Stalvan

Barbarian · The party · In game, party member 2

Stalvan is the party's tank and its heart: a huge, bald barbarian from Meneferu, warm, simple and honest, who knows he isn't clever and doesn't mind.



The painted concept sheet



TYPE	Companion (party member)
HOME	Meneferu (his house stands there, closed for now)
AFFILIATION	The party
ROLE	Tank, the party's heart
CLASS	Barbarian (home class, fixed; the director, 2026-09-30)
VOICE	ElevenLabs "Brian", model eleven_v4
3D MODEL	`chr_stalvan` v0 (52k triangles, rigged)
STATUS	In game, party member 2; leaves the party at the Old Bridge in Chapter 6 (taken)

Summary

- With the hero and Vella from the first scene of the Prologue; taken prisoner in Chapter 6.
- He pawned his red-stone armour for money and took the party's job for the cash.
- The comedy of the story, and a smart, reliable tank in a fight. His comedy lives in the story, never in the AI.

Appearance

- Bald and weathered, with a heavy jaw and a calm, confident half-smile.
- A huge frame: broad shoulders, thick forearms and big hands.
- A short-sleeved dark brown shirt, dark brown leather trousers and heavy brown boots with turned-down cuffs: his everyday kit in Chapters 1–5 (approved 2026-10-16).
- **The red-stone plate:** heavy full plate with a glowing red stone set in the chest, the source of his power; the set he pawned. Its design avoids any famous film suit's look.

Personality

- Warm, simple, honest; knows he isn't clever and doesn't mind (prologue plan, Cast).
- **A professional at his trade** (the user, 2026-11-08: "rewrite to be professional"): a seasoned sellsword, dry and plain, who reads load, footing and exits. He is never the butt of jokes about his head, hair or hunger, and never says "knock knock" (decision 2026-11-08, SCRIPT-1).
- Jokes are played straight, never winking; his shouts are open-throated and joyful.
- **The scar gag:** every time someone asks about the scar on his scalp, he tells a different and more ridiculous story (a sea serpent, a tree, a goose). Zanze keeps notes.
- Every running gag is collected on Stalvan's jokes.

Traits

Cold Head *(working name)*: a nose for hidden doors. Planned with the new Chapter 1 ending (CH1-END-2, 2026-10-31); not built yet.

- Stalvan feels every draught before anyone else does. In the lines the reason is experience, not his bald head (decision 2026-11-08): he feels the moving air first. Where a wall breathes, there is a door behind it, and he finds it.
- He opens such doors his way: a knock to hear whether it is hollow, then his shoulder, then his hands. Doors he opens seldom stay on their hinges, and he likes to keep a good one.
- In the game: hidden doors are found only with Stalvan in the party. They are data, so later dungeons reuse them for side rooms and shortcuts.
- First seen: Chapter 1, after the stair falls in ("Wait. Feel that? The air's moving." … "Cold, and it smells of salt. It comes from there.").
- Where he learned it: *Unconfirmed — awaiting the director.*

Class and abilities

- **Class:** Stalvan is a **barbarian** (the director, 2026-09-30), his fixed home class.
- **Resource:** Rage. **Talent branches:** Fury (damage), Iron Hide (tank) and War-Cry (control and support).

- **Weapon:** a two-handed greataxe, carried diagonally across his back with no holder (director: *"like in WoW they just take it from belt or back"*).
- Plan a build in the talent calculator; for example an Iron Hide tank build.
- **In the prologue** he has two abilities:

Slot	Ability	What it does	Damage	Cooldown
Main	**Boring Attack**	One enemy	Weapon damage + 3	None, uses attack speed
Second	**Taunt**	Every enemy in range attacks Stalvan	No damage	5 s

- **As a companion (AI):** Taunt when any enemy attacks the hero or Vella, or when 3 or more are in range; Boring Attack on an enemy attacking someone else first; he stays between the enemies and Vella. In the Chapter 1 square he runs in and taunts on his own.
- **Attacks (ANIM-3, 2026-10-06):** a chain of a horizontal cleave, a backhand sweep and an overhead chop; **Decimate** is a leaping overhead slam; **Taunt** is a war cry with the axe raised and a stomp.

In the game

- Joined the party on 2026-09-29 with Vella. **Party member 2.**
- **Chapter 1:** he charges the first big pack and the lich on his own, and shouts a taunt at every enemy family (undead, humanoids, mummies), picked at random.
- **Meneferu (2026-10-23):** one of the party of five in the walkable town. His house there was built as a closed shell with a walled court (MEN-BLOCK-3, 2026-10-24).
- **Chapter 5 and 6 in the game (Milestone 5, 2026-11-17):** in the vault under the library he thinks of the red stone in his armour ("My armour has a red stone in it. Not like this one. Warmer." … "So would I. It's in a shop."); he takes the library's fee without counting it; he rides a camel back to Meneferu; and at the Old Bridge he **leaves the party** to reach Hepu's pawn shop before it shuts: "Back before supper. Nobody eat my supper." In the cut-away "A cup of wine" he is tricked, never out-fought: a friendly stranger, a cup of wine, a forged letter, his armour already gone, and the northern men with the net and the chain waiting behind him while he drinks. He is taken asleep and rowed away from the quay steps. From the Old Bridge the party is four; the hero can pick up his axe from the stones. See Papyria, Milestone 5.

Story

- **Chapter 1:** reads the contract upside down ("Upside down, the pay looks bigger"), and at the end wrenches a broken door off its hinge and paddles the party home on it: "Today it is a boat." See the Chapter 1 script.
  - **The new ending (planned, CH1-END-2, 2026-10-31):** when the stair falls in, he follows a salt draught to the crew's old plank gate behind a spoil heap ("Tarred planks. Sailors made this."); he keeps it, and it becomes the raft that carries the party out of the Glavica's east cliff and home past their sunk boat.
- **Chapter 4:** arriving in Meneferu he says "Home." (story plan; the arrival scene is not in the game yet). In Manfred's workshop he touches what he shouldn't, and Manfred hands him a pair of dark welding goggles, which he keeps ("…I like these goggles.").
- **Chapter 4 in the game (2026-10-29/30):** he gets Hesuk's camel Sefa on her feet ("She's not stubborn. She's loading. Give her a moment."), rides the roof rack of Manfred's car ("Roof seat. No cushion, no belt. One star."), throws bombs at the camel riders on the drive, and in The Mummy Thread shouts the calling word at Hetsa before anyone is ready ("Mummies, hear me now! Hetsa nebu, uneh!"). Every line is in the Chapter 4 script.

- **Chapter 4, side quest (story design, 2026-10-25):** in A Light in Stalvan's Window his house has been broken into and every letter he sent Ipu, the baker who raised him on honey bread, is stolen; he gets back Hump, the wooden camel he carved at nine, and visits his pawned armour: "Not yet, old friend. Soon." The letters are later used to forge the note that gets him taken.
- **Chapter 5:** he rides the roof rack of Manfred's car, throwing Manfred's homemade bombs and knocking boarders off.
- **Chapter 6:** he goes alone to redeem his armour from the Meneferu pawnbroker and is tricked: men with a letter "from Stalvan" had already redeemed it. A northern ship carries him away. His seat by the fire stays empty. (The part up to the quay is in the game since Milestone 5; see above.)
- **Chapter 7:** the player sees him in a frozen cell in the north, in chains and without his armour. He lifts his head and grins: "Supper's late." Act 1 begins with his escape, to his own Boléro-style theme.
- **Backstory, and the story of the red stone:** *Unconfirmed — awaiting the director.*
- **Act 2, the jungle: Suwena** *(a proposal, WARRIOR-STORY, 2026-11-19; Unconfirmed)*: he has a crush on Suwena, the jungle's tall warrior, from the moment her canoe lands. It shows as more of what he is: he stands straighter, volunteers sooner and says less, and he approves of her disgusting methods as a professional ("Fat holds in the wet. Clay breaks the outline."). He gives her a tooth for a promise before he has heard the promise. In the one serious scene between them he tells her about his month in the cell: "Not saying yes counts." Nothing is settled; he lets her keep the tooth. The lines are on Stalvan's jokes.

Quotes

> *"'Liberate the town.' Means we hit things, yes?"*

> *"Then they didn't have me."*

> *"I count as two."*

> *"No weight to it. My axe went straight through."*

> *"Spoil heaps don't breathe. Something's behind it."*

> *"Mine. Stay behind me."*

> *"We won't dig through that. Not in a week."*

> *"Hey, Bony King! Fancy hat doesn't make you tall."*

Voice

- **ElevenLabs "Brian"** (premade, deep and resonant): a big, warm, chesty baritone-bass, unhurried, with a smile in the voice.
- The director, 2026-10-15: *"stalvan stays the same"*; the lich was recast instead. Model **eleven_v4**. He has 99 active lines, the most of the cast.

Design and model

- `chr_stalvan` **vo:** from his `new-design` Meshy model with the hero pipeline (shared 66-bone skeleton, idle, walk and run, 52k triangles); a painted pass comes later.
- **The greataxe on his back:** to draw, his right hand reaches over the shoulder for the haft and his left hand catches it; sheathing is the reverse.
- **Idle (ANIM-3):** a heavy, planted tank's stance that breathes and shifts its weight; his shoulder skinning was fixed the same day.
- His avatar was made on 2026-09-29 at the director's request, from his design sheet and the style of the other avatars.

Gallery





Concept scenes: "Today it is a boat" (Chapter 1); Stalvan tricked at the pawnbroker's (Chapter 6).

Sources: docs/design/talents.md, talents.json (TAL-1); new-design/ (incl. avatars/sources/stalvan-avatar.SOURCE.md); "plan - future for prologue.md" (Cast, Party abilities, armour, AI, chapters 1–7); sound-manager DB (characters, lines; read-only); docs/decisions.md (2026-09-29, 2026-10-15 voices, 2026-10-16 pawn shop, houses and Chapter 4–5 answers, 2026-10-22 ending, 2026-10-24 MEN-STEP4-PLAN); docs/plan/ch4_ch5_story.md; docs/plan/script/ch1_end_door.md, w1_ch1_cines.md, w2_ch1_talk.md (SCRIPT-1, 2026-11-08)

Last updated: 2026-11-17 (PAP-M5-SCRIBE)