People of the dark west

Locals of the two dark regions · Proposal for the full game



From the design documents

TYPE	Locals (NPCs) of the two dark regions
LOCATION	the Lamp, the Murk Coast, the Black Beechwood, Valponte
STORY	Where the Day Ends
STATUS	**Proposal** for the full game (Act 2); every name a working name, *Unconfirmed — awaiting the director*

The story, as you play it

These are the locals of Where the Day Ends. Each of them seems simple when you meet them.

At Valponte Vella's family sends you after her brother Nico, who rode into the night after Ruža, the charcoal burner's daughter.

In the forest village of Jelovac the headwoman Stana bargains with you for the skull of the White Beak, the leader of the bird-masked cannibals. Matija hunts them for a bounty.

In the cliff village of Vjetrnik the headman Kuzma is a warm host who calls the lighthouse keeper mad. His daughter Jelka carries bread to her every evening.

At the Lamp the keeper, Dobrila, asks every stranger whether they have seen a boy of nine in a red cap.

How it ends Spoilers

All of them have a share in the night. Kuzma led the village's wreckers. Dobrila covered her lamp for six of their seven wrecks, and the seventh drowned her son's ship. Stana barred her gate on the starving survivors. The White Beak is Dobrila's son Jakov, and Nico was his bait.

Your choice in the lamp room decides who answers for it: the son, the mother, or both villages together. In every ending Nico comes home beside Ruža on the charcoal cart.

The people of the dark west are the locals of the proposed Act 2 story arc Where the Day Ends: the keeper of the lighthouse, the cliff village of Vjetrnik, the forest village of Jelovac and Vella's family at Valponte. Nothing is built; every name is a working name (open question D10), *Unconfirmed — awaiting the director*. The bird-masked Crew, the White Beak among them, are on their own page.

The lighthouse

- **Dobrila** (about 60), keeper of the Lamp. *A wrecker who sentenced herself and everyone near her to the dark, and calls it waiting.* Thin, upright, never sleeps in the dark hours; asks every stranger: "Did you see a boy in the forest? Nine. A red cap." She speaks little and plainly, is kind to Jelka and blunt with everyone else, and still speaks of her son as nine. She kept the lamp's book and covered the lamp for six wrecks; she does not know her son lives. "It doesn't need oil. It needs me awake."
- **Bartul**, her husband, kept the lamp with her and covered it on the *Lastavica*'s night; he "fell from the gallery" the next spring (left open).
- **Jakov**, their son, the *Lastavica*'s ship's boy at nine, now the White Beak, leader of the Crew.

Vjetrnik, the cliff village

Style A.

- **Kuzma** (65), headman. *A man who once decided a ship's cargo was worth its crew, and has never decided anything since.* He led the wreckers; a generous host with a ship's compass, a silver tureen and glass too thin for a village; calls the keeper mad, because a mad keeper keeps strangers off the rock. He confesses after the raid: "She kept the book. She always kept the book."
- **Jelka** (24), his daughter; the only one who crosses the Swing, with bread for the keeper every evening since she was twelve. Gives *Seven Notches*; the party decides whether to tell her what the notches mean. The Crew spares her house in the raid.

- **Grga** (55), the bridgeman, twenty years a sailor; keeps the Swing's ropes; knows a bosun's call in a forest; teaches *Ropework* (*Seven Strands*).
- **Perina** (50), a fisher's widow; her man drowned at the Teeth "on a bad night"; sister of Krsto, the wrecker who never came back from the forest. Gives *The Bell in the Surf*.
- **Pavo** (10), a boy who climbs for gull eggs. Gives *Gull Eggs*.
- **Šimun**, an old fisher. Gives *Fish for the Forest*.

Jelovac, the forest village

Proposed style D, wooden highland.

- **Stana** (72), headwoman. *She barred the gate on twelve starving strangers in the first winter, and has run the village like a ship in a siege ever since.* Hard, fair, never sentimental; makes the party a bargain for the captives and the White Beak's skull. "He didn't knock. He scratched." (*What the Gate Saw*)
- **Matija** (40), hunter; pays a bounty on Crew skulls and keeps them on his fence; his brother went "to the birds" five winters ago. Gives *Proof of the Kill*; he is the first to see the swallow on a Crew mask.
- **Josip** (50), charcoal burner, and **Ruža** (19), his daughter, who drives the charcoal cart to Valponte's fair every year, where Nico waits for it. Both taken alive as bait; Josip shows the party the Crew's way and teaches *Charcoal Burning* (*Live Embers*).
- **Anka** (45), the trapper's widow (existing map hook: "bring back his ring"). Gives *Anka's Ring*.
- **Old Milka** (80), keeps the apple tree in the Noon Hollow; a girl on the coast before she married into the forest, she grew up with Dobrila. Gives *The Noon Hollow*. "She always kept the book, you know. Bartul never had the patience."
- **Iva**, a goat girl. Gives *Fat Wolves*.

Valponte

Existing proposals, from Vella's page.

- **Guido and Ilaria Castellani**, Vella's parents, at the Castellani villa; Guido sits on the bridge council, which holds the wreck silver in ending C.
- **Nico** (about 19), Vella's brother, eight years younger, who wants to be like her. He rode into the dark with their mother's kitchen knife when Ruža's cart was a day late, and told the White Beak his sister "always comes". *(The arc's additions to him are open questions D2 and D12.)*

Sources: docs/plan/full_game/island1_dark_coast_and_forest.md (DARK-STORY and SYN-DARK, 2026-11-17), the synopsis and sections 4, 6, 7, 13 (D2, D10, D12).
Last updated: 2026-11-17 (SYN-DARK)