Speaking characters

Every character who speaks in the game has a painted portrait in one shared style: head and shoulders on a dark, warm painted backdrop. The portrait shows in the talk box, in the talking heads at the top of the screen, beside the quest you get from them and in the codex. Characters without voiced talk (crowds, animals) have no portrait.





From the design documents

How they were made (AVATARS-1, 2026-11-08): the party and the people of Stara Luka are the painted avatar set v2 (2026-10-07). The 38 others were painted for this page and the game with Nano Banana 2 (Google Gemini), from a style sheet of four set-v2 portraits and a render of each character's in-game model, so the face you talk to is the person you see in the world. By model: main (Opus 5.5): the references, the prompts, the look verdict and the game files.

Two voices have no face on purpose: **Toni** speaks from above the postern in Ragosa's south wall, and **Henut** from behind a door in Meneferu; the story keeps both unseen.

The party



Portrait



Portrait



Portrait

Stara Luka (page)



Portrait



Portrait



Portrait



Portrait

The road to Ragosa (page)



Portrait



Portrait



Portrait



Portrait



Portrait



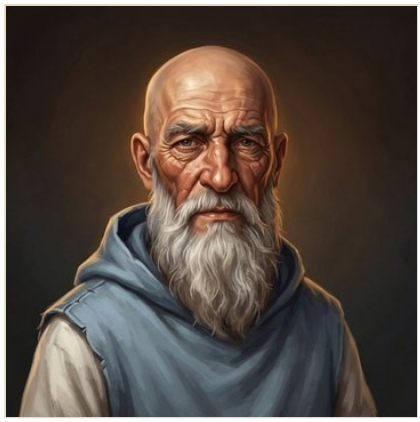
Portrait



Portrait



Portrait



Portrait



Portrait



Portrait



Portrait



Portrait



Portrait



Portrait



Portrait



Portrait



Portrait

Montevigna (page)



Portrait



Portrait



Portrait



Portrait



Portrait



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Portrait

Meneferu (page)



Portrait



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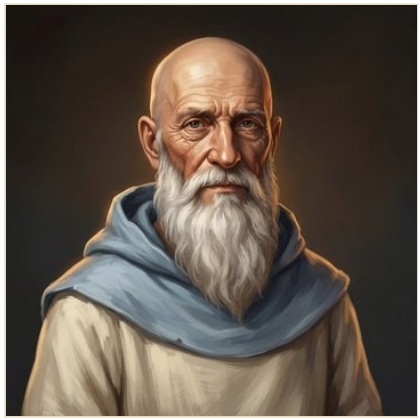

Portrait



Portrait



Portrait



Portrait