Nana

The townsfolk of Stara Luka · In game

Nana is the innkeeper of Stara Luka, who holds the inn against the dead with a cleaver and a candle, keeps the town's book of the dead, and sends the party up the headland to the mausoleum.



The painted concept sheet



TYPE	NPC (innkeeper, quest giver)
LOCATION	The inn, Stara Luka
AFFILIATION	The townsfolk of Stara Luka
ROLE	Stara Luka's innkeeper; keeper of the book of the dead
CLASS	Unconfirmed — awaiting the director
VOICE	ElevenLabs "Matilda", model eleven_v4
3D MODEL	`chr_nana` vo (52k triangles, rigged, 1.62 m)
STATUS	In game (Chapter 1)

Summary

- Stara Luka's innkeeper in the Prologue: tired, blunt and protective of her town.
- The last person still holding out in town when the party arrives in Chapter 1.
- Listed as a companion (working role) in the world bible; whether she ever joins the party is open.

Appearance

- A young woman with long, curly dark-brown hair and a freckled face.
- A long-sleeved olive-green tunic, dark cropped trousers and short brown ankle boots: the plainest, most homespun clothes of the cast.

Personality

- Tired, blunt, protective of her town (prologue plan, Cast).
- Practical and a little sharp with mercenaries, softer about the town; short sentences that land with weight (the sound-manager's casting notes).

Class and abilities

- **Class:** *Unconfirmed — awaiting the director.* The four companion classes belong to Stalvan, Vella, Manfred and Zanze; none of the nine hero classes is assigned to her. See Talents.
- She has no combat abilities in the game.

In the game

- **Chapter 1, Scene 4:** after the inn siege she lifts the bar and stands in the door with a cleaver and a candle. Her talk has a **Persuasion** roll (half the pay up front; Stalvan's "...Please?" earns it "for the manners"), an **Insight** roll, and optional questions about the graveyard, the mausoleum, the book of the dead and the mayor. Talking to her refills the potions.
- **Morning (Scene 8):** her talking head tells the party the bells are quiet and the scratching under her floor has stopped.
- **Talking portrait:** she talks in four moods (neutral, serious, worried, happy) with a breathing idle, from short video clips made from her painted portrait (7 October 2026). See Cinematics.
- **Before the demo (2026-10-01):** she stood in the inn's common room as a test quest giver, at the director's request: *"put the nana in the inn in idle pose and we will be the quest giver"*.

Story

- **Chapter 1:** the mayor promised a company and sent three. Every night more dead climb out of the old mausoleum, and every night she hears scratching under her floor. Since the old church keeper died last winter she holds the key to the harbour church's book of the dead, and this week she found names crossed out, not by her hand. She last saw the mayor a week ago.
- **Chapter 2:** her inn is open on the morning after.
- **The scratching under her floor:** the dead were digging toward the town, toward something under it. The stone under Stara Luka is found in a later chapter (2026-10-08); where exactly it lies is still an open decision.
- **Draft of 2026-10-02:** she keeps the town's ledger of every lost crew; see The Tidewarden and the lost crews.

- **Backstory, and whether she joins the party:** *Unconfirmed — awaiting the director.*

Quotes

> *"Three of you. The mayor promised a company."*

> *"Every night more of them climb out of the old mausoleum. Every night there are fewer of us to bury them."*

> *"I pay in the morning. To whoever walks back in."*

> *"It isn't only ours. Every village on this bay carries its dead up the headland. Always has."*

> *"This week I found names crossed out. Not by my hand."*

> *"Bring the quiet back. And bring yourselves back."*

Voice

- **ElevenLabs "Matilda"** (premade, warm, mature): a grounded warm alto, tired but unbroken.
- Model **eleven_v4**. She has 20 active lines, plus the shout through the barred door, recorded in her voice and muffled.

Design and model

- `chr_nana` **v0 (NANA-NPC-1, 2026-10-01):** made from her `new-design` Meshy model with the shared pipeline: the 66-bone skeleton, 52,000 triangles, 1.62 m, colours corrected to her sheet, matte. Clips: a calm 6-second idle, a talking gesture and a relaxed walk. The painted pass (hair, face) comes later.
- Her rig is planned for re-use: re-dressed, it becomes Imsa, the innkeeper of Meneferu.

Gallery





Nana behind the bar with the tomb in the window; the inn siege (concept scenes).

Sources: new-design/; docs/world-bible.md (The cast); "plan - future for prologue.md" (Cast, chapters 1–2, Open decisions); docs/plan/meneferu/npcs.md (recycled rig); sound-manager DB (characters, lines; read-only); docs/decisions.md (2026-10-01, 2026-10-15 eleven_v4)

Last updated: 2026-11-08 (SCRIPT-WIKI-1)