People of Ragosa

Locals of the story arc · Proposal for the full game



From the design documents

TYPE	Locals (NPCs) of the story arc
LOCATION	Ragosa, Island 1's east coast, and the refugee camp on its headland
STORY	The Keeper of Ragosa
STATUS	**Proposal** for the full game (Act 2 recommended); every name a working name, *Unconfirmed — awaiting the director*

The story, as you play it

These are the people of The Keeper of Ragosa, a city that swears by a dragon asleep under its walls.

The believer. Master Orsat, an old mason, is the Warden of the Tooth. He has believed for thirty years that the dragon sleeps in stone, and he sends you down with its Tooth.

The Chamberlain. Ser Marin, the Chamberlain of the Tithe, is kind and calm, and keeps the city's purse.

The people the trouble touches. Mirna is the widow of Pasko, the watchman killed when the sea wall fell. Dorica's son Ive is missing from the refugee camp. Vlaho, the apothecary, sells dragon bone in good faith. Ser Gaspare Orlić, a councillor who looks far younger than his years, says someone will want you at his table.

How it ends Spoilers

Marin is the only man who knows the Keeper is dead bone: the fossil of a great extinct beast (the player sees a T-rex). He sells it abroad as dragon bone. His powder killed Pasko, and Ive is roped as a digger in his quarry.

Your choice decides what each is left with. Orsat gives up his ring, walls the truth up again, or buries his god in public. Marin is tried in the open, or sent away in a closed boat. Pasko's name is cleared unless you keep the secret. And Gaspare brings you to the masked ball as his gift.

The people of Ragosa are the named locals of the proposed story arc The Keeper of Ragosa: the masons' order that keeps the Tooth, the Chamberlain who counts the city's money, and the townsfolk and refugees who give the side quests. Each entry gives the look, what they want, their secret and how it ends for them, from the writer's cast (§7 of the design). The enemies are on their own page.

> ***A design proposal for the full game (Act 2 recommended), not the prologue. Nothing here is built yet.*** *Every name is a working name; everything on this page is Unconfirmed — awaiting the director.*

The Hall and the council

Master Orsat, the Warden of the Tooth

- **Look:** a broad old mason of about sixty-five; white close-cut hair and beard; stone dust in the creases of his big hands; a grey-white robe and leather apron; the heavy iron oath ring.
- **Wants:** the city whole and unafraid.
- **Secret:** thirty years ago, the night he took the ring, he was shown the Keeper's ribs behind the Oath Wall and told that it sleeps in stone and that the stone wakes with it. He has believed it ever since, and he is afraid of the day it wakes.
- **In the story:** gives the Tooth and asks "Does it sleep?" (M2); takes the party to the Oath Wall (M5, roll talk R3): "It feels the picks." He comes through the cracked wall into the Last Chamber and asks the hero what the city should be told (M9).
- **How it ends:** A, he gives up the ring; B, he walls the gallery up again ("They need it more than I need the truth."); C, he keeps the ring and holds the Keeper's wake.



Orsat at the Oath Wall *(story picture, proposal).*

Ser Marin Zlatar, the Chamberlain of the Tithe

- **Look:** fifty, neat, grey-blue good wool, ink on his cuffs, a soft voice.
- **Wants:** the city paid through the year, and himself with it.
- **Secret:** the only man in Ragosa who knows the truth. He went down with the council's key, saw dead bone, and sells it abroad as dragon bone. He moves the council to call the Nights that hide his boat, and his powderman's blast killed the watchman. He pays the widow's rent and she does not know it.
- **In the story:** kind at the council (M3); at his own table he tells the party it is dead and offers them a share (M6). He gives up without a blade in the Bone Gallery (M8). In the Last Chamber: "Well, Warden? Is that a dragon?"
- **How it ends:** A and C, tried in the open ("You think the city wants the truth? It wants the walls to stand."); B, "taken by the Keeper", a closed boat at dawn.



Ser Marin at his own table *(story picture, proposal).*

Dujam and Brne, the Chamberlain's men

- **Dujam, the Tithe Captain:** a broad halberdier in dark red who guards the bone boat. A boss; see Enemies.
- **Brne the Powderman:** a big, burned-faced quarryman with a belt of clay charges, who laid every blast. A boss; see Enemies.

The city

Mirna, the watchman's widow

- **Look:** thirty, a black kerchief; she holds herself very straight.
- **Wants:** her husband's name back. The watch says **Pasko** slept on his post and "let the Keeper's anger in", and his pay is stopped.
- **Secret:** Pasko told her about the chain nights, and she told no one, because he said it was the Chamberlain's business.
- **In the story:** gives *Pasko's Last Watch* (S5): his order book shows every lowering of the chain under the Chamberlain's seal. **How it ends:** his name is cleared in A and C, never in B.

Teodor, the scholar

- **Look:** thin, middle-aged, a dusty dark-green coat, ink-stained fingers (as in Chapter 3, *The Scholar in the Footings*).
- **Wants:** to measure the oldest gate before the masons repoint it.
- **Secret:** he has had the answer in his notes for years, *ossa lapidea*, "stone bones", and never read it right.
- **In the story:** gives *The Oldest Keystone* (S3), which unlocks the third ending.

Old Lukša, the net-mender

- **Look:** bent, a faded blue coat, a coil of net on his shoulder, bare feet on the rocks.
- **Wants:** someone to walk the prints with him once more.

- **Secret:** he has always thought the Keeper walked away, and that the city is guarding an empty bed.
- **In the story:** gives *The Dragon's Walk* (S2).

Vlaho, the apothecary

- **Look:** thirty-five, round, kind, a clean apron.
- **Wants:** to help the fever.
- **Secret:** he believes in his dragon bone completely, and has given it to his own mother.
- **In the story:** gives *Dragon's Bone, Three Coins an Ounce* (S1), with **Ljuba** from the camp, who spent her savings on it. He asks whether he should stop selling it.

The camp on the headland

Dorica, a net-maker from Stara Luka

- **Look:** forty, sun-dark, a shawl, net needles in her apron.
- **Wants:** her son back.
- **Secret:** she told Ive to take the night work; she needed the coin.
- **In the story:** gives *The Missing from the Camp* (S4). Her son **Ive** (about twenty) is one of the roped diggers in the Old Cut; freed, he shows the party the cutters' side path (M7).

Tena

- **Look:** about eight, barefoot, a stone in her fist.
- **Wants:** to leave a stone for the Keeper's bed like the city's children, so that it knows her and stops being angry at the camp.
- **In the story:** gives *A Stone for its Bed* (S6): she finds a small stone claw in a crack no grown-up fits. **How it ends:** A, she walks in through the land gate; C, her stone lies at the Keeper's feet.

Others in the story

- **Ser Gaspare Orlić**, an old councillor who looks far younger than his years, sits at the council table in M3 and says one line to the party: "Heroes of Stara Luka. Someone will want you at his table." (a plant for the masked ball, where he brings them as his gift; *Unconfirmed*)
- **The herald:** reads the council's order at the chain tower (M1); a red-and-gold tabard with the city's emblem.
- **The captain:** lands the party at the outer dock and waits there (one line). Name *Unconfirmed*.
- **Toni:** carries food to the council's high table; one line about the Chamberlain in M3 (a tie-in, *Unconfirmed*).
- **Bratoš** *(working)*: the founders' first master mason, long dead, who cut the Oath Wall, pulled the Tooth from the jaw and walled up the old gallery. Lore only.
- **The Wardens of the Tooth:** the masons' order, in grey-white working robes with leather aprons and mason's hammers. Builders first; no magic. On the Night of the Turning they keep the silent watch.

Sources: docs/plan/full_game/ragosa_dragon_keeper.md (DRAGON-STORY, redesigned in SYN-DRAGON, 2026-11-17), §§3, 4, 6, 7; picture briefs (d02, d03, s01). Last updated: 2026-11-17 (SYN-DRAGON)