L O A A

Quests of Where the Day Ends

SCRIPT

2026-11-26



TYPE	Side quests, roll talks and planted threads of one story arc
MAIN QUEST	Where the Day Ends
LOCATION	the Murk Coast (C1–C5) and the Black Beechwood (F1–F6), Island 1
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.



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.

M **MATIJA**

P **PERINA**

K **KUZMA**

A **ANKA**

M **MILKA**



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.

S **STANA**

G **GRGA**

J **JELKA**

D **DOBRILA**

J **JOSIP**

J **JAKOV**

THE STORY, AS YOU PLAY IT

Eleven side quests lie along the main line of Where the Day Ends. Each has a giver, something to do on the spot, one mechanic of its own and a decision. None of them blocks the main line.

On the Murk Coast there are five. You mend the hanging bridge with a wreck's rigging (*Seven Strands*), bring up a ship's bell (*The Bell in the Surf*) and line up the cliff's fire baskets from the lighthouse gallery (*Seven Notches*). *Gull Eggs* and *Fish for the Forest* complete the coast.

In the Black Beechwood there are six. *The Noon Hollow* is a hollow where it is noon in the middle of the night. The others are *Anka's Ring*, *Proof of the Kill*, *Fat Wolves*, *What the Gate Saw* and *Live Embers*.

HOW IT ENDS SPOILERS

Each quest lights the main mystery from another side. *The Noon Hollow* proves early that it is night wherever you can see the lamp. *Seven Notches* counts seven wrecks, and the keeper's log shows six of those nights in her own hand. *What the Gate Saw* makes the forest's headwoman confess that she barred her gate on a boy in a red cap. Those last two together unlock the third ending, the blood price. *Seven Strands* decides whether the bridge holds in the boss fight.

The quests of Where the Day Ends are the eleven side quests, the roll talks and the planted threads of the proposed Act 2 arc: five on the Murk Coast and six in the Black Beechwood. The main line is on the story page. Nothing here is built; every name is a working name, *Unconfirmed — awaiting the director*.

Rewards follow the low prices (CLAUDE.md "Items and trade"). Act 2 chest and item levels are set by the items plan, not here.

AT A GLANCE

#	Quest	Giver	Mechanic	Decision	Lights which question	Reward
C1	Seven Strands (*Ropework*)	Grga, the bridgeman	the tide window	cut the drowned man's strand or leave it	the ship's rigging	the *Ropework* skill; the Swing holds in the boss fight
C2	The Bell in the Surf	Perina, a fisher's widow	sound as the map	sell to Kuzma or bring to the keeper	the ship's name; the keeper's first crack	a little coin; Dobrila's lines at M11
C3	Seven Notches	Jelka	the wreckers' fires	tell Jelka or spare her	the seven wrecks	the ledger; choice C (with F5)
C4	Gull Eggs	Pavo, a boy of ten	the wind	take the spyglass or leave it	who watches the rock	gull eggs; the spyglass
C5	Fish for the Forest	Šimun, an old fisher	the beam as a timer	the roll at Stana's gate	the two villages	a fur hood; who helps in the raid
F1	The Noon Hollow	Old Milka	the light line	kill the bear or let it go	the cause; "She always kept the book"	apples
F2	Anka's Ring	Anka, the trapper's widow	the tally cord	the truth or a lie	the Crew's count	a trapper's knife, a little coin
F3	Proof of the Kill	Matija, the hunter	the fence	Matija or the Count's coachman	the Crew are sailors	the bounty
F4	Fat Wolves	Iva, a goat girl	tracking by frost	Kuzma or Perina gets the buttons	the village hunted the survivors	pelts, silver buttons
F5	What the Gate Saw	the gatepost; Stana	a roll that changes who confesses	the Insight rolls, or the red cap	the forest's guilt	the truth; choice C (with C3)
F6	Live Embers (*Charcoal Burning*)	Josip, after M8	defend the burn	fight or tend	Jelovac's warmth	the *Charcoal Burning* skill

THE DARK COAST (C)



The Swing. *The hanging bridge to Crni školj, where C1 pays off (concept art, proposal).*

C1: SEVEN STRANDS

Ropework profession quest; teacher Grga, the bridgeman, Vjetrnik.

- **Steps:** talk to Grga at the Swing's head → down the cut stair to the Swallow's Shingle → seven lengths of tarred hemp from the *Lastavica*'s rigging → watch Grga splice.
- **Where:** the Shingle's floor lies in a slot of grey day (the cliff hides the lamp from the cove); the night begins a few steps up the stair.
- **Mechanic: the tide window.** The rigging shows only between great waves. The boom and the white rise of spray give the warning; anyone caught on the shingle is thrown back to the stair foot.
- **Decision:** the seventh strand is wound round a drowned man's wrist bone in the ribs. Cut it free (Grga: "Then he's let go of the ship. Good.") or leave it and take one from the winch store (the Swing holds, and Grga says nothing at all).
- **Memorable:** Grga splices without looking, telling you which knot a drowned man tied in each strand.
- **Reward:** the *Ropework* skill (grapnel lines that open marked climb spots; repair the Swing).
- **Tie:** done, the Swing holds in the boss fight; not done, its middle span breaks at the White Beak's half health and the last phase is fought on a shorter, steeper half bridge.

C2: THE BELL IN THE SURF

Giver Perina, a fisher's widow, Vjetrnik.

- **Steps:** hear Perina → find what rings under the Shingle on every big wave → bring it up.
- **Mechanic: sound as the map.** The bell rings only when a wave rolls it: walk toward the ring, freeze when the spray rises, dig when it settles. It is the *Lastavica*'s bell, a swallow cast on its shoulder.
- **Memorable:** Perina, holding it: "My man said the sea rang all that winter. He drank so he wouldn't hear it."
- **Decision:** Kuzma offers twice Perina's price "for the village"; sold to him, the quest fails (he drops it off the cliff that night). Brought to Dobrila, she knows it at once: "That's the *Lastavica*'s." And after a moment: "I never asked the name. Not once. Not for any of them."
- **Reward:** a little coin from Perina; at M11 Dobrila rings it once before she pulls the lever, in every ending.
- **Tie:** the ship's name; the swallow matches the Crew's bone sign; her line is the first crack in "she never knew".

C3: SEVEN NOTCHES

Giver Jelka, Kuzma's daughter, Vjetrnik.

- **Steps:** Jelka shows the loft beam: seven notches, a small figure beside the seventh → light the three Wreckers' Teeth on the cliff points (each a short climb in the wind) → watch from the Lamp's gallery → back to Jelka.
- **Mechanic: the wreckers' fires.** From the gallery the three fires line up into the "harbour mouth" a ship would steer for, and it points straight at the rocks.
- **Memorable:** Jelka: "He always said the Teeth were for the fishing boats. We don't have a harbour."
- **Decision:** tell her what the notches are, or spare her. **Told:** she does not cross the Swing that evening; at M9 she stands in her father's door and will not let him hide (his confession needs no roll), and in ending A she brings bread for two. **Spared:** she keeps crossing, Zanze copies the notches without a word, and Kuzma's confession takes its roll.
- **Reward:** the ledger (the notches, copied by Zanze) and Jelka's trust (if Kuzma's M5 roll failed, she lets the party through without waiting for bread time).

- **Tie:** laid against the keeper's log at M9, the ledger shows six wreck nights in Dobrila's own hand; with F5, choice C.



Six nights. *Six of the seven notches are in her hand (story picture 19, proposal).*

C4: GULL EGGS

Giver Pavo, a boy of ten, Vjetrnik.

- **Steps:** take Pavo's dare → race him along the gull ledges below the Beaks' Stair → find the ledge with the Crew's lookout.
- **Mechanic: the wind.** Gusts come in visible lines over the grass; stand still on a gust or be pushed toward the edge. A race against a boy who knows the gusts.
- **The find:** a nest of sailcloth, a wreck's spyglass trained on the Lamp's gallery, and a cord with a knot for every evening Jelka crossed.
- **Memorable:** Zanze counts the knots: "Every evening. For years. Somebody has been watching her cross." Through the spyglass: Dobrila on the gallery, very small.
- **Decision:** take the spyglass (a trinket; one Chick fewer comes in the raid's first wave, watching the ledge instead) or leave it where it lies (at M10, Jakov: "You left my glass. ...Thank you.").
- **Reward:** gull eggs (food, a small heal by the fire); the spyglass, if taken.
- **Tie:** the lookout's cord counts the same way as the Nest's tally cord: the White Beak has been watching his mother.

C5: FISH FOR THE FOREST

Giver Šimun, an old fisher, Vjetrnik → Jelovac.

- **Steps:** fish with Šimun from the cliff → salt the catch → carry it up the Beaks' Stair to Jelovac.
- **Mechanic: the beam as a timer.** You can cast only while the beam lies on the water (four seconds a sweep); on the Stair the Crew waits between sweeps, so you move in the light and stop in the dark.
- **Decision (a roll):** Stana will not take "wreckers' fish". Persuade at her gate: success, the first trade between the villages in twenty-two years; fail, she takes it for the children only and says so.
- **Reward:** a fur hood from Jelovac (or nothing, on the fail).
- **Tie:** on a success Matija and four hunters come down for the raid and hold the square's west side (one wave fewer); on a fail Šimun and two fishers fight at the Swing's landing.

THE DARK FOREST (F)



Jelovac. *The forest village where most of the F quests are given (concept art, proposal).*

F1: THE NOON HOLLOW

Giver Old Milka, Jelovac.

- **Steps:** Milka asks the party to get a bear away from her apple tree → go down into the sinkhole's noon → deal with the bear → bring her apples.
- **Mechanic: the light line.** In the hollow it is noon; three steps up the slope, where you can see the lamp, it is night. The bear fights in the sun and slows on the frozen slope; lure it across the line.

- **Decision:** kill it (pelts) or drive it over the line and let it go (Milka: "It's cold too.").
- **Memorable:** Manfred, one boot in each: "Wherever you can see the lamp, it's night." (If done before M8; at M8 he says only "Same as the apple tree.") Milka, sending an apple to the keeper: "She liked them when we were girls. She always kept the book, you know. Bartul never had the patience."
- **Reward:** apples; Dobrila eats Milka's apple at M11.
- **Tie:** the cause, early; the book, a fair clue to the keeper's guilt.

F2: ANKA'S RING

Giver Anka, the trapper's widow, at the bone markers (existing map hook).

- **Steps:** Anka asks for her husband's ring → read the Nest's tally cord at M8 → the ring comes off the Bosun after the Swing → bring it back.
- **Mechanic: the tally cord.** Each name is a knot, and the knots differ (the Crew ties the way a sailor marks cargo). Zanze reads it to find his.
- **Decision:** Anka asks one thing, "Was he afraid?" (see the roll talks).
- **Reward:** a trapper's knife, a little coin.
- **Tie:** forest → coast (the ring comes back from the Swing).

F3: PROOF OF THE KILL

Giver Matija, the hunter, Jelovac.

- **Steps:** Matija asks for a Gull's mask → kill a Gull in the beam → bring the mask.
- **Mechanic: the fence.** A Gull drops its mask only if it falls in the beam (the Crew carry their dead off in the dark). Fight it into the light.
- **Decision:** the Count's coachman at the cliff lookout pays three times the bounty, "for my master, who collects masks". Sold to him, the quest fails. *(A proposal for the Act 2 writer: at the masked ball a courtier wears it; Stalvan: "That's Matija's gull.")*
- **Memorable:** Matija turns the mask over and finds a swallow cut in bone at its cord: "...They're from a ship."
- **Reward:** the bounty (small) and Matija's respect.

- **Tie:** the forest → the coast's edge and the castle.

F4: FAT WOLVES

Giver Iva, a goat girl, Jelovac.

- **Steps:** wolves take the goats → track them → clear the den in the Wolf Doline.
- **Mechanic: tracking by frost.** Tracks show only on frosted ground, and the frost melts off the beam's path for a moment every sweep; follow them between sweeps.
- **The find:** the wolves are fat. Among old bones lies a coat with silver buttons, Vjetrnik work, twenty-two years old: Krsto, a wrecker who followed the survivors into the forest the night of the wreck.
- **Decision:** show Kuzma the buttons at M9 (he names him, "Krsto. He never came back.", and confesses faster) or give them to Perina, whose brother he was (she keeps them and never speaks to Kuzma again).
- **Reward:** pelts (Bag Leatherworking); the buttons, if kept.
- **Tie:** proof the village hunted the survivors.

F5: WHAT THE GATE SAW

Giver: the gatepost itself; Stana.

- **Steps:** notice Jelovac's old gatepost (short scratches low down, as from a child's nails, and a palm print in old tar) → ask three villagers → ask Stana.
- **Mechanic: a roll that changes who confesses.** Three versions (bears; the first winter's wind; "ask Stana"); an Insight roll on each finds the true one. All three succeed: Stana speaks, "He didn't knock. He scratched. He had a red cap." Any fail: she shuts her door, and only the red cap from the Nest opens it again.
- **Reward:** nothing but the truth; with C3, choice C at the Lamp.
- **Tie:** the forest's guilt answers the coast's.

F6: LIVE EMBERS

Charcoal Burning profession quest; teacher Josip, after M8.

- **Steps:** Josip, home, needs a new kiln before the first snow → ten beech billets from the dead trees and turf → fire and tend the kiln.

- **Mechanic: defend the burn.** About two minutes; patch the smoke holes as they open while the Crew's leftovers come out of the night's edge to put it out.
- **Decision:** whoever leaves the kiln to fight costs it a hole; Josip will not leave it: "A kiln left alone is a kiln gone."
- **Reward:** the *Charcoal Burning* skill (a sack of charcoal makes a cook fire anywhere out of combat, the allowed healing).
- **Tie:** Jelovac's warmth; the cart goes back to the fair in the coda.

THE ROLL TALKS

K3: STANA'S BARGAIN, THE ROLL TALK IN FULL

M3, Jelovac's gate.

STANA
(through the gate's hatch (page 1))
Your Nico came through at dusk. I told him the birds hunt at the kilns. He went anyway.

STANA (PAGE 2)
Bring me Josip and his girl. Bring me the White Beak's skull. Jelovac pays what it has: one gold, and a hood of wolf fur each.
(the base reward)

The bargain (one option per member present):

Member	Option (label)	Skill, DC
Hero	"Pay when they're home. Not one coin before."	Persuade 12
Vella	"My father buys your charcoal. He'll stand surety."	Persuade 11
Stalvan	"Your gate bar's new. Your back wall isn't."	Perception 12
Zanze	"Terms in writing. I'll write; you make your mark."	Investigation 13
Manfred	"Every lamp you've got faces the sea. Why?"	Insight 12

Crit lines (the roller, then Stana):

ROLL Hero · Persuade 12

> *Crit success:*

HERO
You've lost eleven. We're bringing back three. Pay for three.

STANA
...Fair. Three gold, then, one for each. Don't make me count wrong.

Crit fail:

HERO
No pay, no rescue.

STANA
Then go home. Your boy chose without you.
(The hatch shuts; branch B.)

ROLL Vella · Persuade 11

Crit success:

VELLA
Castellani. Guido's daughter. You sold him charcoal before I was born.

STANA
The bridge girl who went to the desert. Your father overpays. I'll overpay you.

Crit fail:

VELLA
My father will stand surety.

STANA
Your father stood surety for the bridge railing. It's still owed.
(The price drops; she names Guido's debt, a callback for the coda.)

ROLL Stalvan · Perception 12

Crit success:

STALVAN
Bar's new. Back wall's rotten at the third post. They don't need your gate.

STANA
...Matija. Show the big one the third post. And go with them to the kilns.

Crit fail:

STALVAN
Your back wall's weak.

STANA
So you've been round the back. Strangers who go round the back get watched.
(A watchman follows the party to the Clearing; branch B.)

ROLL Zanze · Investigation 13

Crit success:

ZANZE
One gold, the hoods, and the skull bounty on top. Your mark here.

STANA
You write fast. Write 'and supper.' I can't read, but I'll know if you didn't.

Crit fail:

ZANZE
Terms in writing.

STANA
The last people who wrote things down for Jelovac took our timber for a song. No paper.

ROLL Manfred · Insight 12

Crit success:

MANFRED
The lamps face the sea so you're lit when the beam passes. They won't come into it, will they?

> **STANA**
> Nobody's said it out loud in twenty years. Stay in the sweep. They hunt between.
>
> *Crit fail:*
>
> **MANFRED**
> Why do the lamps face the sea?
>
> **STANA**
> Because we hang them that way. Stop counting my lamps.

Plain tiers (Stana):

ROLL any member, plain result

> *On success:*
>
> **STANA**
> All right. The gold now, half, and half when they're home.
>
> *On a fail:*
>
> **STANA**
> One gold when they're home. Not before. That's the price of strangers.

Branches (one to three pages, then rejoin):

Branch A (any crit success): Matija comes out to walk them to the kilns.

MATIJA
I'll take you as far as the sweep goes. Past that, you're on your own. So am I.
(He guides the party to the Clearing and fights the first raid with them.)

Branch B (hero or Stalvan crit fail): the hatch shuts.

STALVAN
Third post.

The party goes in through the rotten back wall. A watchman follows them to the Clearing and stays at the edge of the beam; if he is

alive at the end of the raid, he tells Stana the party fought, and her reward returns to the fail tier.

- **Rejoin (all):** Stana, or the watchman: "The kilns are that way. Stay in the sweep." Objective: *Search the Burners' Clearing.* `dir.flags.deals.jelovac` remembers the tier; Stana calls it back once in her last line at the ending (option A: "You took my gold for a skull you never brought.").

THE OTHER ROLLS

The design gives these rolls their outcomes; where no full line set is written, none is added here.

Where	Roll	Outcome tiers
M5, Kuzma	persuade or lie, for the Swing's gate key	on a fail Jelka lets the party through at bread time (at once, with C3 done)
M9, Kuzma's confession	intimidate or persuade (no roll if Jelka was told in C3)	changes how much he says before Zanze lays out the log, never whether the step moves on
M11, choice B	persuade (the truth) or lie (with the red cap)	success, fail and crit fail as on the story page
C5, Stana's gate	persuade	success: the first trade in twenty-two years, and Matija and four hunters help in the raid; fail: fish for the children only, no hood, and Šimun and two fishers fight at the landing
F5, the three villagers	Insight on each	all three: Stana speaks; any fail: her door shuts until the party brings the red cap

Anka: "Was he afraid?"

F2, a lie or persuade roll.

ROLL The truth (persuade)

> The line: "He fought."
>
> On a fail: she hears the pause.

ROLL Lie

> The line: "No."
>
> *On a fail:*
>
> **ANKA**
> You didn't know him.

NOTES LEFT FOR LATER

Planted, not resolved.

1. **The locked chest of the *Lastavica*.** On the Shingle, under the ribs, a captain's strongbox sealed in lead, its seal stamped with a knot and three hanging threads, the Puppeteer's sign (canon). Nothing in this arc opens it; Manfred: "Not with what I've got. Not without breaking what's in it." *Pays off:* whichever act names what the *Lastavica* carried, and for whom.
2. **The second socket.** The lamp's old-empire bronze mount has two sockets; one is empty. Vella: "They built two."
3. **The light past the Seam.** Some nights a small light answers the lamp from beyond the storm wall: three short, one long. Dobrila: "Every year since. Nobody's ever come in."
4. **The Crew in the heights.** Under endings A and C the Crew's grown fighters vanish into the heights.
5. **Bartul's fall.** Nobody in this arc says how he fell.

THE END

Sources: docs/plan/full_game/island1_dark_coast_and_forest.md (DARK-STORY and SYN-DARK, 2026-11-17), the synopsis and sections 5, 6, 7, 10. Pictures painted by the main session with Meshy's Nano Banana endpoint (AI output), status LICENSE OR REPLACE.

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