King Ormar

NPC · Story design

King Ormar *(working name)* is the good king of Kaldvik, the fjord town where the Prologue ends: an old, slow-spoken king who eats with his people, trusts deeds over words, and carves a notch into a pole for every one of his people his neighbour has taken. The prologue plan called him "the good king" and left him "to define"; this page defines him.



Concept art

NAME	Ormar *(working)*
TYPE	NPC (quest giver)
ROLE	The good king of Kaldvik
LOCATION	His longhouse hall in Kaldvik, Island 3
AGE	About seventy
NEIGHBOUR	The Iron King of Jarnborg *(working title)*
QUESTS	Bread and Salt; the first northern mission (hold Sildvik)
STATUS	Story design (STORY-QUESTS-1, 2026-10-25); Chapter 7 of the Prologue

Summary

- About seventy, tall and stooped, with a long grey braided beard and a plain iron circlet.
- He eats with his people in the longhouse, speaks slowly and seldom, and trusts what people do more than what they say.
- Kaldvik is fishers and a few ships. Jarnborg across the sound has iron, ships and more men, so he cannot fight its king openly.
- He knows every name on his pole.

Appearance

- Tall, stooped, weathered; a long grey beard in braids; a plain iron circlet, no gold; a heavy fur cloak over plain wool.
- Usually seated by the long hearth fire with a carving knife in his hand.

The name pole

In his hall stands a tall wooden pole covered from top to bottom with small notches: one for every one of his people that Jarnborg has taken since spring. He carves each notch himself.

- "Every notch is a name. Taken by Jarnborg since spring." … "I carve them myself. A king who forgets a name doesn't deserve the next one."

In the story

- **Chapter 7, Bread and Salt.** His hall is closed to southern faces: since a southern gentleman went to Jarnborg at the thaw, Jarnborg's men have come to Kaldvik dressed as southern traders and taken people. The party earns a seat at his fire by the old law, after pulling Ulla and her son out of the ice.
- He tells them what changed in Jarnborg: "My neighbour in Jarnborg was a hard man. Hard, but a man. At the thaw a southern gentleman came to his hall with gifts. Soft voice. A fine grey coat." Since then Jarnborg takes smiths, healers, anyone too strong or too clever, and its king wears a new dark stone in his crown, "warm as a hearth".
- He sends the party to hold Sildvik against Jarnborg's raiders. In return he gives them the hint that a giant was taken north through the mountain pass.
- He remembers how the hero answered him at the fire, and treats the hero warmly or coolly from then on.

Personality

- Patient, grave and dry; kind without being soft.
- A man of old laws and old courtesies: "Bread and salt. Eat, and you're my guests. Guests don't lie at my fire."
- In the story he is the mirror of the Puppeteer (spoilers): a king who will not forget a single name, against a man far to the south who crosses names out. Nobody in the game says so.

Quotes

> *"Bread and salt. Eat, and you're my guests. Guests don't lie at my fire. So."*
>
> — … "Why are you here?"

> *"A king who forgets a name doesn't deserve the next one."*

> *"Hold Sildvik, and I'll tell you everything I know."*

Story

- Name, voice and model: *Unconfirmed — awaiting the director.* Kaldvik's people come with the northern island's plan.

Sources: docs/plan/story_quests_1.md §5 (STORY-QUESTS-1, the user's ask of 2026-10-25: "one prequest for good king"); "plan - future for prologue.md" (Chapter 7, the good king); pictures: references/concept/story_quests_1/ (Nano Banana 2, look-dev only).
Last updated: 2026-10-25 (STORY-QUESTS-1)