Zora

Animal · Luka · In game, static in the stables

Zora is the grey work mare in the stables of Stara Luka, the only horse that did not run when the dead came.



A still of the 3D model

TYPE	Animal (horse)
LOCATION	The stables behind the town square, Stara Luka
AFFILIATION	Luka
ROLE	Work mare
3D MODEL	Meshy 30k, static prop (Mixamo cannot rig horses)
STATUS	In game, static in the stables

Summary

- Luka's horse; she stays with him in the stall through the night of the dead.

Appearance

- A sturdy grey Mediterranean work mare with a darker grey mane and tail, painted dapples, feathered fetlocks and a simple brown leather halter; no saddle or reins.

Personality

- She doesn't like anyone, Luka says, but she takes to Stalvan.

In the game

- **Chapter 1, Scene 3c:** she stands in the stall where Luka hides. Calming her with an **Animal Handling** roll brings Luka out; if Stalvan rolls, "Zora settles and leans her head into Stalvan's shoulder." On a failure she rears, and Luka answers from behind her.
- Stalvan's Animal Handling gets a bonus with her, "for a big calm voice".

Story

- She kicked one of the dead in the head; it got back up.

Quotes

Said of her in the game:

> ***Luka:*** *"Zora kicked one of them in the head. It got back up. Zora was very offended."*

> ***Stalvan:*** *"Quiet now, girl. Nobody's here for you."*

> ***Luka:*** *"She likes you. She doesn't like anyone."*

Design and model

- Designed on 2026-10-07 at the director's request for the new town quest. A reference painting was generated with Meshy's image tool in the game's painted style, then turned into a 3D model.
- Mixamo rigs humanoids only, so she stands as a static model.

Gallery



3D model



Luka and Zora in the stall (Chapter 1 script concept).

Sources: docs/plan/town_quest_draft_2026-10-07.md; new-design/design/zora_work/; sound-manager DB (lines; read-only); docs/decisions.md (roll modifiers); docs/plan/wave_2026-10-06b_log.md

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