The dead of the Glavica

Undead · The source beneath the headland · Planned

The dead of the Glavica are the undead of the headland. They are **not generic monsters**: every level's dead are the family's and the site's own, and each belongs to the era of the level where it walks.



Concept art

TYPE	Undead (list by era)
LOCATION	The cemetery and the Mausoleum Dungeon
AFFILIATION	The source beneath the headland
STATUS	Planned (packs placed in the dungeon plan)

> ***Lore on paper.*** *In the game the mausoleum has a side breach, two crypt levels and the lich's cavern. The levels below the second, which this page describes, are lore on paper and are not built. See Mausoleum Dungeon.*

Summary

- In the game today (Chapter 1) the party meets skeleton packs, diggers, bone casters, the lost crew and Roko the Deckhand, then the lich.
- The table under *By level* is the earlier dungeon plan, by era.

In the game

- **Diggers:** the dead dig a tunnel from the cavern toward the town; they keep digging during a fight, and drop where they stand when the lich falls.
- **Bone casters:** they heal the others ("Bone casters heal the others: strike them first").
- **The lost crew (four mini-bosses, crypt level 1):** the crew the mayor hired three weeks before the party: **Captain Harl**, **Archer Teska**, **Frostcaller Ilm** and **Jure the Boatman**, Mare's husband. They made camp in the crypt, locked the gate behind them to keep the dead from the town, died, and stand up when the party finds their camp. Their pack holds the crypt key.
- **Roko the Deckhand (mini-boss, the berth):** the boy who crewed for Jure, a sea-soaked skeleton still kneeling at the mooring post and sawing at a rope with no boat on it. He fights alone with a knife, 210 hp, no voice. He uses an existing skeleton body (the director, 2026-10-17: he died at the dock and rose undead).

Quotes

Said of the crew in the game:

> ***Stalvan:*** *"They fought like soldiers. Dead soldiers."*

> ***Vella:*** *"Three hired swords. And one who was never a soldier."*

> ***Vella:*** *"He was sawing at it when they took him. The tide did the rest."*

> ***Mare:*** *"Then they died for this town. Both of them."*

By level

Where	Who	Notes
Cemetery	the town's risen dead (skeleton warriors)	four fight spaces; the gate-keepers on the Octagon's forecourt
L1, the family crypt	**risen house servants**, one carrying the effigy lamp; **the cadet branch's dead** in burial clothes; a patrol of **two risen sextons**	the servants go on serving the house and keep its lamps lit
L2, the catacombs	**an ossuary swarm** in the bone hall; **risen fossors** (gravediggers)	mini-boss: **the fossor**, the head gravedigger with a pick (working name)
L3, the cave	**the old empire's dead** wading between the cistern's piers	optional mini-boss: **the aquarius** in the salt hall (working name)
L4, the sanctum	**Illyrian dead with spears**; an elite **sea-court guard**; two **torch-bearers** on patrol	the oldest dead
L5, the chamber	the lich king, and adds that walk out of the held water	the boss

Rules of the dead

- They rise only within the source's reach: the cemetery walls and the rock beneath. The town is safe.
- The only light they carry is fire (lamps, torches, fire bowls); the cold glow belongs to the source and the held water alone.

Sources: docs/towns/island1/stara_luka_mausoleum.md §3–§4, §7; docs/towns/island1/stara_luka_cemetery_plan.md §6; wiki/Lore/Chapter_1_Script.md; sound-manager DB (lines; read-only); docs/decisions.md (2026-10-17 Roko) Last updated: 2026-11-19 (WIKI-CLEAN-2)