Hesuk and Sefa

NPC and his camel · In game since 0.1.154

Hesuk is the camel merchant at Meneferu's camel pen, and **Sefa** is his camel, who sat down one morning and would not get up until Stalvan talked to her.



From the design documents

TYPE	NPC (Hesuk) and his camel (Sefa)
LOCATION	The camel pen, Meneferu
ROLE	The camel merchant; his camel
VOICE	Hesuk: Roger (ElevenLabs)
STATUS	In game since 0.1.154 (latest build 0.1.171); Sefa is a live camel

Hesuk

- A merchant who stands at his camel's head on the street by the pen. His greeting: "Finest camels this side of the sand." / "Not for sale this month."
- He bought Manfred's brass gear from Dosh's thugs: "The brass wheel? I bought it fair. Two silver, from honest thieves."
- He gives it back for a favour, and the party may bargain for coin on top (the deal: half a gold on a success, 1 gold on a critical success; the gear at every result).
- Earlier, when the party first passes the pen: Stalvan: "Your camel. Give it to me." Hesuk: "...No." Stalvan: "Worth a try." With Manfred along: "Camels kick at eleven paces. I measured. Once."
- Backstory: *Unconfirmed — awaiting the director.*

Sefa

- A tan camel, one of the town's live camels. While the gear step waits she kneels at the pen; the "Calm Sefa" button starts Stalvan's talk.
- Stalvan: "She's not stubborn. She's loading. Give her a moment." ... "Up, Sefa. Please." She rises, and joins the other camels' idle.
- Hesuk: "Fourteen years I've had her. She never stood for me that fast."

Sources: docs/plan/meneferu/manfred_story_plan.md (D2, D3, §4.4); data/npcs/meneferu_named.json (hesuk, sefa); data/demo/meneferu_story.json (hesuk_gear, deal_hesuk, ms_sefa, the 4.8 banter); queue.md (MS-3).
Last updated: 2026-11-08 (AVATARS-1: talk portrait)