: Isaura opens it herself and stands with the party from here. Crit success: and she names the gentleman and where he will be tonight. Fail: the party opens it anyway with a crowbar; the Hulks turn the party out until chain D begins. Crit fail: as the fail, and Rook's men try to stop it (a short fight on the beach). Every tier ends with the box open.

ISAURA
A gentleman in Mareva. He's at the Company House tonight.

- **Reward:** XP (Act 2); Isaura's favour (on success). **Unlocks:** M6; chain D.



Paid freight. *The midpoint: they take the bodies and leave the gold (concept art, proposal).*

M6: THE GENTLEMAN

- **Tracker:** *Meet the Buyer at the Company House.*
- **What the player does:** the warehouse by lamplight, gold in open chests. The Buyer, kind and calm, his coat buttoned in the heat, offers the party all of it.

BUYER
Take the gold. All of it. I only want what nobody here has any use for.

STALVAN
Say something else.

BUYER
Such as?

STALVAN
Anything.
(beat)
I know that voice. A month of nights, through the bars.

BUYER
You were very good company.
(He goes out by the river door.)

- **Set piece:** the warehouse burns (lamp oil across the floor); Company guards; reach Sarne under a fallen beam.

SARNE
He never took an ounce.

- **Reward:** XP (Act 2); Sarne's ledger (quest item; it holds the bill of exchange on the house of Orlić, Ragosa). **Unlocks:** M7.

M7: THE KEPT ROAD

- **Tracker:** *Stop the fight at the town's edge → Follow the kept at night → Find the singers.*
- **What the player does:** Kawe and the young men at the far end of the East Boardwalk, the plank bridge at Mareva's east edge, with spears; a crowd with boathooks and lamps at the town end. Then night at the drain causeway: walk beside a line of the kept to the Well House without standing in its path (a broken line sends the party back to the last bend; no fail). At the Well House's lip, the Rememberers in a pen.

R3 · At the town's edge.

HERO
Your mother's alive. I've seen where (Persuasion)

;

VELLA
Tell him the kept aren't angry. They're held (Insight)

;

ZANZE
Show the crowd Sarne's ledger: the fire was the gentleman's men (Investigation)

. Success: Kawe lowers his club and comes with the party. Crit success: and Mareva gives the Halun stall its old place under the Market Fig back. Fail: the duel. Crit fail: the duel, and a thrown lamp burns one veranda.

- **The duel** (Halun law: first to touch a knee to the ground three times): non-lethal. Win: Kawe yields and comes, sullen. Lose: as standing aside, but he spares the houses.
- **Stand aside:** Kawe fires the east side of the Salt Square; the Halun stall is gone; Tawi exiles Kawe to Pohu.

VELLA
You don't need a jaw to dig.

NEHA
He asks every night if they speak.
Every night we say no.

- **Reward:** XP (Act 2); the Rememberers freed (Neha sings the way down). **Unlocks:** M8.

M8: THE LISTENING ROOM

- **Tracker:** *Find the gentleman → Break the bar.*
- **What the player does:** the ledges of the kept. The Buyer meets the party at the room's door, sorry to see them. Stalvan strikes him: no blood, threads, and the smile does not change. Inside, thirty-one kings sit in a row with threads to their jaws and a tally beside each.

VELLA
Every one of them tied at the jaw.

MANFRED
You don't need a jaw to dig.

VELLA
No. You need one to talk.

ZANZE
Thirty-one. And every one of them,
no.

VELLA
He isn't building an army. He's
listening for someone.

- **Boss:** the Buyer's bar.

- **Reward:** XP (Act 2); the Buyer's notebook (a lore page). **Unlocks:** M9.

M9: THE GREEN WELL

- **Tracker:** *Go down the well by the song → Find the speaking chamber → Let the Long King go.*
- **What the player does:** Neha sings at each landing; each verse is a turn ("left where the water talks"); a wrong turn is a flooded passage that sends the party back one landing. The speaking chamber: an empty stone seat, drag marks, the shaft.

MANFRED
Air. On your face. Feel it?
(beat)
The shaft runs all the way up to the crown. Wind in at the top, a voice out down here.

ZANZE
Two hundred and eleven years, the king spoke.

MANFRED
The priests did. Then the weather.

VELLA
And this one he took with him.

- **Boss:** the Long King, on three threads.
- **Reward:** the well's chest (Act 2, the best jungle chest); XP (Act 2). **Unlocks:** M10.



The Green Well *(concept art, proposal).*

M10: DOWN THE RIVER

- **Tracker:** *Decide the well's gold → Sing the kings to the river → Meet the captain at Mareva's quay.*

The choice (flags.green_well): **A · back into the well** (always open: Mareva's rush ends; Wenatu honours the party); **B · the Mareva pact** (needs *Honest Weight* and R4:

HERO
The town eats or it burns again (Persuasion)

;

NENET
Honest weights, Halun and town at one table (Investigation)

; Mareva grows, Tawi loses face); **C · the Hulks' freedom** (needs *Articles*: the Hulks become a free port; Mareva and Wenatu turn on the party for a while). R4's fail: "Not today, sotu." (A and C remain.)

- **The river:** at dawn the Halun sing the kings down the Oyowa on reed rafts.

STALVAN
You're smiling.

VELLA
They waited a long time.

STALVAN
For what?

VELLA
Someone to let go.

- **The quay:**

BAKIR
The *Heron* sailed two nights ago. One box. He said it was the one that answered.

MANFRED
Nothing answered. It was wind in a shaft.

ZANZE
He doesn't know that.

STALVAN
Then he's happy.
(beat)
I've never liked him happy.

- **Ending:** the captain calls them aboard; the part ends in the picture of the ship leaving the bar, with the objective *Sail to Ragosa with the captain*.
- **Reward:** quest complete: XP (Act 2); A: Halun names, Halun prices, the Last Step by right; B: a share (a few gold); C: free passage on Isaura's sloop, a pirate's chest (rare).

SIDE CHAINS

HONEST WEIGHT

Mareva; giver Nenet the assayer. The mystery: why is the gold too pure?

1 **Too Pure.** Test three samples: the Company's sold gold (the Company House), a pinch from the sluice rocker (the Gold Bar) and an old Halun trade ring (Wenatu). River gold carries silver; the Company's carries none. Roll:

MANFRED
Show her the sluice's water sums
(Investigation)

;

ZANZE
Lay the Company's weekly sales
against its washings
(Investigation)

. Success: the Company sold nine times what it washed. Reward: a few silver; XP.

2 **Leaf.** A melted bead curls like paper: "This was beaten thin and laid on something, then peeled off." Find the peeling: the Gold Bar's night shed at night (Sarne's pass, or past two guards by the river side): rolls of leaf, stripping knives, long padded boxes. Reward: a stripping knife (an uncommon dagger); XP.

3 **The Ear.** One flake keeps the curve of an ear. Nenet stops buying; that night the Company sends men to break her scales: hold the shop (guards ×5 with a whistler).

NENET
I weighed it every week. I never once asked what it had been.

4 **Honest Weight.** Carry Nenet's brass weights to the Halun stall, the Long Table and the Quay so the town has a scale nobody owns. Reward: a fair-price token (gold and silver items sell at full value in Mareva); XP; **unlocks choice B**.

THE LONG TABLE

Mareva; giver Mother Ashet. The mystery: where do the lodgers go?

1 **Rooms to Let.** Search three empty rooms, rent paid, packs left: a Company chit ("night work, double pay, the Tents, after dark") and Pim's letter to his wife, returned with gold dust in the fold.

ASHET
I keep the rooms. A man comes back, he wants his bed where he left it.

2 **Night Work.** In the Tents at night, Sallow Jem recruits drunk men for the night boats. Roll:

STALVAN
Sign on as a rower (Deception)

;

VELLA
Buy him a drink and let him talk (Insight)

;

HERO
Take him by the collar (Intimidation)

. Success: the boats go to the Rowers' Cove. Crit success: and Jem's list: Pim is alive. Fail: Jem runs to warn the cove. Crit fail: Jem signs Stalvan on for real; he rows a night boat down the Long Beach and the party follows on the sand.

3 **The Rowers.** Free the chained rowers at the Rowers' Cove (Company guards and dog handlers on the Long Beach and in the Lagoons).

4 **What Pim Saw.** Pim, fed: the boxes were too light for gold, and one knocked from inside, three times, slowly. *(In M8, if this is done, Vella: "That was him. Listening.")* Reward: Ashet's table

(free rest and party meals at the Long Table from now on); Pim's diving knife (rare); XP.

ARTICLES

Corsair Bay; giver Captain Isaura (or Tock). The mystery: who is skimming the shares?

1. **Signing On.** Climb the Cove mast (the pirate coast's watchtower) and play bones with Isaura. Roll:

   HERO
   Roll and keep a straight face (Deception)

   ;

   ZANZE
   Count the throws (Investigation)

   ;

   VELLA
   Watch her hands (Insight)

   . Success: a seat at the shares. Fail: she wins your silver and likes you anyway.

2. **Short Shares.** Zanze counts the share chest against the Articles' book: Rook takes an extra share, in the gentleman's new gold, "for stone work".

   ISAURA
   A share's a share. Even for a thief.

   ZANZE
   He took two.

3. **The Marooned.** Rook marooned the old bosun Tock on a lagoon islet for asking about the stone work. Take a skiff into the Lagoons and find him among three islets.

4. **The Vote.** The Hulks vote a captain at low tide; the party lays the evidence; Rook calls for the old way. **Boss:** Rook on the rope bridges. Reward: Isaura's charter (free passage on her sloop between Corsair Bay, the Lagoons and Mareva); her favour; XP; **unlocks choice C**. Done before M4, one more relief panel survives in the Counting House.

A NAME FOR THE SOTU

Wenatu; giver Speaker Tawi. The mystery: what did the child see?

1. **The Sweeping.** Sweep the White Causeway at dawn with the children (bristle pigs at the far end). The children tell the walk-out, all of it except the end.
2. **Kawe's Hunt.** Hunt Old Yellowback at the falls pool with Kawe.

KAWE
You came out of the Dark Run. The river didn't want you either.

3. **The Kesa.** Tawi gives the party a canoe in public; the answer must weigh the same: a story at the fire. The player picks the teller: Stalvan tells the scar (a new version: a crocodile, "a very patient crocodile"; Zanze writes it down), Vella tells the old empire's tomb in three lines, Manfred tells the car, or the hero says nothing and gives his knife (the Halun take that as heavy).
4. **Names.** At the name-tree each member gets a Halun name (Few-Words, Holds-the-Door, Says-Later, Writes-It-Down, Smoke-Before-Breakfast; proposals), and Tawi tells them the end of the walk-out: the child at the top of the shaft. Reward: the names (the village uses them in its barks); the walk-out verse (sung at the river in M10); Halun prices; the Last Step open with the village's blessing; XP.

THE COPPER BELL'S CHARTS

Corsair Bay and the whole region; giver Old Paku at Pohu, or the wreck itself. The mystery: why was the cargo never claimed? (the treasure hunt)

1. **The Wreck.** At low tide, search the *Copper Bell*'s ribs (crabs, a crocodile in the hold) for the captain's chart case: five torn pieces, each showing one skyline from one spot and a cross.
2. **Five Pieces** (any order). Walk until the world matches the drawing (the Last Step between two palm crowns; the Face over the falls; the Hulks' masts; the Bar Light; the notch of the Spine), dig, and open a buried chest whose rarity is rolled. The spots: the Long Beach dunes, a lagoon islet, Pohu's palms, the plaza at noon, the Spine's foot by the Dry Mouth.
3. **The Golden Stair.** The last piece shows only a stair of gold, the rush men's legend. At sunset on the causeway the Last Step's pale stair turns gold for one minute.

STALVAN
There's your gold.

MANFRED
Lasts about a minute.

4 **What the Bell Carried.** In the case's lining, the captain's last note: a hundred years ago they carried "one gilded king, for a buyer in the north", and the Halun took it off the wreck. Old Paku shows the raft post where his grandfather's grandfather sang it down to the sea. Reward: the captain's chest (rare); the river rite in M10 uses Paku's words.

SIX WENT UP

A sixth side chain, on its own page (proposal, Unconfirmed). Giver: the Mate, an old sailor at the Long Table, from M3; the sailing needs M4. Nine quests from Mareva to the Doorstep, a small island south of the coast: the door of the Long Table, the dyer's shares (a roll talk), the bean barrel, landfall, the stockade's four walls, the castaway, the ship cut loose and retaken, the pit, and the sharing of the gold. Bosses: Brask the gunner, Dun Kesk. Rewards (proposals): a named weapon or shield for each of the five, 20–45 gold by the sharing, three chests, a recipe, free passage to the island. Everything is on The Treasure of the Doorstep.

NOTHING WALKS STRAIGHT

Added 2026-11-18 (JUNGLE-BEASTS-STORY); a proposal, Unconfirmed. Wenatu, Pohu, the tracks, the quiet pens, the White Causeway; givers Oki, then Tehu. The mystery: what makes a beast walk straight? Opens after M2; quest 3 needs M4; quest 5 needs M9. The rule behind it is on the story page; the beasts are on the enemies page.



The bow on the post. *Tehu of Pohu, the hunter who will not hunt (concept art, proposal).*

1 **He Doesn't Steal** (Oki, seven · Wenatu). His tame monkey, Thief, came home with blue eyes and sits on the roof ridge all day, facing the fire ground. Each member tries what they have: Vella's grave-sight finds nothing; Zanze steps back from under the ridge; Stalvan looks once and goes to sit by the river. At dusk the monkey walks into the trees in a straight line. Follow the track to a count stone on the hunters' path, where it sits down in a row of other blue-eyed things under a gold hand. A rank of tapirs walks the party back to the village without touching it. Reward: XP.

OKI
He doesn't take my food. He always takes my food.

VELLA
No thread. Nobody waiting.
(beat)
He's alive. He's still in there.

ZANZE
It's like a room where someone is holding their breath.

2 **The Bow on the Post** (Tehu · Pohu). The best tracker on the west ridge will not walk the forest. Roll:

HERO
Oki's seven. He thinks it's his fault (Persuasion)

;

STALVAN
Take the bow off the post and hold it out to him (Intimidation)

;

VELLA
Tell him what you saw in the monkey: it's still in there (Insight)

. Success: he walks with the party and teaches the reading. Crit success: and he says how many he sold, "Eleven." Fail: he gives up his bone whistle and stays; Old Paku walks instead, slower (one more fight). Crit fail (Stalvan): Tehu takes the bow and breaks it over his knee; Paku walks. Then follow two straight tracks (the falls ridge, the ford); Manfred plots where they cross. At the crossing stands the first kennelman, with a straight cat and the troop. Cut him down, lay Oki's food bowl on the ground and step back. Thief takes it: **the first freeing**. Reward: the bone whistle and the salt cakes (the lures); XP; and from now on a ration goes missing at every rest in Wenatu ("Thief took 1 ration").

TEHU
I know the black one by her left forefoot. Where she sleeps. What she's afraid of.

She walked past my goat. She looked at me the whole way.

HERO
Walk with us.

TEHU
Nothing alive walks straight.
(beat)
I'll show you where they stop.

3 **The Quiet Pens** (Tehu or Paku · the drain causeway, by day). Follow the trappers' sledge marks to the kings' old kennels: open stone stalls with no gates, beasts not yet bound lying awake, and over each a kennelman with his hand held out. Drop the six kennelmen (the wall, the gate and the carrier guard them) and drive the animals out. In the feed store: the Company's tally of "live game, paid in salt", and a small brass key on a cord, worn bright at monkey height. Reward: a chest (uncommon); XP; the key clue for M7.

MANFRED
No gate. No lock. Nothing's keeping them in.

STALVAN
The bowl is.

ZANZE
They're starving. They'd take anything.

STALVAN
Every night he brought me my own plate. Warm. All I had to do was put it on.
(beat)
I was cold. It's the same question.

VELLA
And you said no.

STALVAN
It wasn't paid for.
(He looks at the cat.)

"She doesn't owe anybody."

4 **Follows-at-Dusk** (Speaker Tawi and the children · the White Causeway at dusk). The road out has not been swept for nine days. **Mini-boss:** Follows-at-Dusk. Reward: by the choice; XP; the causeway is swept again the next dawn.
CHOICE Kill or free

> Kill her: Kawe helps, and his young men carry the hide home. The road opens the same day. The old cat's hide (rare).
>
> Free her: cut down her three kennelmen while she lives, lower your weapons, and the hero turns his back and walks home. The kennel ring and the answered kesa (both rare); she follows the last child at dusk again.

CHOICE Who tells the fire how the beasts are made (the pits are Tehu's)

> The hero tells it: Tehu's tag comes off the name-tree and he is *sotu*; Kawe's young men break every pit that night, and M7's guard on the causeway is one rank thinner; Pohu will not trade with the party for a moon.

> The party keeps it: Tehu keeps his name and walks with the party in M7 (the kennelmen are marked); the pits stay, two more beasts are bound, and Old Paku finds the tally himself at the end: "You knew."
>
> *Tehu says it himself (roll:*
>
> **HERO**
> Say it before someone says it for you (Persuasion)
>
> ;
>
> **ZANZE**
> Read him his own count, and let him finish it (Insight)
>
> *):*
>
> **TAWI**
> A man who says it himself is half answered.
>
> He is *sotu*, the pits are broken, and Pohu keeps trading. On a fail he cannot, and the hero chooses between the first two.

5 **Eleven** (Tehu · the whole jungle; after M9). The eyes have gone out. Tehu sold eleven beasts and walks with the party to count them: each is found alive at its old place, doing what it does, or where the party killed it. **The count is the player's own play.** Eight or more alive: Tehu strings a new bow, his tag goes back on the tree, and he gives *Tehu's bracer* (rare). Four to seven: the whistle's twin (uncommon). Three or fewer: he thanks the party and gives nothing; the bow stays on the post.

TEHU
I'll know them by their feet again.
That's all I wanted.



The row. *Seven heads, one turn (concept art, proposal).*

What the main steps gain from the bound beasts *(added 2026-11-18; nothing is removed)*: **M1** a row of vultures on the walled gate in the first minute, and the eyes between the trunks after the gold man (**Manfred:** "You could lay a rule along them." **Ilo:** "Don't run. They don't chase." **Stalvan:** "That's a picket line." … "Cats don't post pickets."); **M2** Tawi's third piece of news, and Oki; **M3** the macaws on the Company House roof; **M4** straight tracks in the causeway's dust, and a relief of kings, cats and keepers; **M5** the frigatebird on the *Heron*'s yard; **M6** the Buyer knows what was lost at the falls; **M7** two ranks of bound beasts guard the kept, and a monkey keeps the pen's key; **M8** the kennelmen fall and every bound beast walks toward the well; **M9** the ring of eyes at the rim goes out by thirds; **M10** one sea bird on the captain's yard (**Manfred:** "That's a mile past the reach." **Stalvan:** "Go on. Count us."). *The Relief* gains a kennelman in the rubble behind the gate, beside an opened long box: the wall gang carried him up. **Stalvan:** "Box and two poles. He didn't walk up here. Somebody was paid to carry him."

ONE FIRE

Added 2026-11-19 (WARRIOR-STORY); a side chain on its own page (proposal, Unconfirmed). Giver: Suwena, from the morning after M2; the last quest plays inside M10. Seven quests with the jungle's four peoples: The Guest Dish, Dead Man's Butter, The Ones Who Say No, The Town That Left, The Loud Gathering, The Envoy Who Would Not Bleed, One Fire; and four small quests at her fire. **What the main steps gain:** M3 her entrance; M7 one more option at the town's edge ("**Suwena:** Tell him what a late entrance costs (Insight)") and one

forgiven line on the kept road for a painted party; M8 a line in the Buyer's notebook; M10 a Speaker drawn by lot and a second side to each ending of the gold. Full page: One Fire.

PROFESSION QUEST

A PINCH A DAY

Skill teacher: Old Benno, a panner at the Oyowa's bends below Mareva (red "!" over his head; red "?" when the quest is ready).

- **What to do:** pan with him at three bends (the Gold Bar's tail, Wenatu's landing, the river mouth): a pinch of real dust at each, and nothing like the strike.

BENNO
Forty years. A pinch a day. Then in spring this river starts giving cups.
(beat)
Rivers don't change their minds.

- **Taught: Panning**: at marked river bends, wash sand for gold dust; ten pinches make one small bead an assayer buys; now and then the pan turns up a Halun bead, an Ilkari counter or a chip of leaf (lore). A slow, small income, never a fortune.

SMALL QUESTS

Quest	Giver · where	Places walked	What to do	Reward	Status
The Relief	Khemu, the pass watchman · the watch-hut	the watch-hut; the pass's south side	His relief went up the pass the night it shut and never came down. After M4, from the jungle side, find the relief's whistle in the rubble and clear the south side with Manfred and two Halun with ropes.	the pass road open both ways (the shortcut to Meneferu); Khemu's whistle (a trinket); XP	Planned
The Parrot That Knows a Phrase	Doss, a card sharp · the Tents	the Tents, the Company House, the Long Table	His parrot repeats one phrase in a soft voice: "Not that one. It has to have its face." Buy it or win it at cards, and find whose voice it copies.	2 silver from Ashet's kitchen for the bird; a clue	Planned
Bitterbean	Old Sefu · his roastery in Mareva	the roastery, Wenatu's bean plot, Pohu	Fetch three kinds of bean from the Halun (and carry Sefu's roasted beans back as his kesa).	bitterbean (a party drink: a small buff on night steps); XP	Planned
The Cat in the Rafters	Old Paku · Pohu	Pohu, the hunters' path, the cat den	Carry a jungle cat's cub back to its den without drawing a weapon in its mother's ring.	a cat-hide strap (a light belt); the crowns' telegraph in the codex	Planned
Half a Verse	Little Wen · Wenatu	Wenatu, the Well House's lip (after M7)	Bring Wen's half of the well song together with Neha's half.	one wrong turn fewer in M9; Wen sings at the river	Planned
Salt for the Pans	Meret, Ashet's cousin · the salt pans	the pans, the timber yard, the Quay	The pans' sea gate is jammed: fetch a bloodwood beam and let Manfred re-hang it. **Manfred:** "Who builds a gate that opens inward against the sea?" **Meret:** "My father." **Manfred:** "...It's a good gate."	salt (food preservation ×5); a few silver	Planned

THE END

Sources: docs/plan/full_game/island2_jungle_act2.md §§8–10 (JUNGLE-STORY, narrative-writer, 2026-11-18).

Sources (Nothing Walks Straight): docs/plan/full_game/island2_jungle_act2.md §16.5–16.8 (JUNGLE-BEASTS-STORY, 2026-11-18).

Last updated: 2026-11-19 (JUNGLE-FIT-MAP: numbers and directions brought to the planning map; earlier JUNGLE-BEASTS-STORY: the chain Nothing Walks Straight; what the main steps gain)