# People of the jungle

*Locals of the story arc · Proposal for the full game*



*From the design documents*

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| TYPE | Locals (NPCs) of the story arc |
| LOCATION | The jungle of Island 2: Wenatu, Pohu, Mareva, Corsair Bay |
| STORY | Under the Green Crown |
| 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 people of Under the Green Crown, in the order you meet them.

**The Halun.** Ilo, a young river-runner, brings you into the jungle by a forbidden road. Tawi, her village's Speaker, judges her for it. Kawe, the young war-leader, wants the gold company burned out. Oki, a boy of seven, has a pet monkey that came home with blue eyes. Tehu, the best tracker of the hunters' hamlet, will not hunt any more.

**Mareva.** Sarne, the Company's Factor, sells more gold than his river could give. Nenet, the assayer, weighs it. Mother Ashet keeps the inn, and the rooms of lodgers who vanished.

**The pirates.** Captain Isaura Kell carries long boxes north and has never opened one.

**The gentleman.** A soft-voiced buyer in a black coat pays for everything, and never sweats.

### How it ends Spoilers

**The gentleman** is a dead man on threads, and the Puppeteer speaks through him. Stalvan knows the voice from his cell. **Sarne** dies never knowing what he served. **Rook**, Isaura's mate, sold the pirates for side pay. **Tehu** dug the pits that fed the bound beasts; whether the village hears it is your choice.

**The people of the jungle** are the named locals of the proposed story arc Under the Green Crown: the Halun of Wenatu and Pohu, the townsfolk of Mareva, the pirates of the Hulks, and the gentleman who buys the kings. Each entry gives the look, what they want, their secret and how it ends, from the writer's cast (§6 of the design). The enemies are on their own page; the Halun's laws and faith on The Halun.

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

## The Halun

### Ilo

- **Look:** about twenty, lean and quick, river-mud to the knees, hair tied up with a cane pin, a short fishing spear, one bead at her throat.
- **Wants:** her grandmother Neha back from the Company.
- **Secret:** none she keeps: she broke the law of the Dark Run to fetch help, and knows exactly what it costs. She never lies (a lie at the fire costs a day's silence).
- **In the story:** comes out of the Dry Mouth for "anyone with a blade" and takes the party down the Dark Run (M1); judged at the fire (M2); the party's guide through the arc.
- **How it ends:** freed or sentenced by the party's word (R1); in choice B she leaves for Mareva as a river-pilot; in A she is the next Speaker by lot.

### Grandmother Neha, a Rememberer

- **Look:** about seventy, small, white-haired, with a voice that fills a fire ground.
- **Wants:** the young kept out of the Company's hands.
- **Secret:** she went with the Company of her own will. She sang the gentleman the way down the well every night, and every night told him the kings did not speak. She never sang him the end of the walk-out.

- **In the story:** found at the Well House's lip (M7); sings the party down the well (M9) and the kings down the river (M10).
  - **Neha:** "He asks every night if they speak. Every night we say no."

### Speaker Tawi

- **Look:** about fifty, heavy and slow, a reed in his hair for the lot.
- **Wants:** a quiet year. He drew the short reed twice.
- **Secret:** keeps the end of the walk-out song, and the Halun's shame at being the Ilkari's children.
- **In the story:** judges Ilo (M2); gives the chain *A Name for the Sotu*; decides with the party at the well (M10).
- **How it ends:** A, honoured; B, he signs the pact with Mareva and loses face; C, he will not speak to the party for a moon.

### Kawe

- **Look:** about twenty-five, tall, red ochre on his forearms, a bloodwood war-club.
- **Wants:** the Company gone and his mother, Ama Ruo, a Rememberer, home.
- **Wrong for good reasons:** he believes the kept walk in anger because their gold was taken, and that burning the Company House will put them to rest. He raids the sluice shed (M3) and brings spears to Mareva's edge (M7).
- **How it ends:** talked down or beaten in a Halun duel, he goes down the well with the party; if the party stands aside, he burns the east side of Mareva's Salt Square and is exiled to Pohu.
  - **Kawe:** "You came out of the Dark Run. The river didn't want you either."

### Old Paku, Little Wen

- **Old Paku**, a hunter of Pohu, sixty, one ear torn by a cat. Leaves food on the path for the kept "in case"; trades with the pirates; gives *The Cat in the Rafters* and ends *The Copper Bell's Charts*.
- **Little Wen**, about nine, of Wenatu, knows half a verse of the well song (*Half a Verse*).

### Tehu, the hunter who will not hunt

*Added 2026-11-18 (JUNGLE-BEASTS-STORY); a proposal.*

- **Look:** about thirty, lean and quiet, of Pohu; Old Paku's sister's son. His bow hangs unstrung on his house post.
- **Wants:** to know his beasts by their feet again.
- **Secret:** in spring he dug the pits and sold the gold company eleven beasts alive, for salt and iron hooks. Then a black jaguar he had known for six years walked past his tethered goat with blue eyes. He has told nobody.
- **In the story:** gives the chain *Nothing Walks Straight* from its second quest; teaches the party to read the straight tracks and to call a beast back.
- **How it ends:** the fire hears it from the hero, from nobody, or from Tehu himself; and the last quest counts how many of his eleven the party left alive. The bow is strung again, or stays on the post.
  - **Tehu:** "She walked past my goat. She looked at me the whole way."

### Oki, and Thief

*Added 2026-11-18.* **Oki**, seven, of Wenatu, whose tame monkey **Thief** came home with blue eyes and sits on the roof ridge facing the fire ground. Gives *He Doesn't Steal*. Once freed, Thief steals again: from the party, too.

- **Oki:** "He doesn't take my food. He always takes my food."

# Mareva

### Lodovico Sarne, the Factor

- **Look:** fifty-five, Ragosa-born, a linen coat gone yellow, a wig in the heat, gold dust in his nails.
- **Wants:** out of debt before he dies.
- **Secret:** the gold is grave gold from the Green Well, salted into his sluices and sold as a river strike; he holds the Rememberers at the well; he changes the gold through a bill on the house of Orlić, Ragosa. He thinks the gentleman collects "Ilkari mummies" for foreign scholars.
- **How it ends:** dies in the warehouse fire (M6).
  - **Sarne:** "He never took an ounce."

### Nenet, the assayer

- **Look:** about forty, desert-born, sleeves pinned, a loupe on a cord, brass weights she trusts more than people.
- **Wants:** honest weights in her town.
- **Secret:** she bought the Company's gold for months before she looked closely.
- **In the story:** the chain *Honest Weight*; the key to the Mareva pact (choice B).
  - **Nenet:** "I weighed it every week. I never once asked what it had been."

### Mother Ashet

- **Look:** sixty, big and quick, a ladle as a pointer.
- **Wants:** her lodgers alive and paying.
- **In the story:** keeps the Long Table, the boarding house and inn; gives the chain *The Long Table*; restores the party's kit on credit (M3).
  - **Ashet:** "I keep the rooms. A man comes back, he wants his bed where he left it."

### Old Benno, the panner

- **Look:** seventy, island-born, bare feet, a wide pan.
- **Wants:** one person to believe that this river never gave more than a pinch a day.
- **In the story:** teaches **Panning** after *A Pinch a Day*.
  - **Benno:** "Rivers don't change their minds."

### Others in Mareva

**Old Sefu** (the bitterbean roaster), **Doss** (a card sharp with a grey parrot), **Pim** (a missing lodger from Montevigna, found rowing the night boats), **Sallow Jem** (the Company's night recruiter), **Meret** (Ashet's cousin at the salt pans), **Bakir** (the harbour clerk, who has the last word about the *Heron*).

# The Hulks

### Captain Isaura Kell

- **Look:** forty, sun-dark, short grey-streaked hair, a long blue coat worn open, a boarding axe; laughs loudly and counts quietly.
- **Wants:** the Hulks free and fed.
- **Secret:** has carried the gentleman's boxes north for good gold and never opened one. She suspects.

- **How it ends:** in choice C the Hulks become a free port under her charter; in A and B she sails off the coast "until the next fool".
  - **Isaura:** "A share's a share. Even for a thief."



**Isaura at the opened box** *(concept art, proposal).*

### Rook, Hask and Tock

- **Rook**, her first mate, thirty-five, neat beard, rings. Took the gentleman's side pay to send a chisel gang to the Counting House and plans to vote Isaura out. The boss of *The Vote*.
- **Hask**, Rook's chisel boss, a mason turned pirate. The boss of the Counting House.
- **Tock**, Isaura's old bosun, marooned by Rook on a lagoon islet for asking questions: "Gold doesn't need straw."

## The others

### The Buyer, "Master Edrin Vasse"

- **Look:** a black coat buttoned in the heat, a soft voice, perfect manners.
- **What he is:** a dead man threaded in time so he looks alive. He never sweats, flies never land on him, and he eats nothing at a table laid for him. The Puppeteer speaks through him in his own voice, "a little hollow": the voice Stalvan heard every night in his cell in Act 1.
- **What he does:** pays the Company to open the well and keep the gold; walks the kept kings out at night; listens to them for a voice; ships them north by the pirates. *(Added 2026-11-18:)* he also pays for beasts alive. His bar holds **the kennelmen**, the kings' dead beast-keepers, who bind the jungle's animals for him (the bound beasts); what the beasts see, the Puppeteer sees, which is how the Buyer knows what the party lost at the falls.
- **How it ends:** Stalvan strikes him in the Well House (M8): no blood, threads, and a smile that does not change.
  - **Buyer:** "Take the gold. All of it. I only want what nobody here has any use for." / "You were very good company."

### Khemu, the pass watchman

Desert-born, sixty, at the pass watch-hut below the shut pass. His relief went up the night it shut and never came down (*The Relief*).

### The captain

The captain who sails the party between the islands reaches Mareva's quay from M4 and sails the party to Ragosa at the end. Name *Unconfirmed*.

## Suwena and the other peoples

*Added 2026-11-19 (WARRIOR-STORY); a proposal, Unconfirmed.*

### Suwena

- **Look:** about thirty, very tall, golden-tan, with dark eyes and strong dark brows; long wavy black hair, the front of it bound up into a tall crest set with red clay and the rest loose to her waist; a shoulder mantle of green beetle wings; a toothed bloodwood war paddle called Second Word.
- **Wants:** the jungle's four peoples at one fire; and to be looked at while it happens.
- **In the story:** arrives by canoe the morning after M2; gives the chain One Fire. Kawe is her rival: she beat him in the knee duel six years ago, and they still argue the count.
- She has her own page.
  - **Suwena:** "So you're what everyone's looking at. I've seen worse. Not often from underground."

### Of the other three peoples

- **Old Lume**, a Halun, seventy, her singer since she was nine.
- **Nest-mother Aya** and her grandson **Tiko**, of the Kiri of the High Nests.
- **Hand-mother Sio** and her brother **Oru**, of the Umeha of the Ash Terraces, who talk with their hands.
- **Raft-master Boro**, of the Mowe of the Drift. His daughter is Nalu, below.
- The peoples are on The four peoples of the jungle.

## Nalu



**Nalu, the Drift's pilot (concept, proposal).** *She reads the bottom with the pole.*

- **Who:** Boro's daughter, twenty-five, the pilot who takes the Mowe's raft town through the bar. She has never lost a raft. She says little, and none of it twice.
- **Look:** tall and strong, half a head under Suwena; dark brown skin dry with salt, a strong-boned face, amber-brown eyes that go to the water first.
- **Three things mark her:**
  - **the pilot's knot:** her hair in many thin braids tied in one knot at the nape, small white shells on the ends;
  - **the shell net:** a cape of faded blue cord hung with white shell discs, over both shoulders; it clicks when she moves;
  - **the sounding pole:** a driftwood pole ringed with blue cord to read the depth, with a three-pronged bone spear head. She steers, measures and fights with it.
- **Where you meet her:** on the Drift, with a wild cat's bite going bad in her arm (One Fire, the fourth quest). Afterwards a row of small pale dots runs from her wrist to her elbow. Later she sits in the Mowe's quarter at the One Fire, and she is one of the three who learn Old Lume's songs.
- **Beside Suwena:** the two tallest women in the jungle. One fills a river bank. The other can stand on a raft all day and not be noticed.

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*Sources: docs/plan/full_game/island2_jungle_act2.md §3, §6, §10 (JUNGLE-STORY, narrative-writer, 2026-11-18).*
*Last updated: 2026-11-18 (JUNGLE-BEASTS-STORY: Tehu, Oki and Thief, the kennelmen; design file §16)*