L O A A

People of the North

S C R I P T

2026-11-26



TYPE	Locals (NPCs) of the story arc
LOCATION	Island 3: Kaldvik, Sildvik, the Ulfskard pass, the prison, Jarnborg
STORY	The Escape (Act 1)
STATUS	**Proposal** for the full game; every name a working name, *Unconfirmed — awaiting the director*

Cast

O

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

E

EYVIND

H

HRODNY

T

TORVI

S

SKARDE

T

TORGRIM



STALVAN
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.

G

GUNNVOR

U

ULLA
An ice-fisher of Kaldvik, mother of Tove.

L

LEIF

R

RAGNFRID

O

ORRI

T

THE CAPTAIN



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.

THE STORY, AS YOU PLAY IT

You meet the north's people along the road of The Escape, the search for Stalvan and his breakout.

Kaldvik. King Ormar is the old king of the fishing town where you are stranded. He carves a notch for every one of his people that Jarnborg, the raider town, takes. Ulla keeps the kitchen where you plan. Eyvind carries the prison's bread, and your note with it. The captain wants a new ship.

The road. Gunnvor farms the pass. She fed Stalvan on his way north. Leif is a young grave-digger from Jarnborg. Hrodny is a skald, and her grandson Sindri beats the prison's drum.

Jarnborg. Skarde the Taker is loyal. Orri, the paymaster, smiles. Torgrim, the Iron King, is a hard old king.

HOW IT ENDS SPOILERS

Both kings are worse off than they look. Ormar hides that a stranger in a grey coat came to him first, and that he sent the man on. The stranger's gift, a silver cup, carried every word at his fire to Jarnborg. You choose whether he breaks it or lies into it. Torgrim is a puppet, worked through the dark stone he accepted as a gift. He wakes at the end into a winter he does not remember.

The people of the north are the named locals of the proposed Act 1 arc The Escape on Island 3. Each entry gives the look, what they want, their secret, how they talk and how it ends for them.

> ***A design proposal for the full game, not the prologue. Nothing here is built.*** *Every name is a working name; everything on this page is Unconfirmed — awaiting the director. Ormar, Ulla, Hallvar, Tove, Hildra, Hrodny, Brand, Skarde, Orri and the captain come from the prologue's Chapter 6 and 7; the rest are new.*

KALDVIK AND SILDVIK

- **King Ormar** *(prologue)*. About seventy, stooped, a braided grey beard, a plain iron circlet, a carving knife. He wants every name on his pole home. **His secret** *(new)*: the grey coat came to Kaldvik first; Ormar refused the stone, kept the guest-gift cup because the law made him, and told the man "My neighbour likes gifts." Slow, few words, old laws. It ends one of two ways: he breaks the cup, keeps his seat and buries Brand, or he lies and sits below his own fire.

ORMAR
A gift asks for a gift. That's why a wise man counts what he's given.

A king who lies at his fire sits below it.

- **Ulla** *(prologue)*. The ice-fisher Kaldvik saved in Bread and Salt; Hallvar's wife, Tove's mother. Short, warm, practical. The bread plan is made at her table, the one plan Jarnborg never hears. Her house is raided at M7.

ULLA
Then they'll know my bread. Good.

- **Hallvar and Tove** *(prologue)*. One of them is retaken at M7 and found in Jarnborg's thrall-house at M9.
- **Hildra** *(prologue)*, the smith of the soft bars. After the escape she thaws the glacier chest with forge coals.
- **Brand** *(prologue)*, the king's door-ward, and a red herring: his brother rows on Jarnborg's ships *(new)*. If the cup is broken he falls at the landing, and his notch is the first ever cut crosswise, "taken by us".
- **Eyvind** *(new)*, Hallvar's cousin, the bread-carrier. Forty, thin, a breadsled and a cough. He wants to stop carrying, and he goes up the track every day anyway.

EYVIND
I take bread up. I bring baskets down. I don't look at anyone.

- **Torvi** *(new)*, the bootmaker, with an awl behind her ear (*Stalvan's Boots*).

TORVI
Boots that size, I'd need a cow.

- **Ragnfrid** *(new)*, Sildvik's boatwright, who reads hulls the way Stalvan reads doors.

RAGNFRID
That cut came from inside her.

- **Åsa** *(new)*, the smokehouse keeper (teaches *Herring Smoking*); **Geir** *(new)*, the tanner (DW2); **Sigrun** *(new)*, the sailmaker (SH3).

THE PASS AND THE HILLS

- **Gunnvor** *(new)*, the widow of the Ulfsheim steading. Sixty, broad, a shepherd's crook. She fed Jarnborg's men and their prisoner because nobody is turned away from a fire on Ulfskard, and it shames her. She teaches *Fur Lining*.

GUNNVOR
He paid for his supper. With a coin out of his sock. A prisoner. Paid.

- **Kolbein** *(new)*, the old beacon-keeper who lives at Gunnvor's; Jarnborg put his beacon out at the thaw.
- **Hrodny** *(prologue)*, the skald whose hut watches the Jarnborg road. **New:** her grandson Sindri was taken at the thaw.

HRODNY
I taught one hand to drum like that.

- **Sindri** *(new)*, about thirteen, beats the round on the prison wall; taught by a skald, his beat is lighter and more exact than a soldier's. In the escape he beats the all-clear.
- **Leif** *(new)*, a young Jarnborg soldier, the prison's grave-digger. He buried seven of Kaldvik's taken at the Stone Ship and leaves their things on the stones. He mumbles and looks at the ground, and is honest when cornered.

LEIF
I dig them. I keep their things. I put one on a stone when I can't sleep.

JARNBORG

- **Torgrim, the Iron King** *(the name is new; "the Iron King of Jarnborg" is the prologue's)*. Sixty-five, a long grey beard in braids, fur over mail, the iron crown with the dark stone. Before the thaw, in Ormar's words: "a hard man. Hard, but a man." Since then he has been a puppet, talking in a hollow voice that is not his. Freed at M9, he remembers a voice and "a big man in a cell who wouldn't take a thing from me". He gives Kaldvik the black ship and sends every thrall home.
- **Skarde, the Iron King's Taker** *(prologue)*. Huge, grey-bearded, an iron collar and chain at his belt, a weighted net. He is loyal to his king, not to the voice. He yields at the landing, kneels to the man under the crown and gives Ormar his chain.

SKARDE
He won't need these.

- **Orri, the paymaster** *(the smiling man of Chapter 6; the paymaster role is new)*. Younger, a soft northern voice, a wolf-fur collar, always a cup in his hand. He paid Jarnborg's men in foreign gold and kept the book. He ends in Ormar's pit, asking who will pay him now.

ORRI
Stalvan. You'll want a cup.

STALVAN
These are my friends.
(beat)
You won't like them.

- **The housecarls and the thralls** of the Iron Hall.

THE CAPTAIN

- **The captain** *(prologue, never named)*. Dry, deadpan, sea words. Her ship lies on the bottom at Kaldvik's pier. She wants a ship, and she wants to hear him say it again.

THE CAPTAIN
She's ugly, she's fast, and she's mine. My price is cheap.

THE END

Sources: docs/plan/full_game/north_act1.md §3 (NORTH-STORY, narrative-writer, 2026-11-18); docs/plan/papyria/story_bible.md §3.6-3.7; docs/plan/papyria/prologue_full_story.md §6-§7.

Last updated: 2026-11-18 (NORTH-STORY)