MARE

NPC · The townsfolk of Stara Luka · In game

Mare is the fishmonger of Stara Luka who holds out behind her barricaded stall on the night the party arrives, the first survivor to tell them where the mayor went, and the wife of Jure, who sailed with the lost crew.



A still of the 3D model



TYPE	NPC (town quest, side quest giver)
LOCATION	The fish market (ribarnica) on the riva, Stara Luka
AFFILIATION	The townsfolk of Stara Luka
ROLE	Fishmonger and survivor
FAMILY	Jure the Boatman, her husband (lost with the crew)
VOICE	A custom ElevenLabs voice (by voice id), model eleven_v4
3D MODEL	Meshy, symmetric, 4K painted textures; rigged
STATUS	In game (Chapter 1 and *The Empty Boat*)

Summary

- A sturdy, stern, tired and brave woman who still laughs easily.
- Gives the side quest The Empty Boat: find out what happened to her husband.

Appearance

- A sturdy, strong woman in her late forties, about 1.65 m, with a weathered tanned face, laugh lines and a stern, tired, brave look.
- Dark hair with grey streaks under a faded blue headscarf; an off-white linen blouse with rolled sleeves, a knee-length dark-blue skirt, a long ochre waxed-canvas work apron, short brown boots.
- Palette: faded blue, off-white, ochre and warm brown.

Personality

- Matter-of-fact and quick, market-loud, with a short, real laugh; the line about her husband drops in pace and volume (the sound-manager's casting notes).
- She takes to Stalvan at once: "You eat a lot, big one?"

In the game

- **Chapter 1, Scene 3b:** barricaded among the stalls with a filleting knife when the party clears the market. She saw the mayor three nights ago at the bell; he bought nothing and asked who still kept horses, which sends the party to the stables.
- Her talk has a choice, a **Persuasion** roll (her coin purse and salted fish; Stalvan's honest face has a bonus) and a **Perception** roll (drag marks from the sea steps toward the stables).
- **The Empty Boat (built 2026-10-17):** her husband's boat went out with the last crew the mayor hired and came back empty three weeks ago. In the crypt the party meets **Jure the Boatman**, one of the four mini-bosses of the lost crew, and at the berth Roko, the boy who crewed for him. When they bring the news, she gives them **Bonaca**, Jure's father's curved sea sabre, and 250 XP.
- **The new ending (draft, 2026-10-22):** she is on the quay when the party comes home on Stalvan's door raft.
- **Talking portrait:** she talks (neutral, serious) and laughs warmly, with a breathing idle (7 October 2026). See Cinematics.

Story

- Her name and story are a 2026-10-07 draft for the demo (docs/plan/town_quest_draft_2026-10-07.md), built into the game since.
- **Jure the Boatman**, her husband, crewed for the mayor's last hired crew with the deckhand Roko. The crew locked the way up behind them to keep the dead from the town, and died there; Roko died at the berth trying to cut the boat free, and the tide brought the boat home without him.
- Her life before the story: *Unconfirmed — awaiting the director.*

Quotes

> *"You're not dead. Good. Close the gate behind you."*

> *"Afraid? No. He looked like a man late for something."*

> *"Fish isn't free because the world is ending."*

> *"My Jure's boat went out with the last crew the mayor hired. It came back empty three weeks ago. No nets, no men."*

> *"Then they died for this town. Both of them. Take this. Jure's father carried it at sea. It should be used, not hung on a wall."*

> *"Come by for fish. Always. You don't pay."*

Voice

- A custom ElevenLabs voice, set in the sound-manager by its voice id; the voice's name is not recorded. Casting note: a strong, slightly husky lower female voice.
- Model **eleven_v4**. She has 17 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"*: Mare uses her existing rigged model (65-bone rig), with no new generation.

Gallery



3D model



Mare barricaded behind her stall (Chapter 1 script concept).

Sources: docs/plan/town_quest_draft_2026-10-07.md; new-design/design/mare_work/; wiki/Lore/Chapter_1_Script.md; sound-manager DB (characters, lines; read-only); docs/decisions.md (2026-10-14 MARE-LUKA-3D, 2026-10-16/17 the lost crew and Roko); docs/plan/wave_2026-10-06b_log.md

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