L O A A

Bread and Salt

S C R I P T

2026-11-26



TYPE	Pre-quest to the good king
CHAPTER	7 of the Prologue, right after the Kaldvik arrival
REGION	Kaldvik, Island 3
PARTY	The hero, Vella, Manfred, Zanze (Stalvan has been taken)
GIVER	Ulla, an ice-fisher (by the old law); King Ormar
LEADS TO	The first northern mission: hold Sildvik
STATUS	Story design (STORY-QUESTS-1, 2026-10-25); not built

Cast



VELLA

The party's warlock and its mind: dry, curious and never saying everything she knows, with a pact mark on her hand that flares when something old is near.



MANFRED

Manfred, written Manfred by the director and on screen, is an inventor in Meneferu, distracted, enthusiastic and always in the middle of a project, who joins the party in Chapter 4 and drives them to Papyria in a car he built himself.

C

CHILD

A child of the town.

O

ORMAR

King of Kaldvik, the good king; he carves a notch for every name his neighbour takes.



ZANZE

A paladin and librarian-detective, the Keeper of the Library of Papyria (its lead librarian and sworn protector) and Manfred's partner, who joins the party in Chapter 5 of the prologue.

B

BRAND

The guard at King Ormar's door in Kaldvik.

U

ULLA

An ice-fisher of Kaldvik, mother of Tove.

Bread and Salt is the pre-quest of Chapter 7 of the Prologue: how four southerners nobody in Kaldvik will speak to come to eat at the good king's fire. It runs right after the party lands in Kaldvik and opens the first northern mission. Since spring, men from Jarnborg have come to Kaldvik dressed as southern traders and taken people away, so a southern face is the last face anyone wants to see. The party has to earn a seat the old way: by pulling a life out of the ice. **Tracker:** "Find someone in Kaldvik who will speak for you."

Names marked *(working)* are placeholders: King Ormar, Brand, Ulla and Tove, and the Iron King of Jarnborg (a title).

PART 1: THE CLOSED HALL

BRAND
(at the king's door)
Southern faces don't see the king.
Not since spring.

– Nobody in town will talk to the party. Doors close as they pass.

A child throws a snowball at Manfred.

MANFRED
That's not an invention.

CHILD
It is now.

PART 2: THE ICE



The ice. *A fishing boat caught in the pack ice twenty metres out, too thin to walk on and too thick to row through. Manfred cuts a channel with his blowtorch while Zanze crawls out with the rope.*

The fjord is freezing early. A fishing boat is caught in the pack ice twenty metres out, with Ulla and her son Tove aboard.

CHOICE (remembered)

> HERO **Manfred. The blowtorch.**
>
> **MANFRED**
> It's for Stalvan.
>
> **ZANZE**
> Stalvan would already be on the ice.

…

MANFRED

…Yes. He would.

(He cuts a channel, and some of the lamp oil burns away: in Act 1 the escape torch has one cut fewer.)

HERO **We go across the ice.**

ZANZE

Step only on the dark ice. The dark ice is thick.

(The party drags a sled out over the creaking ice. Wolves come out of the snow on the far side, and heavy blows crack the ice under the fight.)

- Either way, **Zanze** reaches them with the rope: "Hold the rope. Don't hold the boat. The boat isn't coming."

PART 3: ULLA SPEAKS FOR THEM

ULLA

In Kaldvik, whoever pulls a life out of the ice eats bread and salt at the king's fire. Old law. Older than the king.

(beat)

He'll hate it.

PART 4: THE KING'S FIRE

King Ormar is carving a notch into the name pole when they come in.

ORMAR

Bread and salt. Eat, and you're my guests. Guests don't lie at my fire. So.

(beat)

Why are you here?

CHOICE (remembered: how warmly he treats the hero)

HERO **A friend of ours was taken north.**

ORMAR
Then we have the same trouble.

HERO **We're hunting the one who pulls the strings.**

ORMAR
Strings. Hm. You'd better tell me about these strings.

HERO **We heard you pay well.**

ORMAR
I pay well for honest men. Sit. We'll see what you are.

ZANZE
The notches.

ORMAR
Every notch is a name. Taken by Jarnborg since spring.
(beat)
I carve them myself. A king who forgets a name doesn't deserve the next one.

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.
(beat)
Since then Jarnborg doesn't sleep. It takes smiths, healers, anyone too strong or too clever. It calls them dangerous.

They say he wears a new stone in his crown now. Dark. Warm as a hearth.

(Vella's mark flares under her sleeve. Zanze sees it.)

Raiders from Jarnborg come for Sildvik when the weather turns. The weather is turning. Hold Sildvik, and I'll tell you everything I know.

This leads into the first northern mission as planned: hold Sildvik, whose reward is the hint about the giant taken north through the mountain pass.

REWARD

- The king's trust.
- Kaldvik furs for the party (cold resistance in the blizzard).
- Ulla's ice cleats (no slipping on ice in the blizzard mission).
- A herring supper (party food).

WHAT IT CARRIES

- **The Puppeteer:** the grey coat in Jarnborg's hall at the thaw, the Iron King turned into his puppet, the dark stone in the crown.
- **Stalvan:** taken north, the reason the party is here.
- **Vella's mark:** it flares at the word "stone", and Zanze sees it.
- **The theme, never said aloud:** a king who carves every taken name into a pole so he cannot forget it, and a mayor far to the south who has been crossing names out.

THE END

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, Kaldvik and the first northern mission); pictures: references/concept/story_quests_1/ (Nano Banana 2, look-dev only).

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