The lich king

Undead , boss · Worked on threads by the Puppeteer · In game , Mixamo animations

The lich king (`boss-1`) is the boss of Chapter 1, *The Hollow Lich*: a crowned lich in the cavern under the Glavica who raises the dead every night, and who turns out to be hollow, a puppet worked on threads from far away.



The painted concept sheet

TYPE	Undead (lich), boss
LOCATION	The great cavern under the Glavica, Mausoleum Dungeon
AFFILIATION	Worked on threads by the Puppeteer (Chapter 1)
IDENTITY	Unconfirmed — awaiting the director
VOICE	ElevenLabs "Callum", model eleven_v4
STATUS	In game (Chapter 1 boss), Mixamo animations

> ***The end of Chapter 1 (in the game since 2026-11-03):*** *when the lich falls the stair collapses. Stalvan finds the crew's plank door, and the party leaves by the sea dock and the water cave on the door as a raft, out of the Glavica's east cliff. At the pier it finds its own boat sunk; Peels gives the Cut Splinter, and Nana pays. Vella's portal, the Severed Thread, the thread walk and the dig face are not in the game (parked; they may return later). See the Chapter 1 script, Scene 8.*

Summary

- The first boss of the Prologue, fought at the end of the mausoleum.
- When he falls, the threads snap upward and the robes fall empty: there was never a body.
- Who worked him is the first mystery of the game: the Puppeteer.

Appearance

- A crowned skull with **cold blue burning eyes** under a dark hood, the crown a ring of horn-like spikes.
- Heavy, rusted plate armour with gilded edges, set with carved skulls on the pauldrons, chest, belt and knees.
- Tattered blue and purple robes hanging to the floor; skeletal hands in armoured bracers. The sheet shows no staff, so he casts from his hand.

Class and abilities

- **Phase 1:** he summons skeletons and casts a bolt with a clear wind-up; a violet floor marker shows where his skeletons will rise before they do.
- **Phase 2, at half health:** glowing circles on the ground, and the threads above him show more. On heavy hits he jerks like a marionette.
- **Dread Pulse:** a channelled attack (Mixamo animation, phone build v0.1.119).

In the game

- **Chapter 1, Scenes 6–7:** at the cavern mouth a voice reads out names; Vella warns that a lich keeps its life somewhere else and Stalvan charges in shouting "LICH!", so the fight starts with his Taunt.
- **Mixamo animations (v0.1.119, 2026-10-18):** an overhead summon, the Dread Pulse channel, staggers, a death fall, and backing away while facing the party. In the chamber the pillars are cut to stubs so the fight stays visible.
- **The hollow lich (Scene 7):** the threads snap one by one, the robes fall empty, and far above someone laughs. An **Arcana** roll reads the binding magic. The threads vanish into the dark: there is nothing to loot from them. Then the stair falls in.
- **The chamber in the first dungeon plan (lore on paper, not built):** a vast collapse chamber below the sea (a fighting floor of about 35 × 32 m with four columns), a dais before **the source** with the sea standing behind it as a wall of water, and adds that walk out of the held water. See Mausoleum Dungeon.

Story

- **Who worked him:** the Puppeteer, the prologue's unseen villain, who speaks for the first time through a Sealed King's death mask in Chapter 6: "Kings make better puppets than liches."

- **The older drafts:** the boss was first drafted (2026-10-02) as the **Tidewarden**, the old captain-lord of the bay who bargained with the deep and bound his crews' bones; and the dungeon plan's working default links him to the founder of the patrician family. Neither is confirmed. See The Tidewarden and the lost crews.
- **His real name, and what the source is:** *Unconfirmed — awaiting the director.*

Quotes

Said to and about him in the game:

> ***Vella:*** *"Careful. A lich keeps its life somewhere else. If we don't find where, it'll just—"*

> ***Stalvan:*** *"LICH!"*

> ***Stalvan:*** *"No weight to it. My axe went straight through."*

> ***Vella:*** *"Binding magic. Someone was working it like a puppet, from far away."*

> ***Stalvan*** *(taunt): "You're the boss? You look like a coat rack with opinions."*

> ***Stalvan*** *(taunt): "Nice crown. Nana needs a new soup pot."*

Voice

- **ElevenLabs "Callum"** (premade, husky, intense). The director, 2026-10-15: *"pick another voice for the lich then"*, when Stalvan kept Brian. Model eleven_v4.
- He speaks no lines in the current script; his voice is used for the laughs: a far laugh at the boss door and in the hollow-lich scene, and a close laugh under the end card.

Design and model

- Design sheet and Meshy PBR model (`boss-pbr-model.zip`) in `new-design/`.
- A towering boss, about 2.2 m, first animated on the party's skeleton with slow, heavy clips (idle, a 1 m/s walk, a heavy swing, a ranged cast, a ground slam, a summoning pose and a 2 s collapse into a heap of armour and robes), then given Mixamo animations.

Gallery



Concept art 04





The lich on the dais; the strings snap and the robes fall empty (Chapter 1 script concepts).

Sources: new-design/design/boss-1-pbr.jpg; docs/world-bible.md (The cast); wiki/Lore/Chapter_1_Script.md; "plan - future for prologue.md" (chapters 1 and 6, Mystery threads); sound-manager DB (lines; read-only); docs/decisions.md (2026-10-15 lich recast); docs/towns/island1/stara_luka_mausoleum.md §3 (L5), §10; docs/plan/level_02_fishing_town_plan.md §9.2

Last updated: 2026-11-19 (WIKI-CLEAN-2)