LOAA

Where the Day Ends

SCRIPT

2026-11-26



TYPE	Story arc, main quest "Where the Day Ends" *(working)*
ACT	Proposed: Act 2, before the masked ball (full game, not the prologue)
LOCATION	Island 1's west: the Black Beechwood, the Murk Coast and the Lamp; starts and ends at Valponte
PARTY	All five: the hero, Vella, Stalvan, Zanze, Manfred
FOES	the Crew ("the Beaks"), wolves, a bear
BOSSES	the Cook, the Bosun, the White Beak
LENGTH	About 3–4 hours with the side quests; the main line alone about 90–120 minutes
STATUS	**Proposal**, *Unconfirmed — awaiting the director*. Written 2026-11-17 (DARK-STORY), redesigned the same day (SYN-DARK); nothing built

Cast

G

GUIDO



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.



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.

D

DOBRILA

N

NICO

J

JAKOV

M

MATIJA

C

CHILD

A child of the town.

I

ILARIA



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.



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.



HERO

TLOAA's player character and the leader of the party: a mercenary who takes the mayor's contract to free Stara Luka with Vella and Stalvan.

K

KUZMA

S

STANA

G

GRGA

A

A DYING GULL



A CREW CHILD

THE STORY, AS YOU PLAY IT

You come home with Vella to Valponte, her family's town, for the autumn fair. All five of you are there: the hero, Vella, Stalvan, Zanze and Manfred. Her brother Nico is not.

The cart with no driver. Nico rode west last night after Ruža, the charcoal burner's daughter. Now her father's cart rolls into the yard by itself. Stalvan lays a hand on a sack: "Frost. In this sun." A gull's skull is tied to the collar with a sailor's knot. Somebody sent it from the island's west, where it has been night for twenty-two years.

Where the day ends. You follow Nico's track uphill, and in ten steps the afternoon turns to night. The forest beyond, the Black Beechwood, is stuck in a frozen autumn: its leaves never fell. Far ahead a lighthouse beam sweeps the treetops. "A lighthouse," says Zanze. "Lighting a forest."

The village in the beam. Stana, the headwoman of the forest village of Jelovac, has lost eleven people to the Beaks. They are cannibals in bird skulls who will not stand in the lighthouse beam. She makes you a bargain: bring back the burner and his daughter, and the skull of the Beaks' leader, the White Beak.

Taken alive. At the burners' kiln the captives' ropes were cut and tied again in sailor's knots, and there is no blood. "They don't take them alive," says Matija, the village hunter. Stalvan answers: "Then somebody wanted these three walking." The Beaks attack, and you learn to fight in the beam's rhythm, because they pull back each time it passes. Their tracks lead to the Throat, a deep pit the beam never reaches. To go down, you need the lighthouse keeper to hold her light on it.

The coast. A cliff stair drops you onto the Murk Coast, all wind and great waves. Kuzma, the headman of the cliff village of Vjetrnik, is a warm host. But his poor village holds silver, and its door beams are ships' oak.

The keeper's question. The lighthouse, the Lamp, stands on a rock at the end of a hanging bridge, the Swing. Dobrila, the old keeper, asks what she asks every stranger: "Did you see a boy? Nine. A red cap." Then: "He's afraid of the dark. So I keep the light on." Her lamp burns no oil, and its flame is cold. She will hold the beam on the Throat at the third bell, if you ask the birds about her boy. The bell rings, the beam swings onto the pit, and you rope down in the light.

HOW IT ENDS SPOILERS

The lamp makes the night. At the bottom of the pit lies a disc of noon sunlight. Manfred works it out: wherever you can see the Lamp, it is night. The lighthouse drinks the day and stores it in its glass.

You were the bait. In the Beaks' nest hangs a child's red cap. You find Nico, Ruža and her father alive and fed. The Beaks are the crew of a wrecked ship, and the White Beak is Jakov, Dobrila's son. He sent the cart so that strangers would ask his mother to turn her light away. Now the coast is dark, and he is coming for her.

The keeper's book. You come out into their raid on Vjetrnik, and Kuzma confesses. The village wrecked seven ships: it paid the keepers to cover the Lamp while false fires burned on the cliffs. Dobrila's husband covered it the night their son's ship broke. But Zanze reads the lamp's log, and the six nights before are in Dobrila's own hand. When no boy washed up, she broke the lamp's shutter and swore it would burn until he came home. The night is her sentence on the coast and on herself.

The bridge. Jakov is on the Swing with a hammer, going for the glass. If it breaks, twenty-two years of stored noon go off at once and the forest burns. You fight him over the waves, and the hero catches his wrist as he falls. He takes off the eagle skull: "She didn't know it was me. She knew it was someone."

The choice. Manfred mends the shutter, but only Dobrila will pull its lever: "When my boy's home." You decide who pays for the night.

- **"He's home."** Jakov stays on the rock with her, her prison and his. Jelovac's dead go unanswered.
- **He answers to Jelovac.** You tell her the truth, or lie that he drowned. She loses him a second time.
- **A blood price** (only after two side quests). Stana admits she barred her gate on the survivors, Kuzma and Dobrila confess the wrecks, and the wreck silver pays Jelovac.

The day comes back in every ending, and every frozen leaf falls in the first sun. At the villa a letter sealed in black wax is waiting: the Count's invitation to the masked ball.

Where the Day Ends is a proposed story arc for Act 2 of the full game: the party of five follows Vella's brother into the dark west of Island 1, where it has been night for twenty-two years, through a frozen autumn forest of bird-masked cannibals to a cliff village and a lighthouse whose keeper asks every stranger the same question.

Nothing here is built, nothing here changes the prologue, and every name is a working name (*Unconfirmed — awaiting the director*; the open questions are under Open decisions).

The user's brief (2026-11-17): a west coast of eternal night (huge stone cliffs, great waves always breaking, a cold wind; a small island tied to the land by a hanging bridge, with a lighthouse; a small village on the land) and a dark forest (Gorski kotar / Lika in autumn, at night; cannibals in bird skulls and robes, enemies of the party; a village that needs help). One connected plot with a mystery, the full party of five: "impress me and do some good movie plot there with mystery".

WHERE AND WHEN

Recommended: Act 2, before the masked ball (open question D1):

1. **All five are together from Act 1's escape on.** Stalvan is taken in Chapter 6 and freed in Act 1's north (The Escape); the five come to Valponte together in Act 1 (The Weighmaster's Funeral), and Act 2 has all five, with his red-stone plate back.
2. **Vella's home.** Her page (proposal) gives her Valponte, the Castellani villa and a father who writes "Come home for the fair." She goes home most years; this time she brings all five home for the fair.
3. **The castle is next door.** Castel Notturno stands on the same coast, about 860 m south of the lamp, just outside its reach and behind its headland.

The order in Act 2 (proposal, *Unconfirmed*): Under the Green Crown (the jungle) → the captain sails from Mareva → landfall at Ragosa → The Keeper of Ragosa → the roads to Valponte → *Where the Day Ends* → the invitation at the villa → The Masked Ball, part 1 → between the visits, in Ragosa → part 2, the ruins. The arc starts in the villa yard in daylight and ends there.

THE MYSTERY

Five questions, asked and answered in this order:

#	Question	Raised	Answered	The answer
Q1	Why is it night here at noon?	M2, the Dusk Line	M8, the disc of noon	The lamp drinks the day wherever it can be seen.
Q2	Who are the bird-masks, and why do they hate the sea?	M4, sailor's knots and "the Crew"	M8, the Nest	The survivors of the *Lastavica*, wrecked by Vjetrnik.
Q3	Why did they take the captives alive?	M4, "They never take them alive."	M8, Nico	Bait: so strangers would ask the keeper to turn her beam.
Q4	Who wrecked the *Lastavica*, and did the keeper know?	M7, the log: a man's hand	M9, the ledger	Bartul covered the lamp that night; Dobrila covered it for the six before.
Q5	What does the White Beak want on the rock?	M8, "Mali went to the sea."	M10	To make his mother look at him, then break the lens.

Point	What the player believes	What re-reads it
M1–M4	The bird-masks brought the night; a cult of the dark that eats people.	The knot on the cart; captives taken alive.
M5–M7	A hard, hospitable village; a keeper mad with grief; her husband covered the lamp, not her.	The Teeth, the ships' oak, the bosun's call, the full lens, a boy who stays nine.
M8, reversal 1	**The night is the lamp's.** The Crew call it the Eye that ate the sun, and they were right.	The beam over the forest; Jelovac's lamps; the cold flame; the broken shutter; the Noon Hollow.
M8, reversal 2	**The White Beak is the keeper's son, and the party was his bait.**	"The Crew" is literal: a ship's crew. Gull skulls, sailcloth, bowlines, a bosun's whistle.
M9, reversal 3	**The keeper was a wrecker:** six ships in her own hand. The night is her sentence on the coast and herself.	Every question she asked; Kuzma's "mad keeper"; the village's bread; Old Milka's "She always kept the book."

THE MAIN QUEST LINE

The main quest is **"Where the Day Ends"**. Region: **V** = Valponte (day), **F** = the dark forest, **C** = the dark coast. The line crosses between the regions three times: F→C at M5, C→F at M8, F→C at M9 (under the heights).

Step	Region	Objective (tracker)	Fight or talk
M1	V	*Come home for the fair*	Talk (K1)
M2	V→F	*Follow Nico up the Gavranica track*	Wolves or a Gull scout pair (the way chosen); K2
M3	F	*Find Jelovac*	Stana's bargain (K3)
M4	F	*Search the Burners' Clearing*	The first Crew raid
M5	F→C	*Ask the keeper of the Lamp to hold her light on the Throat*	Kuzma's roll
M6	C	*Cross the Swing*	The crossing; a Gull scout pair
M7	C	*Climb the Lamp*	K4
M8	C→F	*Go down into the Throat at the third bell*	The Cook; K5
M9	F→C	*Get to Vjetrnik before the Crew*	The Crew's way; the raid (3 waves); K6
M10	C	*Stop the White Beak on the Swing*	The Bosun; the White Beak
M11	C	*Go up to the keeper*	The choice (K7)
M12	C+F, then V	*(none: the part ends in the picture)*	K8, K9

M1: COME HOME FOR THE FAIR (VALPONTE)

- **What happens:** the villa yard in sun. Nico rode out last night because Ruža's cart was a day late, "thirty fairs, never late". Now the cart comes in by itself, the mule knowing the way: frost on the sacks in the sun, a gull skull tied to the collar with a bowline.
- **What the player does:** talks, and looks at the cart (the frost, the skull, the knot).
- **Clue:** a sea bird on a forest cart, tied with a sailor's knot. Somebody sent it.



15 · The message on the collar. *The Castellani villa yard in full sun: Josip's charcoal cart has come in with no driver, the mule drinking at the trough out of habit; white frost on the black sacks, and a gull skull tied to the collar with a sailor's knot; the party and Vella's parents stand round it (story picture, proposal).*

M2: FOLLOW NICO UP THE GAVRANICA TRACK



1 · Where the day ends. *The party of five walks from the late-afternoon gold of the Gavranica track into a sharp wall of blue night, Vella first; bone-marker poles, and far off a lighthouse beam sweeping the forest (story picture, proposal).*

- **What happens:** the bone markers (Anka waits there), where the Jelovac road turns off; then the Dusk Line on the brow: afternoon to night in ten steps, frost, a cold wind, and far ahead a lighthouse beam sweeping the beech crowns.
- **The way (a choice at the Dusk Line):** the **beam-lit track** is slower and crosses Matija's snares (Perception to spot each; a missed snare holds someone's ankle for a few seconds while the wolves close). The **dark track** is faster and meets a Gull scout pair instead of the wolves. Stalvan reads their knots (*"Bowline. Same knot as the cart."*), a second clue that the birds are sailors, and the party reaches the Burners' Clearing before the kiln is cold: one more search point there, Nico's spur, cut free.
- **Fight:** a wolf pack (3 + 2) on the beam-lit track, or a Gull scout pair on the dark track. Talk: K2.

M3: FIND JELOVAC



5 · Jelovac. *The highland wooden village behind its fir palisade, villagers with lanterns and Stana at the gate, the beam sweeping over the roofs (story picture, proposal).*

- **What happens:** behind the palisade every lamp hangs on the seaward side; the village lives in the beam's sweep. Stana: Nico went on to the Burners' Clearing at dusk.
- **Talk:** Stana's bargain, a roll talk, in full on the quests page.

M4: SEARCH THE BURNERS' CLEARING



6 · Between the sweeps. *Robed figures in bird-skull masks step out of the dark where the beam has just passed: a Chick, Gulls and a Bosun with a whistle (story picture, proposal).*



7 · **The Burners' Clearing.** *The smoking kiln, a cut tether in a sailor's knot, gull feathers, and no blood; Zanze at the evidence, Stalvan reading the tracks, Vella with Nico's knife (story picture, proposal).*

- **What happens:** the kiln still smokes. A saddle without a horse, Nico's knife (their mother's kitchen knife), tethers cut and retied in bowlines, and no blood. Matija: "They don't take them alive. They never have." The Crew strikes out of the night a few trees west. A dying Chick: "The Crew doesn't leave anyone." The tracks lead to the Throat, whose rim lies where the beam never reaches. Matija: "The only light they run from is the Lamp. Get the keeper to hold it on the pit." (By the dark track the kiln is still warm, and there is one more thing to find: Nico's spur, cut free.)
- **Fight:** the first Crew raid, on the night's edge (the Crew). Talk: K3b.

M5: ASK THE KEEPER OF THE LAMP TO HOLD HER LIGHT ON THE THROAT



2 · The Murk Coast. *Huge grey cliffs over great white waves, the Seam on the horizon with daylight beyond it, the lighthouse on its stack, the Swing and the small stone village (story picture, proposal).*



4 · Vjetrnik. *The party arrives at the cliff village of weather-beaten stone and ships'-oak lintels; Kuzma at his door with a lamp (story picture, proposal).*

- **What happens:** down the Beaks' Stair into the wind and spray. The Wreckers' Teeth face open sea where there is no harbour. Vjetrnik has lintels of ships' oak; Kuzma, a warm host, calls the keeper mad. Only Jelka crosses the Swing. Grga, at a whistle from the woods: "That's a bosun's call. 'All hands.'"
- **Talk:** Kuzma, a persuade or lie roll for the Swing's gate key; on a fail Jelka lets the party through at bread time.

M6: CROSS THE SWING



3 · The Swing. *Jelka crosses the hanging bridge to Crni školj with a bread basket while a great wave bursts beneath; the beam is turned toward the forest, not the sea (story picture, proposal).*

- **What happens:** the hanging bridge over breaking waves; every third wave breaks over the planks. The ropes are new and the planks are old; one rope has a fresh knife cut, a Crew scout testing it.
- **Fight:** the crossing set piece; a Gull scout pair on the stack.

M7: CLIMB THE LAMP



9 · The keeper. *The lamp room: an old bronze lantern with a cold white flame, frost on the back of its glass, a broken chain on the shutter; Dobrila turns from the lamp to the hero (story picture, proposal).*



16 · The full lens. *Close on the old lantern: the dark glass holds swirls of gold daylight like honey in smoke, frost on the back of the glass, the shutter's chain broken; Manfred's spectacles and hand in front, Dobrila a dark shape at the window (story picture, proposal).*

- **What happens:** Dobrila asks her question and agrees to hold the light on the Throat at the third bell if the party asks the birds about her boy. No oil, a cold flame, the dawn shutter's chain broken. Manfred finds the lens "full"; Dobrila says breaking it would let out every noon it ever took, at once. The gallery is the coast's watchtower; the Seam shows at sea.
- **Clues:** a boy who stays nine; the full lens; if Zanze reads the log, the wreck night's line is in a man's hand (true, and not the whole truth).
- **Talk:** K4.

M8: GO DOWN INTO THE THROAT AT THE THIRD BELL



10 · Into the Throat. *The party of five ropes down the karst pit in a shaft of the beam held on its mouth; masked figures retreat into the cave at its foot (story picture, proposal).*



11 · The Nest. *A ship's stern built into the cave, a neat row of cleaned boots, a faded red child's cap, a carved swallow, a lighthouse with a black sun scratched on the rock; Vella's mark glows faintly, Stalvan has two masked children behind him (story picture, proposal).*



17 · Fed captives. *The larder pit in the Nest: Nico, Ruža and Josip sit under old sailcloth with wooden bowls, alive and warm by a small fire; above the rim the ship's stern and a red child's cap on a peg; Vella climbs down to them (story picture, proposal).*

- **What happens:** the bell carries across the water and the beam swings onto the pit; the party ropes down in the light (the bell's count is the timer). At the foot lies a disc of noon; Manfred climbs a ledge with his spyglass, and the moment he can see the lamp, the light leaves him: **reversal 1, the night is the lamp's.** The Nest holds a ship's stern, a row of cleaned boots, a tally cord, a carved swallow, the black-sun drawing and a red child's cap. In the larder pit Nico, Ruža and Josip are alive and fed. Nico: the leader asked whether his sister would come, and the cart was gone the next morning. Zanze, with the cap: "Nine. A red cap." A child: "Mali went to the sea. While the Eye looks here." **Reversal 2: the White Beak is the keeper's son, and the party was his bait.**
- **Fight:** mini-boss the Cook. Stalvan carries two Crew children out into the beam. Talk: K5.

M9: GET TO VJETRNIK BEFORE THE CREW



18 · The Crew's way. *A low limestone channel under the heights with a black stream: the party wades in single file with one lantern; on the rock the Crew's marks, a swallow and a lighthouse with a black sun; far ahead grey sea light, and white water pushing up the channel (story picture, proposal).*



12 · The night they come. *Vjetrnik in a storm: bird-masked raiders pour over the cliff edge into the square, some houses burn, some are untouched; the party of five fights back to back (story picture, proposal).*

- **What happens:** the Stair is too slow. Josip knows where the Crew goes: along the sinking stream under the heights. **The Crew's way** is the party's run (the sea's swell pushing up the channel, the Crew's marks on the rock) out into the Shingle's sea cave and up the cut stair into the raid. The Crew burns the wreckers' houses and passes Jelka's by. A dying Gull: "Seven ships." Kuzma confesses: Bartul covered the lamp that night, because Dobrila lay in fever, "but she kept the book". Zanze lays the log against the notches: six wreck nights "Covered. By order." in Dobrila's hand, the seventh in Bartul's, and under it in hers, "Lit. It stays

lit." **Reversal 3: the keeper was a wrecker; the night is her sentence.**

- **Fight and talk:** the wave fight in the square (three waves; Torch Gulls go for the wreckers' houses); Kuzma's confession (a roll changes how much he says, never whether the step moves on). Talk: K6.



19 · Six nights. *What the log says: a younger Dobrila on the gallery on a storm night, pulling the bronze shutter closed over the lamp; below, three fire baskets burn on the cliff points; far out, the lights of a ship steer in (story picture, a memory, proposal).*

M10: STOP THE WHITE BEAK ON THE SWING



13 · The White Beak. *The Swing in a storm: the leader in a white-tailed sea eagle skull and a faded red sail robe with a harpoon; Zanze's shield raised against the spray, the hero facing him, Manfred aiming from the cliff end (story picture, proposal).*

- **What happens:** the Bosun holds the cliff end; the White Beak is on the bridge with a mason's hammer, going for the lens. Manfred: "If he breaks it, the forest burns." Boss on the swaying bridge in the

storm. At a quarter health he cuts the last hand-rope and goes over; the hero catches his wrist. On the planks he takes off the eagle skull, and the party knows more than he does: "She didn't know it was me. She knew it was someone."

- **Fight:** mini-boss the Bosun; boss the White Beak (the Crew).

M11: GO UP TO THE KEEPER

- **What happens:** Manfred rebuilds the dawn shutter's ratchet while Stalvan holds the counterweight. The shutter can close, but only her hand will close it. **The choice** (below).
- **Talk:** K7.



20 · Mother and son. *The lamp room at the first grey of dawn: Dobrila at the lever, Jakov unmasked on the top stair in a rope, the sea-eagle skull on the floor between them; Stalvan holds the counterweight in the shadow (story picture, proposal; it shows ending A).*

M12: THE FIRST MORNING



14 · The first morning. *Sunrise over the sea and the forest at once; the frozen leaves fall in a storm of gold, the lighthouse is dark at last, the Seam breaks up into ordinary cloud; the party on the cliff top and two small figures on the gallery, mother and son (ending A; story picture, proposal).*

- **What happens:** the sun comes up over sea and forest at once; every frozen leaf in the Black Beechwood falls in the first sun; the Seam breaks into ordinary cloud; the swell still breaks white on the Teeth. Jelovac opens its gate; Vjetrnik stands at the cliff edge and looks at the sea it wrecked ships in. At the villa the cart comes in with Ruža driving and Nico beside her, and a letter sealed in black wax waits "for the heroes of Stara Luka".
- **Ending:** K8, K9.

OPTIONAL PARALLEL STEPS



8 · The Noon Hollow. *A karst sinkhole with a column of daylight inside it: a wild apple tree in sun, a brown bear asleep; Manfred on the rim at the exact line where light meets night, Old Milka below (story picture, proposal).*

They never block the main line, and each feeds it (all on the quests page):

- *The Noon Hollow* before M8: Manfred's proof early, and Old Milka's line about the book (a fair clue to reversal 3);
- *Seven Notches* before M9: Zanze's ledger, and Kuzma's confession without a roll if Jelka is told;
- *What the Gate Saw* and *Seven Notches* together: choice C;
- *Seven Strands* before M10: the Swing holds in the boss fight;
- *Fish for the Forest*: who stands with the party in the raid;
- *The Bell in the Surf*: Dobrila's lines at M11.

THE TRUTH, IN ORDER OF TIME

1 **The old empire, before our time**, built the lamp on the stack: a bronze lantern with a lens of dark glass that burns on daylight. It drinks the day from everything that can see it, stores it in the lens and gives it back as a beam. Its keepers closed a bronze dawn shutter every morning so it drank only a little. (New lore, a proposal.)

2 **Vjetrnik wrecked seven ships** over about fifteen years: on storm nights the keepers covered the lamp and the village lit the Teeth, and ships steered for the "harbour" onto the rocks. Dobrila kept the lamp's book and covered the lamp six times. The lintels, the silver and Kuzma's glass are the wrecks; Jelka's notches count the ships.

3 **Twenty-two autumns ago, the seventh ship** was the *Lastavica* (a swallow for a figurehead). Dobrila lay in fever; Bartul covered the lamp. The ship's boy was their son Jakov, nine, in a red cap, coming home. Twelve people climbed the cliff; the village hunted them, and one wrecker who followed them into the forest, Krsto, never came back. Jelovac barred its gate on them in the first snow. They went into the Throat and lived through the winter on their dead.

4 **The ship's swallow washed up on the Shingle**, its paint scoured off, and no boy was among the dead on the beach. Dobrila lit the lamp, broke the shutter's chain, wrote "Lit. It stays lit." and swore it would burn until her boy came home: no one on that coast would see the sun again, herself first. Bartul "fell from the gallery" the next spring. Vjetrnik sends her bread every evening and calls her mad, because a mad keeper keeps strangers off the rock.

5 **What the night did:** the cold wind never stops, the autumn leaves froze on the trees, and nothing grows. A standing storm, the Seam, sits at sea where the night meets the day, and it heaps the open sea's swell into great waves. The Crew never stopped eating people (eleven from Jelovac in twenty-two years) and raided the coast unseen along the sinking stream under the heights. They will not fight in the lamp's light: to them it is the Eye of the woman who killed them.

6 **This autumn** the White Beak took Josip, Ruža and Nico alive, and when Nico boasted that his sister always comes, sent the cart down to Valponte. He needed strangers to ask the keeper to turn her beam onto the Throat, so the coast went dark for the Crew, and he could cross to his mother and break the lens.

The cause, stated once: the night is one thing, the lamp on Crni školj, which drinks the day from wherever it can be seen out to about 750 m and stores it in its lens. Close its dawn shutter and the day comes back; break the lens and every stored noon goes out at once and sets the frozen forest's edge on fire. That is why the Noon Hollow and the Throat's floor have noon, and why Castel Notturno (about 860 m away, behind its headland) has never been dark.

THE CHOICE AND ITS THREE ENDINGS

The shutter is mended. Dobrila stands at the lamp with her hand on the lever and will not pull it: "When my boy's home." Jakov sits on the stair below in a rope. Jelovac wants him hanged (the party promised Stana his skull at M3); Vjetrnik wants him gone and the keeper silent.

Option	What happens	The cost
A. Take him up to her ("He's home.")	Jakov climbs into the lamp room. She asks him her question; he answers. She pulls the lever herself. He stays on the rock with her: her keeping and his prison at once.	**Jelovac's justice.** Stana's bargain is broken: no reward, no bounty, Jelovac's trader shut for the rest of the act, and Stana's last line a curse. The Crew without its Mali scatters into the heights.
B. He answers to Jelovac	Zanze and Stalvan take him across in chains; Dobrila must still pull the lever. **Persuade (the truth):** on success she pulls it ("Then let me see him walk. In the light."); on a fail she pulls it, then sits at the shut lamp and does not get up. **Lie** ("He drowned with the ship. We found his cap."): on success she pulls it believing he is dead, and does not look as he is led away below; on a fail ("That cap is dry.") Stalvan and Zanze hold her while Manfred throws the lever. **Crit fail:** she breaks the lens; a white flash, the frozen leaves at the forest's edge catch, and Jelovac's outer houses burn; the day still comes back.	**The mother.** Jelovac pays; Dobrila loses her son a second time, to the truth or to a lie. On the crit fail Jelovac pays in houses.
C. A blood price (needs *What the Gate Saw* and *Seven Notches*)	On the Swing's landing everyone says it in front of everyone: Stana the gate, Kuzma the seven ships, and Dobrila, from the gallery, her six nights. Jakov lives on the rock in his mother's keeping for life. The wreck silver (held by the bridge council at Valponte, Guido's seat) pays Jelovac for its eleven dead; the Crew's children go to Jelovac. Dobrila pulls the lever.	**Nobody is whole.** Matija leaves Jelovac and takes his fence; the Crew's grown fighters vanish into the heights; Kuzma is broken, not punished.

Every option ends at M12. The day comes back in all three: the choice is what it costs, never whether.

THE PARTY'S BEATS

- **The hero.** Dobrila asks him three times whether he saw a boy (M7, M11 and, in option A, his last answer gives Jakov the words). On the Swing he catches Jakov's wrist over the drop, and the choice at the Lamp is his. "He's home."
- **Vella.** Her home and her brother, and the bait that was laid for her. In the larder pit: "Don't do that again. I can't pay for it twice." At the end she knows the keeper's kind of debt (K8).
- **Stalvan.** He reads the coast like a man who has done this before: ships' oak in the lintels, rope new and planks old, a gate bar newer than the wall. In the Nest he carries two Crew children out into the beam: "Ipu took me in. Nobody'd signed for me either." At the Lamp he holds the counterweight: the whole day comes back on his arms.
- **Zanze.** The detective: the log against the notches, the lookout cord against the tally cord, the red cap named out loud. She proves reversal 3 with two hands of writing; on the Swing her shield is the party's cover from the waves.
- **Manfred.** The proof and the stake: the disc of noon and "Wherever you can see the lamp, it's night"; the full lens and "If he breaks

it, the forest burns"; at the end the old-empire shutter's ratchet: "Forty teeth. Not forty-two."

ROAD TALKS

One at a time, 3-7 lines, each with a turn and an out.

R1 · Valponte to the Dusk Line (Vella, Stalvan)

STALVAN
Your father hugged me twice.

VELLA
He hugs the bridge council. He hugs the tax man.

STALVAN
He asked what I do. I said I hold the line.

VELLA
And?

STALVAN
He said, 'Good. Hold it near her.'

VELLA
...He's a terrible man to lie to.

R2 · Jelovac to the Clearing (Manfred, Zanze)

MANFRED
Every lamp in that village hangs on the seaward side.

ZANZE
So the beam shows them every face that comes up the street.

MANFRED
Or so they're in the light when it passes. They live in a clock.

ZANZE
Twelve seconds.

MANFRED
You counted.

ZANZE
I count everything. You built a car without counting the brakes.

R3 · The Beaks' Stair, down to the sea (hero, Stalvan)

STALVAN
Wind's off the land. Cold. Should be the other way, this time of year.

CHOICE (the hero replies)

> HERO **Something's wrong with the weather.**
>
> HERO **Keep moving.**

STALVAN
Nothing's wrong with the weather. Something's wrong with the sun.

R4 · Vjetrnik to the Swing (Grga, Stalvan; at the bridge head)

GRGA
Holds four.

STALVAN
We're five.

GRGA
...Then don't stop in the middle.

R5 · The Crew's way, at the halfway pool (Zanze, Vella)

ZANZE
Your hand was bright down there.

VELLA
It does that near old things.

ZANZE
The cave isn't old.

VELLA
No. But some of the people in it have been dead a long time.
(her trade, not her pact; she does not explain further)

R6 · Jelovac, a child at the well (the one scar callback in the arc)

CHILD
What happened to your head?

STALVAN
A bear.

ZANZE
Noted.

KEY SCENES

Cinematics are dialogue over existing shots; a cinematic line is about 16 words or fewer. The hero's replies are options. All lines are the writer's draft (DARK-STORY, revised SYN-DARK), not in the game.

K1: THE HOOK



The hook. *Frost on a charcoal cart in the summer sun, and a gull skull on a forest mule's collar (story picture 15, proposal).*

M1, the Castellani villa yard, day.

GUIDO
Five of you again! Your mother laid for three. I said she'd bring the whole road.

ILARIA
Nico isn't here.

– *(The charcoal cart comes in through the gate. No driver. The mule stops at the trough out of habit.)*

STALVAN
(a hand on a sack)
Frost. In this sun.

GUIDO
Josip's cart. Jelovac charcoal. Thirty fairs, never late. It was late yesterday.

ILARIA
Nico rode up the Gavranica track last night. After the girl.

ZANZE
(lifting the skull off the collar)
A gull. On a forest cart.

STALVAN
Tied on with a bowline. That's a sailor's knot.

VELLA
Ruža.
(beat)
He's been in love with her since he was nine.

GUIDO
I told him the dark's no place for him.

ILARIA
You told him it's where his sister would go.

CHOICE (the hero)

HERO **We'll bring him back.**

HERO **How long has it been night up there?**

GUIDO
Since Vella was five.

HERO **Which way is the track?**

– Objective: *Follow Nico up the Gavranica track.*

K2: WHERE THE DAY ENDS

M2, at the Dusk Line.

MANFRED
That isn't a cloud. Clouds don't have an edge like that.

STALVAN
(his hand over the line)
Cold on the other side. Like a cellar door.

VELLA
We dared each other to the markers as children. Nobody went past.

ZANZE
A lighthouse. Lighting a forest.

K3: STANA'S BARGAIN

M3, Jelovac's gate. The roll talk is given in full, with every crit line and branch, on the quests page.

K3B: THE CLEARING

M4, after the fight.

ZANZE
(at the tethers)
Cut, then tied again. Bowlines.

MATIJA
They don't take them alive. They never have.

STALVAN
Then somebody wanted these three walking.

K4: THE KEEPER

M7, the lamp room.

DOBRILA
(not turning)
Shut the door. The wind takes the heat off the lamp.

MANFRED
(quietly, near the glass)
There isn't any heat.

DOBRILA
You came through the forest. Did you see a boy? Nine. A red cap.

CHOICE (the hero)

> HERO **Only the bird people.**
>
> HERO **How long has he been gone?**
>
> HERO **We saw a lot in the forest.**

DOBRILA
Twenty-two years. At the turning of the leaves.

STALVAN
He'd be a man now.

DOBRILA
He's afraid of the dark. So I keep the light on.

HERO
We need your light on the Throat.

DOBRILA
At the third bell. And when you're down there, ask the birds if they've seen him.

MANFRED
There's no oil in this.

DOBRILA
It doesn't need oil. It needs me awake.

MANFRED
(his hand near the lens)
It's full. Whatever it takes, it keeps.

DOBRILA
Break that glass and you'd have every noon it ever took. At once.

K5: REVERSALS 1 AND 2

M8, the foot of the Throat.

– *(A round patch of sunlight lies on the cave floor. A child's rag doll sits in it.)*

VELLA
We're at the bottom of a hole. At night.

MANFRED
It's noon. It's been noon down here all day.
(He climbs the ledge with his spyglass.)

"I can't see the lamp from the floor." *(One more step; the light leaves him.)* "Now I can."

MANFRED
Wherever you can see the lamp, it's night.

ZANZE
Then the birds didn't bring it.

MANFRED
The lighthouse is drinking the day.

STALVAN
And she keeps it lit.

In the larder pit (Vella's beat):

NICO
Vella. You came.

VELLA
You went into the dark after a girl. With Mother's kitchen knife.

NICO
It's a good knife.

VELLA
(holding him; quieter)
Don't do that again. I can't pay for it twice.

NICO
He fed us. Better than they eat. He asked if my sister would come.

I said she always comes. The next morning the cart was gone.

VELLA
He sent it. For me.

NICO
He asked if the old woman on the rock was alive. Then he said: 'She is. The light's on.'

ZANZE
(the red cap from the stern in her hand)
Nine. A red cap.

STALVAN
Her boy grew up.

A CREW CHILD
(from behind the stern)
Mali went to the sea. While the Eye looks here.

ZANZE
We asked her to look here.

– Objective: *Get to Vjetrnik before the Crew.*

K6: REVERSAL 3 AND THE UNMASKING

M9 to M10. **Vjetrnik, after the raid:**

A DYING GULL
Seven ships.

KUZMA
Bartul covered it that night. She was down with fever.

STALVAN
That night.

KUZMA
...She kept the book. She always kept the book.

ZANZE
(the log and the notches side by side)
Six nights. 'Covered. By order.' Her hand. The seventh is his.

VELLA
And under it?

ZANZE
Hers again. 'Lit. It stays lit.'

KUZMA
We've lived in the dark since. We paid.

VELLA
You didn't pay. The forest paid.

The Swing, before the fight:

MANFRED
(seeing the hammer at his belt)
He's going for the glass. If he breaks it, the forest burns.

The Swing, after the fight (the hero has caught his wrist; he is up on the planks):

- *(He unties the eagle skull. A lean man of thirty, a swallow cut into the skin of his wrist.)*

JAKOV
I saw it go out. From the rigging. Then the fires came on.

CHOICE (the hero)

> HERO **Your father covered it that night.**
>
> HERO **She covered it six times before.**
>
> HERO **She asks every stranger about you.**

JAKOV
...She didn't know it was me.
(beat)
She knew it was someone.

JAKOV
Twenty-two years.
(He looks up at the lamp, still pointed at the forest.)

"It's pointed at the wrong place."

K7: THE CHOICE

M11, the lamp room.

MANFRED
(at the ratchet)
Forty teeth. Not forty-two. Somebody had a different idea about teeth.
(to Stalvan)

"Hold that weight. Don't let go of it until I say."

STALVAN
How long?

MANFRED
Twenty-two years, apparently.

DOBRILA
(not looking at the log)
You've read the book. Then you know why this coast stays dark.

DOBRILA
(her hand on the lever)
When my boy's home.

CHOICE (the hero chooses)

> "He's home." (A)
>
> "He has to answer to Jelovac." (B, persuade or lie)
>
> "Stana. Tell her about the gate." (C only)

A, "He's home":

- *(Jakov comes up the stair. She looks at him a long time.)*

DOBRILA
Did you see a boy in the forest? Nine. A red cap.

JAKOV
Yes. He's home.

– *(She pulls the lever. The shutter closes.)*

B, the lie, on success:

HERO
He drowned with the ship. We found his cap.

DOBRILA
(holding it)
Then he's home.
(She pulls the lever. She does not go to the window.)

B, the lie, on a fail:

DOBRILA
That cap is dry. The sea doesn't give things back dry.

C, the blood price:

STANA
(at the stair head, out of breath)
I barred the gate on a boy with a red cap. He scratched. I'll not hang him for what I started.

DOBRILA
(from the lever, to the landing below)
Six ships. I wrote every one down.
(She pulls it.)

K8: THE FIRST MORNING

M12, the cliff top; ends in the picture.

– *(The sun clears the heights. In the forest every frozen leaf lets go at once.)*

STALVAN
(eyes shut, face in the sun)
Warm.

MANFRED
It still drinks. Just not all of it.

VELLA
(looking at the gallery)
She couldn't pay for seven ships. So the whole coast paid.
(quieter)

"I know that kind of debt."

- Last line, by the choice:
  - **A:** Dobrila, on the gallery: "I'd forgotten it's yellow."
  - **B:** Dobrila, at the shut lamp: "He's walking in the light. That's enough."
  - **C:** Stana, at the landing: "Twenty-two years. Somebody open the gate."
- The picture holds on the leaves falling over the forest and the swell still breaking white on the Teeth. No card.

K9: CODA

Valponte, day.

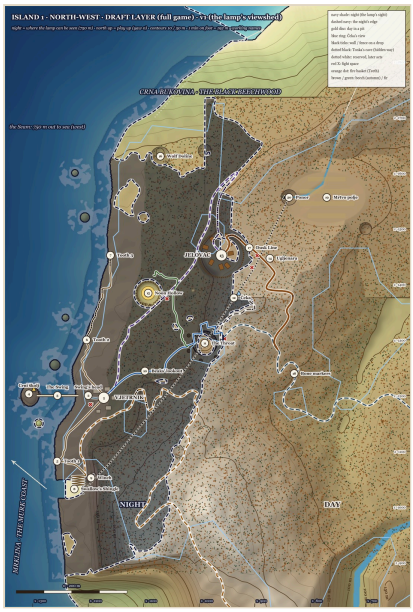
- *(The charcoal cart comes through the villa gate with Ruža driving and Nico beside her.)*

GUIDO
You're late for the fair.
(He hugs Stalvan first.)

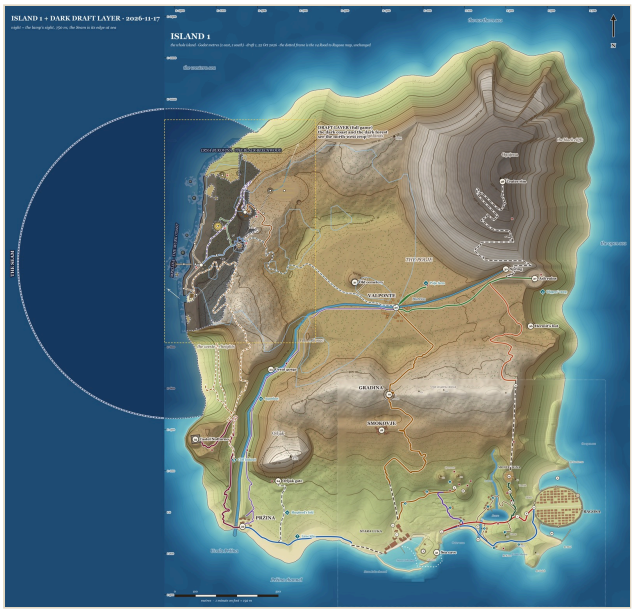
ILARIA
(holding out a letter sealed in black wax)
This came for you. 'The heroes of Stara Luka.'

- *(This leads into the Act 2 plan's "The invitation".)*

THE MAP



The dark west. *The north-west of Island 1 at 2 px/m: the lamp's night, Vjetrnik, the Swing and Crni školj, Jelovac on the brow of the heights, the Throat and the Noon Hollow (planning map, DARK-MAP v1, a draft layer; nothing built).*



Island 1 and the Seam. *The whole island with the night in its west and the Seam at sea (planning map, DARK-MAP v1).*

The night is the lamp's viewshed: on land a band 150–350 m wide between the cliff and the crest of the western heights. Valponte to Jelovac is 6.4 min on foot, Jelovac to Vjetrnik 3.5 min by the scarp road or 4.3 min by the Beaks' Stair, the Throat's cave to the Shingle 1.8 min by the Crew's way (the map's hidden way), and Vjetrnik to the Lamp 0.6 min. The redesign moved no place. Every number is on the region pages (the Murk Coast, the Black Beechwood).

THE PICTURES

Twenty story pictures are placed at the steps above, and six concept pictures are on the region pages and the Crew. The first fourteen still fit the redesigned story; picture 14 shows ending A. The six the redesign asked for (design file, section 11) are in now, as pictures 15 to 20: the message on the collar, the full lens, the fed captives, the Crew's way, six nights, and mother and son (picture 20 shows ending A).

Picture credits: painted by the main session with Meshy's Nano Banana endpoint (AI output), 2026-11-17; reference art for the wiki only, never shipped. Status: **LICENSE OR REPLACE**. Files: `wiki/_images/isl1_dark/` (links to the external drive).

THE REDESIGN (SYN-DARK, 2026-11-17)

The writer judged the first version honestly and kept most of it. What changed: the hook is now a lure (the White Beak sent the cart); the captives are bait, so the turn at M8 is his plan, not a coincidence; the son is named at M8 instead of at the boss, because the red cap gave it away anyway; a third reversal, the keeper's own six wrecks, gives the back half its own question; the White Beak goes for the lens, so the last fight puts the forest at stake; M9 runs the Crew's way under the heights; two side quests gained a decision; the dead wrecker was renamed Krsto (Ive is a Ragosa name). The verdict table is in the design file, section 0.

LINKS TO THE OTHER STORIES

- **The Keeper of Ragosa:** comes first in Act 2 (proposal); its writer proposes the same old-empire mason's mark on the Lamp's bronze housing as in Ragosa's Old Cut (one Vella line, if both arcs ship).
- **Act 2: The Masked Ball:** Castel Notturno stands about 860 m south of the lamp, behind its headland, and has never been dark; the Count's coachman waits at the cliff lookout and buys masks (the Gull mask may turn up on a courtier, a proposal); the invitation "for the heroes of Stara Luka" waits at the villa at the end of this arc; the Count's one line about "the dark next door" is a proposal for the ball's writer.
- No link to either story changes in the redesign.

OPEN DECISIONS

Unconfirmed — awaiting the director. The writer's open questions (D1-D10 and, new in the redesign, D11 the keeper as a wrecker, D12 Nico as bait, D13 the lens as the boss's goal) are listed with the recommended answers on Open questions. Main works with the recommended answers until the user decides.

THE END

Sources: docs/plan/full_game/island1_dark_coast_and_forest.md (DARK-STORY and SYN-DARK, narrative-writer, 2026-11-17), the synopsis and sections 0–14; pictures /Volumes/External/LOAA-files/full_game/isl1_dark/final/.

Last updated: 2026-11-17 (SYN-DARK)