Townsfolk of Stara Luka

NPCs · Planned

The townsfolk of Stara Luka are the ordinary people who make the town live. Every household is tied to a trade the harbour needs. Most are known only by their trade so far.



Concept art

TYPE	NPCs (list)
LOCATION	Stara Luka
HOUSEHOLDS	12 named households + the inn, church and watch
STATUS	Planned (NPCs are out of scope of the current greybox)

Summary

- The named survivors of Chapter 1 have their own pages: Nana the innkeeper, Mare the fishmonger, Luka the stable boy and his mare Zora, and Peels the old dockmaster.
- The households below come from the town plan and the inn's brief; most are not in the game yet.

The Carić family (the inn)

From the inn's brief; see Konoba Kod Frane.

- **Ante Carić:** keeps the inn and pours the wine; keeps his regulars' debts on notched tally sticks.
- **Kate:** his wife, runs the kitchen.
- **Frane** (about 16): runs the yard, the stable and the carts, and lights the lamp at dusk. The inn bears his name.
- **Nikola** (about 8): plays on the *balatura* and hides things in the cask niche.
- The brief also names **Luce Radov**, who helps Kate in the mornings, from the Radov household that bakes the inn's bread (a Smokovje family in the brief).

The households

House	Who lives there	What you see from above
D1, D2	fishermen's families	*balatura* stairs, nets on the rail, a laundry line
D3	the net-maker	net frames, a gable to the riva
A1	the sailmaker	a sail spread in the forecourt
A2	the cooper	staves and hoops, a barrel fired on the lane
A3	the church keeper	a vine over the door, on the pjaca
B1	the salters	salting barrels and salt sacks at the door
B2	the harbour master	a boat hook, a lantern, a cloth flag pole
B3	the caulker	a low cottage, oakum baskets, a vine pergola
C1	the chandler	rope coils, lamp-oil jars, a brown sailcloth awning
C2	a leut family, owners of the boat *Galeb* ("gull")	oars and a rudder, a bench on the riva
C3	the watch sergeant	a spear rack by the door

Where to find them

Fishmongers at the market tables at dawn · the harbour master at the pier root · sentries on the kula and at the armory door · carters in the stable yard · the cooper on the upper lane · the church keeper on the parvis · net-menders at the west riva racks · children on the Velika kala.

The watch sergeant

In the first town plan (rev 3.3) he lives up the cart street and points the way along the shore path to the haunted Glavica; he has no part in the Chapter 1 script. His name is *Unconfirmed — awaiting the director.*

The mayor

Full page: **The missing mayor**.

- Stara Luka's missing employer: his contract to "liberate the town" brings the party in Chapter 1. He never appears; he exists only in the contract (prologue plan, Cast).
- His house on the square is found barred from the outside. The townsfolk disagree when they last saw him: Nana a week ago, Mare three nights ago, Luka last night, when he rode his grey up to the headland alone.
- In Chapter 3 a guard at Ragosa lets slip that a man in fine clothes got in just before the gates closed.
- Working name since STORY-QUESTS-1 (2026-10-25): **Ser Filip**, a widower who lost his wife Dora and his daughter Mila in the fever winter; his grey mare is Bura. The side quests of Chapters 2–7 follow his trail. The Prologue leaves open whether he is victim, accomplice or culprit; the director's answer for the final act is on The Puppeteer (spoilers).

The lost crew

The crew the mayor hired before the party (Captain Harl, Archer Teska, Frostcaller Ilm and Jure the Boatman, Mare's husband) and their deckhand Roko came by boat to a hidden berth under the tombs three weeks before the party, and never came back. They rise as mini-bosses in the crypt; see The dead of the Glavica and The Empty Boat.

Chapter 2

On the morning after the lich, townsfolk are outside for the first time; the plan adds 5–6 people to talk to, a leatherworker (the side quest *A Bigger Bag*) and a child who asks Stalvan about his scar.

Sources: docs/towns/island1/stara_luka_town.md §3, §6, §7; docs/briefs/bld_inn_02.md §1.1; docs/towns/island1/stara_luka_mausoleum.md §3 (L3); "plan - future for prologue.md" (Cast, chapters 2–3); wiki/Lore/Chapter_1_Script.md Last updated: 2026-10-25 (WIKI-REFRESH-1)