Luka

NPC · The townsfolk of Stara Luka · In game

Luka is the sixteen-year-old stable boy of Stara Luka who hides in the stall beside his mare Zora, and the last person to see the mayor leave.



A still of the 3D model



TYPE	NPC (town quest)
LOCATION	The stables behind the town square, Stara Luka
AFFILIATION	The townsfolk of Stara Luka
ROLE	Stable boy and survivor
VOICE	ElevenLabs "Liam", model eleven_v4
3D MODEL	Meshy, symmetric, 4K painted textures; rigged
STATUS	In game (Chapter 1)

Summary

- Scared, honest, and in love with his horse.
- Tells the party the mayor rode to the headland, gives them a Scroll of Resurrection and sends them to Nana.

Appearance

- A slim, wiry boy of about sixteen, about 1.68 m, sun-tanned, with messy short dark-brown hair with straw in it, freckles and big brown eyes.
- An undyed linen shirt with long sleeves, an open dark-brown leather work vest, patched dark-olive trousers, a rope belt, worn short brown boots, smudges of hay dust.

Personality

- Scared, honest, loves his horse; he relaxes and brightens when he talks about Zora or Mare's fish (the sound-manager's casting notes).

In the game

- **Chapter 1, Scene 3c:** he hides in Zora's stall when the party clears the stable yard; the party talks to him from the stable's west door.
- **Chapter 2, side quest (story design, 2026-10-25):** he sends the party after the mayor's grey mare, Bura, who has not come home (The Grey Without a Rider), and tells them about the mayor's daughter Mila: "He kept her room the way it was. Like she'd be back for supper."
- The mayor took his grey horse the night before and rode up to the headland, toward the old tombs, alone; the mayor told him to say he had gone to the capital, but that road leads the other way.
- His talk has an **Insight** roll, an **Animal Handling** roll (calming Zora so he comes out; Stalvan has a bonus) and an **Intimidation** fallback.
- He gives the party a **Scroll of Resurrection** ("my grandmother kept it for bad nights"), the only one in the chapter, and sends them to Nana at the inn.
- **Talking portrait:** he talks shyly (neutral, worried, happy), with a breathing idle (7 October 2026). See Cinematics.

Story

- His name and story are a 2026-10-07 draft for the demo, built into the game since. His family beyond his grandmother: *Unconfirmed — awaiting the director.*

Quotes

> *"Go away! I'm not coming down!"*

> *"Don't hurt Zora! She's the only one who didn't run."*

> *"The mayor took his grey last night. Rode up to the headland, toward the old tombs. Alone."*

> *"Are you a giant?"*

> *"Zora kicked one of them in the head. It got back up. Zora was very offended."*

> *"She likes you. She doesn't like anyone."*

Voice

- **ElevenLabs "Liam"** (premade, young): a light young tenor, not fully settled; scared lines are fast and breathy.
- Model **eleven_v4**. He has 10 active lines.

Design and model

- Designed on 2026-10-07 at the director's request for the new town quest. A symmetric reference painting was generated with Meshy's image tool in the game's painted style, then turned into a 3D model (40k triangles) with 4K painted textures.
- **Rig:** the director, 2026-10-14: *"the models we already have are the ones"*: Luka uses his existing rigged model (65-bone rig).

Gallery



3D model



Luka hides in Zora's stall (Chapter 1 script concept).

Sources: docs/plan/town_quest_draft_2026-10-07.md; new-design/design/luka_work/; wiki/Lore/Chapter_1_Script.md; sound-manager DB (characters, lines; read-only); docs/decisions.md (2026-10-14 MARE-LUKA-3D); docs/plan/wave_2026-10-06b_log.md

Last updated: 2026-10-24 (WIKI-CHAR-2)