Skeleton warriors

Undead · Raised from the mausoleum by the lich · In game: modelled, rigged and animated

Skeleton warriors are the risen dead of Stara Luka, the first enemies the party meets in TLOAA: they climb out of the harbour onto the pier in the first minutes of Chapter 1, and out of the mausoleum every night after.



The painted concept sheet

TYPE	Undead
LOCATION	The dock and town of Stara Luka; Glavica Cemetery; the mausoleum
AFFILIATION	Raised from the mausoleum by the lich
THREAT	Trash packs (enemy1); heavier fighters (enemy2)
DESIGN IDS	`enemy1`, `enemy2`
STATUS	In game: modelled, rigged and animated (v0, 2026-10-01)

Summary

- The common undead fighters of the game, in two designs.
- They are the town's own dead, raised by someone below the mausoleum: "Raising them every night is hard work. Someone down there is doing it." (Vella)

Appearance



enemy2

- About 1.8 m tall. Both carry a **curved scimitar**: a worn, rusty blade with a plain round guard.
- The cold blue glow is the only magic they carry; it is the undead's accent colour, used only at its source.

Class and abilities

- Five scimitar attacks: two quick cuts, a backhand diagonal, a lunge with a step that reaches furthest, and a slower overhead chop that hits hardest (0.6 to 0.9 s, contact at 0.18 to 0.26 s).
- The weapon is always in hand: they never draw or sheathe.
- Related undead in Chapter 1: **diggers** that keep digging, and **bone casters** that heal the others ("strike them first").

In the game

- **Chapter 1:** three skeletons climb onto the pier to teach the attack, then a second pack teaches Whirlwind; packs block the square, the stable yard and the market; waves of them pound on the inn's barred door and claw at the cellar grate.

- **The cemetery and mausoleum:** they rise as the party enters each fight space; the pull radius is 10 m or less, so packs don't chain by accident.
- **Movement:** built on the party's skeleton, they move like people but with a stiff, jerky gait: the upper body steps at 15 frames a second while the legs stay smooth. Idle with two uneasy head twitches, walk about 1.2 m/s, run about 3.4 m/s.
- **Deaths:** a 0.3 s flinch and five deaths (falls back, falls forward, folds into a heap, spins and rolls onto its side, drops to its knees and topples), each ending still, with the scimitar dropped from the hand.

Story

- They are the town's dead, raised from the old mausoleum. Nana: "Every night more of them climb out of the old mausoleum."
- The earlier cemetery plan ties their rising to the source under the headland. See The held sea.

Quotes

Said to them in the game (Stalvan's taunts, the undead taunt barks):

> *"Hey, ugly bones! Me!"*

> *"Over here, bone-bag!"*

> *"You're all rattle. Come rattle me!"*

> *"Your guard's open. So are your ribs."*

> *"Skinny! Come here. I'll fix that."*

> *"You died once. Let's make it stick."*

> *"Come on, bones. I've buried better than you."*

> *"Clack, clack, clack. You're not scary, you're music."*

> *"Rusted blade, no shield. Who trained you?"*

Design and model

- Design sheets and Meshy PBR models (`enemy-1-pbr-model.zip`, `enemy-2-pbr-model.zip`) in `new-design/`.
- `chr_skel1` and `chr_skel2` (ENEMY-SKEL-1, 2026-10-01): rigged on the party's skeleton (the same bones) and animated.
- Roko the Deckhand, the last of the lost crew, uses an existing skeleton body (the director, 2026-10-17).

Gallery



enemy2





The dead climb onto the pier; the inn siege (Chapter 1 script concepts).

Sources: new-design/design/enemy1-pbr.jpg, enemy2-pbr.jpg; assets/characters/chr_skel1, chr_skel2; docs/world-bible.md (The cast, Palette); docs/towns/island1/stara_luka_cemetery_plan.md §5–§6; wiki/Lore/Chapter_1_Script.md; sound-manager DB (lines; read-only); data/audio/barks.json (taunts); data/cinematics/nanas_door.json; docs/decisions.md (2026-10-17 Roko); docs/plan/wave_2026-10-01_log.md

Last updated: 2026-11-19 (WIKI-CLEAN-2: the models page merged in)