L O A A

# Quests of the Escape

**SCRIPT**

2026-11-26



| | |
|---|---|
| TYPE | Main chain (10 parts), 3 side chains (13 quests), 6 small quests and the roll talks of one story arc |
| MAIN QUEST | The Escape |
| LOCATION | Island 3: Kaldvik, Ulfskard, the prison, Jarnborg |
| ACT | Act 1, its opening region (full game) |
| STATUS | **Proposal**, *Unconfirmed — awaiting the director*; nothing built |

# Cast



**HERO**

*TLOAA's player character and the leader of the party: a mercenary who takes the mayor's contract to free Stara Luka with Vella and Stalvan.*



**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.*

S

**SKARDE**

E

**EYVIND**

H

**HRODNY**

R

**RAGNFRID**

O

**ORRI**



**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.*



**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.*

O

**ORMAR**

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

G

**GUNNVOR**

U

**ULLA**

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

L

**LEIF**

T

**TORVI**

T

**THE CAPTAIN**

## THE STORY, AS YOU PLAY IT

These are the quests of The Escape: ten main parts, three side chains and six small quests.

**The main line.** Stalvan's boots land on Kaldvik's pier (M1). You follow the sled road through a blizzard (M2). You send a message in the prison bread (M3). You find the way in under the black tarn, past an ice-bear sow (M4). Then comes the escape, a prison break that grows like Boléro (M5), and the first fire (M6).

**The side chains.** Each asks a smaller question. *The Seven Stones*: who leaves the dead's belongings on unnamed graves? *The Drummer on the Wall*: why did the prison's drum change at the thaw? *A Ship for a Ship*: who cut the captain's ship from inside? The small quests give boots, two profession skills, a beacon, a glacier chest and a name for the cat.

### HOW IT ENDS SPOILERS

The leak is a cup at the king's fire, and you choose its fate (M7). Skarde fights at the black ship (M8). The Iron King is a puppet (M9). You sail home with a ledger that names a house in Valponte (M10). The grave gifts come from a young Jarnborg grave-digger, who leaves the escape's first grate open. The drummer is a skald's grandson, and he beats the all-clear. The ship was cut by a wet man who "walked like someone was walking him", a loop left open for the final act.

**The quests of the Escape** are the ten parts of the main chain, the three side chains, the small quests and the roll talks of the proposed Act 1 arc The Escape on Island 3.

> ***A design proposal for the full game, not the prologue. Nothing here is built yet.*** *Every name is a working name; everything on this page is Unconfirmed — awaiting the director.*

Rewards follow the low prices (CLAUDE.md "Items and trade"). "XP (Act 1)" means the experience the items plan sets for Act 1. Every reward is shown in the quest log. Chests stand at fixed places by level (level 2 on Kaldvik's side, level 3 past the pass, *Unconfirmed*) and never respawn. Profession skills are taught only after their quest. Story steps run in strict order; nothing ever blocks the main line (FLOW-1).

## AT A GLANCE

| # | Quest | Giver | Where | Decision or roll | Fight or set piece | Reward | Unlocks |
|---|---|---|---|---|---|---|---|
| M1 | Supper's Late | Skarde; King Ormar | the pier, the fjord road, the hall | — | raiders on the fjord road | XP (Act 1); Stalvan's boots | M2; SH1; Stalvan's Boots |
| M2 | The Sled Road | King Ormar | Sildvik, the tundra path, the beacon, the steading, the pass | R2 (optional) | the blizzard; wolves; a pass patrol | XP; the beacon; 3 meals | M3; SS1; DW1 |
| M3 | Bread for the Prisoner | Gunnvor's word; Eyvind | Ulla's kitchen, the miners' track, the bread post | R1 | the bread walk on the drum | XP; Stalvan's note | M4 |
| M4 | The Way Under | (self) | Svartvatn, the culvert mouth | — | **boss: the ice-bear sow** | XP; a level 2 chest | M5 |
| M5 | The Escape | (self) | the prison | — | six layers; **mini-boss: the Gaoler** | Stalvan joins; the plate (carried) | M6 |
| M6 | The First Fire | (self) | Hrodny's hut | — | Vella's waking | the kitten | M7; A Name for the Cat |
| M7 | The Same Notch Twice | Ulla; King Ormar | Ulla's house, the pier, the hall | **the cup: break or lie** (R3 for the lie) | Jarnborg's rearguard | XP | M8 |
| M8 | The Black Ship | (self) | the north landing | — | **boss: Skarde the Taker** | XP; the black ship | M9 |
| M9 | The Iron Hall | (self) | Jarnborg | Orri | **boss: Torgrim the Iron King** | the plate on; the gold; the ledger | M10 |
| M10 | A Ship for a Ship | King Ormar; the captain | the hall, the pier | R4 | the ending | quest complete; the ship home | — |
| SS1-5 | The Seven Stones | King Ormar | the hall, the Stone Ship, Sildvik, Kaldvik, the steading | R5; Leif's fate | — | the arm-ring; a cairn chamber | an open grate in M5 |
| DW1-4 | The Drummer on the Wall | Hrodny | the hut, Sildvik, the beacon, the prison | — | the drum game | Hrodny's horn | the all-clear in M5 |
| SH1-4 | A Ship for a Ship | the captain | the pier, Sildvik, the fjord ice, the steading, the landing | — | a sled walk | the captain's charts | the black ship sails at once in M8 |

## THE MAIN CHAIN

The main quest is **"The Escape"**. The objectives in *italics* are the tracker lines.

### M1: SUPPER'S LATE

- **Tracker:** *Meet the man under the truce shield → Stop the raiders on the fjord road → Tell the king what Jarnborg knows.*
- **What the player does:** at dawn the ship's mast stands out of the ice by the pier. Skarde walks down the fjord road under a white-painted shield, throws Stalvan's boots on the planks and leaves. His men grab a net-mender on the way: the first fight, within three minutes. At the king's fire Ormar refuses to give up his guests and points them up the sled road.

**SKARDE**
He won't need these.
*(beat)*
Your miners' door is shut. Every day you stay, Kaldvik gives a notch.

**ZANZE**
Nobody takes a prisoner's boots to keep him in. They take them to make him want something.

**ORMAR**
My watchers saw the sled come over Ulfskard. Ask on the pass where it stopped.

- **Fight:** raiders ×4 and a spear-thrower on the fjord road. Skarde does not fight (truce).
- **Reward:** XP (Act 1); Stalvan's boots (quest item). **Unlocks:** M2; SH1; *Stalvan's Boots*.

### M2: THE SLED ROAD

- **Tracker:** *Follow the sled road to Ulfskard → Climb the beacon → Ask at the steading on the pass.*
- **What the player does:** the first long walk, from Sildvik up the tundra path past the black tarn (Manfred: "That's not a crack in the ice. That's a stone mouth under it."), to the Ulfskard beacon. The climb is made in a gust, and the top reveals the map: the black ship at the north landing, Jarnborg, the seven raw stones,

the drum on the prison wall. At Gunnvor's fire comes the witness (R2 optional), then the blizzard on the saddle.

**GUNNVOR**
Whole, and warm, and willing. The tall one kept saying it. Willing.

Eyvind carries their bread. He's Hallvar's cousin. Ask him what goes up that track.

- **Fight:** wolves ×5 in the white, then a pass patrol (raiders ×3) at the saddle cairn. The cold and the wind are played (Ulfskard).
- **Reward:** XP; the beacon revealed; Gunnvor's mutton (3 party meals). **Unlocks:** M3; SS1; DW1; *Fur Lining*; *The Beacon on Ulfskard*.

### M3: BREAD FOR THE PRISONER

- **Tracker:** *Find the man who carries the bread → Bake him a message → Walk the bread up → Bring the basket down.*
- **What the player does:** Eyvind is terrified (R1). The plan is made at Ulla's table, not the king's ("Somewhere smaller." Zanze; it matters at M7). The note goes into the heel of a loaf. At dusk the party lies in the rocks while Eyvind hands the bread in at the post. The post guard's lantern swings on the beat of the drum above; stay out of the cone (a touch means a short fight, and the basket comes late, never lost). At dawn the answer comes down.

**ROLL** R1 · Eyvind's bread (Zanze: Investigation DC 12 · Vella: Insight DC 12 · Manfred: Persuasion DC 14 · the hero: Persuasion DC 11 if Hallvar came home, else 15)

> *On crit success:*
>
> **EYVIND**
> My sister's boy. Taken at the thaw.
> He beats their drum.
> *(beat)*
> Put your note in. Put one in for him too.
>
> A second note goes up, and the drum answers on the first night (DW3 done early).
>
> *On success:*

> **EYVIND**
> In the heel. They tear the top. Never the heel.
> *(beat)*
> If it goes wrong, I never saw you.
>
> *On fail:*
> **EYVIND**
> No. Not in my bread.
> *(beat)*
> Bake your own. I'll carry it.
>
> Ulla bakes the loaf.
> **ULLA**
> Then they'll know my bread. Good.
>
> *On crit fail:*
> **EYVIND**
> You've got soot on your face and a crossbow on your back.
> *(beat)*
> They'd look three times.
>
> The note still goes up; the bread walk is two beats longer.

**The answer:** Zanze reads it out.

> **ZANZE**
> 'Hero, it's me. I am fine. Cold. They bring my plate every night and take it away in the morning. A man comes down and tells stories. Same ones. Bring bread.'
>
> Every letter a different height.
> *(beat)*
> It's him.

- **Fight:** wolves ×3 on the way down. **Reward:** XP; Stalvan's note (kept in the journal). **Unlocks:** M4.

**M4: THE WAY UNDER**

- **Tracker:** *Find the old miners' drain under the prison → Cross the black ice → Clear the culvert mouth.*

**What the player does:** Zanze's copy of the prison plans (Chapter 6) shows that the old miners drained the hill into the tarn. On the walk, Vella names the rule of the gift.

**VELLA**
Nothing like that takes you by force.
*(beat)*
It has to be let in.

**ZANZE**
You'd know.

**VELLA**
Later.

Then the ice: gusts push, black ice cracks, and the culvert mouth is a den.

- **Fight: boss: the ice-bear sow** (Enemies).
- **Reward:** XP; a level 2 chest in the den; the culvert open. Manfred counts his oil: the escape has a budget. **Unlocks:** M5.

**M5: THE ESCAPE**

- **Tracker:** one line for each layer: *Go in under the drum → Cut the inner grate → Find Stalvan → Open the long row → Cross the yard → Hold the gate court → Out through the miners' door*.
- **What the player does:** the act's first great set piece, about 15-18 minutes: one pattern (move on the drum, cut, open, hold) in six growing layers, to Stalvan's theme. The full design is on the prison's page.

**STALVAN**
Late.
*(He eats.)*

"Good, though."

**STALVAN**
Someone's oiled it.

**ZANZE**
Every night.

**STALVAN**
Not paid for.
*(He lifts the whole plate onto his back.)*

"I'll carry it."

- **The cut budget:** Manfred's torch holds six cuts *(Unconfirmed)*; the prologue spent one to three; the escape needs four. A soft bar

takes half a cut, Leif's open grate saves one, and if the oil runs short the Gaoler's key ring opens the long row. It is never a dead end.

- **Fight:** gaol-watch; wall archers on the beat; **mini-boss: the Gaoler and his bear**.
- **Reward:** XP; **Stalvan joins** (the party is five); his plate, carried; the twelve taken freed. **Unlocks:** M6.



**The last cut.** *The escape's crash: the ice plug falls outward and the column runs into the blizzard (story picture, proposal).*

### M6: THE FIRST FIRE

- **Tracker:** *Get the column to Hrodny's fire → Sit with Stalvan.*
- **What the player does:** the column steams in Hrodny's hut. A kitten climbs out of Stalvan's collar. Stalvan tells the party about the voice and the plate, and then the chest story, in his own words. That night Vella wakes screaming.

**VELLA**
Why was there a cat in your chest?

**STALVAN**
He was cold.

Every night the king came down. Same stories. Same words.
*(beat)*
Then: 'You're cold. Your plate is warm. Put it on. My gift.'

Not his to give. I hadn't paid Hepu.

**ZANZE**
They didn't take you to keep you, Stalvan.
*(beat)*
They took you to send you back to us.

**STALVAN**
I said mine had a bread box. He didn't laugh.

What was that?

**VELLA**
I don't know.
*(beat)*
Yet.

- **Reward:** XP; the kitten follows the party from now on. **Unlocks:** M7; *A Name for the Cat*.

**M7: THE SAME NOTCH TWICE**

- **Tracker:** *Go down to Kaldvik → Find out who tells Jarnborg* (four suspects, any order) → *Lay it out at the king's fire → Decide what the king does with the cup*.
- **What the player does:** while Kaldvik feasted the escape, Ulla's door was broken in and Hallvar taken again (Tove, if Hallvar stayed south). Zanze's table: four things Jarnborg knew (the miners' door, the guard at the dusk horn, the night the ship was cut, which house to raid) and one it didn't (the bread). Four suspects are each a short walk and one talk: Brand on the pier, Eyvind at his hut, Hrodny in the hall, the false trader in the pit. Each is cleared by one fact. The answer is the cup at the high seat.

**ORMAR**
A guest's gift is kept. That's the law. I kept it.

He came here first. With the stone. I said no.
*(beat)*
Then he asked who else might say yes.
*(beat)*
I told him.

**CHOICE** The cup (stored as `north_cup`)

> HERO **Break it.**
>
> open feud: Kaldvik's host marches with the party over Ulfskard to the landing; Brand falls there; Ormar keeps his seat.
>
> HERO **Lie into it.**
>
> R3: Ormar speaks a false plan for the cup; the party crosses the sound by night in Sildvik's boats; Ormar steps down to the low bench.

**ROLL** R3 · The lie at the fire (only for "Lie into it": Vella: Deception DC 13 · Zanze: Insight DC 12 · Stalvan: Persuasion DC 12 · the hero: Persuasion DC 14)

> *On crit success:*
>
> **ORMAR**
> Brand. At dawn every shield goes over Ulfskard. We bring them home by the front.
>
> The landing has only its crew.
>
> On success: Skarde keeps a few men home (raiders ×3 at the landing).
>
> On fail: Ormar's voice catches; Skarde keeps half his host home.
>
> *On crit fail:*
>
> **ORMAR**
> No.
>
> The lie is half told and the landing is fought as in "Break it" (without Brand's death).
>
> **ORMAR**
> I began it. That's enough.

- **Fight:** Jarnborg's rearguard at the fjord head (raiders ×3, wolves ×2). **Reward:** XP. **Unlocks:** M8.

**M8: THE BLACK SHIP**

- **Tracker:** break: *Cross Ulfskard with Kaldvik's host → Take the north landing*; lie: *Cross the sound in Sildvik's boats → Take the black ship*.
- **What the player does:** break: the march in the wind with Kaldvik's men; the landing is ready. Lie: the boats in the dark under the cliffs; Skarde runs back from the wrong pass and meets them on the

strand, short of breath. Afterwards Stalvan finds the knot in the beam he woke under.

**STALVAN**
This is the boat.

**MANFRED**
How do you know? You were asleep.

**STALVAN**
I woke up once. There was a knot in that beam.
*(beat)*
Ugly knot.

- **Fight:** break: shield-men ×3 and raiders ×4; lie: raiders ×3; then **boss: Skarde the Taker** (Enemies). He yields at the end.
- **Reward:** XP; the black ship. **Unlocks:** M9.

### M9: THE IRON HALL

- **Tracker:** *Go in by the sea gate → Find the paymaster → Face the Iron King → Free the taken.*
- **What the player does:** housecarls at the sea gate. In the strongroom Orri feeds his book to a brazier. Zanze pulls it out with her bare hand. In Orri's chest Stalvan's purse is still tied with the library's cord; he counts it for the first time, pays into the strongbox and puts on his plate. In the Iron Hall comes the king on threads. The hero lifts the crown, the voice speaks once, and the stone is drawn up through the smoke hole. In the thrall-house: Hallvar and the rest. In the high loft: the grey coat's empty room.

**ZANZE**
I don't let books burn.

**ORRI**
Stalvan. You'll want a cup.

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

Forty.
*(beat)*
Now it's paid.

- **Torgrim** (the voice): "He was always a poor king. Keep him."

- **Fight:** housecarls ×3; **boss: Torgrim the Iron King** (Enemies).
- **Reward:** XP; Stalvan's plate on; the paymaster's chest of foreign gold (quest item); **the paymaster's ledger** (quest item). **Unlocks:** M10.

**M10: A SHIP FOR A SHIP**

- **Tracker:** *Bring the taken home → Settle the ship with the king → Pay the captain's price*.
- **What the player does:** at the pole Ormar cuts lines through every name that came home. On the pier the ship is settled (R4). The captain's price is paid on the bow. The ship leaves at dawn; in the stern Zanze reads the ledger.

**ORMAR**
One name home.
*(beat)*
Again.

**ORMAR** (AFTER THE LIE)
A king who lies at his fire sits
below it.

**ROLL** R4 · A ship for a ship (Zanze: Persuasion DC 11 · Stalvan: Persuasion DC 13 · Vella: History DC 14 · Manfred: Investigation DC 12 · the hero: Insight DC 12)

> On crit success: the gold goes to the families, and Ormar gives a small share back "for the road" and his grandfather's arm-ring if SS5 is done (or furs if not).
>
> On success: the gold goes to the families; the ship sails.
>
> On fail: Ormar wants the ship back in spring.
>
> **ORMAR**
> Lend her. Don't keep her.
>
> On crit fail: the party also pays a little of its own for stores.
>
> *Every tier:*
>
> **ZANZE**
> We keep the book. The gold was never
> the point.

***The price:***

**THE CAPTAIN**
Up on the bow. Say it again.

/

**STALVAN**
She'll never sink.
*(beat)*
Probably.

/

**THE CAPTAIN**
That'll do.

- **The ending:** the black ship clears the narrows; Vella knows the house. The objective reads *Sail home to Island 1*.
- **Reward:** quest complete: XP (Act 1); the ship home.

## THE SIDE CHAINS

### THE SEVEN STONES

*Giver: King Ormar. Opens after M2. Places: the hall, the Stone Ship, Sildvik, Kaldvik's houses, Gunnvor's steading (loop: Kaldvik → the pass → the Stone Ship → the steading → Sildvik → Kaldvik). Mystery: who leaves the dead's belongings on unnamed graves?*

**SS1 · A Notch Crosswise.** Ormar: seven of his people are no longer asked for in the bread talk.

**ORMAR**
Find out if they're dead. A dead man's notch I cut crosswise. I've never had to.

Walk to the Stone Ship.

- **SS2 · What the Stones Keep.** Seven new stones at the Stone Ship's stern; on four, a child's mitten, a whetstone, a fish hook, a horn comb; one pair of hobnailed prints. Take the four things.
- **SS3 · Four Houses.** Walk them home: Sildvik's net-shed, Hildra's forge, Torvi's, Gunnvor's neighbour at the steading. At the last house, a roll decides how a mother takes the news (never whether the step moves on). A lie can be tried, and a failed lie costs her trust.

**SS4 · The Night Visitor.** Wait at the Stone Ship at dusk in a cairn's lee. Leif, a young Jarnborg grave-digger, lays a scarf on the fifth stone.

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

**ROLL** R5 · Leif (Stalvan: Insight DC 11 · Zanze: Investigation DC 12 · Vella: Persuasion DC 12 · the hero: Persuasion DC 13)

> On crit success: all seven names, the escape's inner grate left unbarred (a cut saved), and where the Gaoler wears his key ring.
>
> On success: the names and the grate.
>
> On fail: the names, and he runs.
>
> On crit fail: he runs and tells the post.

**CHOICE** Leif

> HERO **Go back to your post.**
>
> he leaves the grate open, and walks into Kaldvik at M10 with his helmet off.
>
> HERO **Come with us to Ormar.**
>
> Ormar sits him by the fire and does not speak to him; at M10 Leif carves the seven crosswise notches himself.

**SS5 · Seven Lines.** At the pole Ormar cuts seven notches crosswise, saying each name.

**ORMAR**
Seven. Not home.
*(beat)*
I had to think how to cut it. I'll know, now.

- **Reward:** Ormar's grandfather's arm-ring (rare jewellery, Act 1 level); XP; the Stone Ship's cairn chamber on the map (Stalvan's hidden door, a level 3 chest).



**The Stone Ship.** *SS4: a young guard lays a scarf on a raw stone at dusk while the party waits in a cairn's lee (story picture, proposal).*

**THE DRUMMER ON THE WALL**

*Giver: Hrodny the skald. Opens after M2. Places: Hrodny's hut, Sildvik, the Ulfskard beacon, the prison (loop: the hut → the miners' track → Kaldvik → Sildvik → the tundra path → the beacon). Mystery: why did the prison's drum change at the thaw?*

**DW1 · The Beat Changed.** At her hut at dusk the prison's drum carries over the hills.

**HRODNY**
Twenty years their round was a soldier's: heavy, late on the third beat.
*(beat)*
Since the thaw it's light. And exact.
*(beat)*
I taught one hand to drum like that.

Tap along with the drum (three taps on the beat; a miss gives her line anyway).

- **DW2 · A Skin for a Small Drum.** Geir, Sildvik's tanner, sold Jarnborg a calf-skin cut for a small drum, "a boy's arm". He shows the offcut.

**DW3 · The Answer.** At the beacon at dusk the hero blows Hrodny's horn in her pattern (three short, one long). The drum falters, then answers once.

**HRODNY**
That's him.
*(beat)*
That's my verse he's playing.

- **DW4 · All Clear.** In the escape, Sindri beats a false all-clear and the archers stand down for two bars; at the crash he drops off the wall into the column.
- **Reward:** Hrodny's horn (a trinket: Kaldvik's prices a little better); XP; Sindri drums the black ship out of the fjord.

**A SHIP FOR A SHIP (SIDE CHAIN)**

*Giver: the captain. Opens after M1. Places: the pier, Sildvik, the fjord ice, Gunnvor's steading, the north landing (loop: the pier → the ice → Sildvik → the steading → Sildvik → the pier). Mystery: who cut her ship from inside?*

**SH1 · What's Left of Her.** At low tide, from a skiff, bring up her strongbox and charts.

**RAGNFRID**
That cut came from inside her.
Below the line, outward. Somebody
was in her hold.

**SH2 · The Night Watch.** Her deckhand saw a wet man come up the anchor chain in no coat. "He walked like someone was walking him." His frozen prints end at a refrozen hole in the fjord ice.

**ZANZE**
Someone followed us. From the sea.

(Left open for the final act.)

- **SH3 · Sail for a Black Ship.** From the beacon the captain has chosen her ship. Sigrun, Sildvik's sailmaker, sews a north sail from Gunnvor's wadmal: carry three bolts down from the steading (wolves on the road).
- **SH4 · The Bow.** M10's price.
- **Reward:** the black ship sails at once in M8 (or the captain's crew holds the jetty: one wave fewer); the captain's charts (the fjord and beacon towers revealed if not climbed).

## SMALL QUESTS

| Quest | Giver · where | What to do | Reward |
|---|---|---|---|
| **Stalvan's Boots** | Torvi, the bootmaker · Kaldvik | Bring three wolf pelts from the wolf wood; she re-soles and fur-lines his boots. After M5 she charges him two silver, and he pays. **Torvi:** "Boots that size, I'd need a cow." | Stalvan's fur-lined boots (uncommon); **Stalvan:** "Good boots. Paid for." |
| **Fur Lining** *(profession)* | Gunnvor · her steading | Bring six fox or lynx pelts from the pass. | The skill *Fur Lining* (four pelts make a lining that lowers Chill); XP |
| **Herring Smoking** *(profession)* | Åsa · Sildvik's smokehouse | Cut juniper on the tundra path and bring a basket of herring from the racks. | The skill *Herring Smoking* (herring and juniper make 5 party meals); XP |
| **The Beacon on Ulfskard** | Kolbein, the old beacon-keeper · Gunnvor's steading | Drive the Jarnborg watch off the beacon (raiders ×3) and light the fire basket; the fjord tower answers. | Kolbein's spyglass (trinket); the beacon a rest point |
| **The Chest in the Ice** | (found) · Kaldbreen, the glacier at the fjord head | Free a level 2 chest from the blue ice: one torch cut now (from the escape's budget), or after M5 bring two sacks of charcoal from Sildvik for Hildra's coals. | One good item, rarity rolled |
| **A Name for the Cat** | Stalvan · anywhere after M6 | Ask three people for a name (Ulla or Tove, Hrodny, Ormar) and choose one; Stalvan's own idea is on the list. | A name in the journal; a line from each giver |

**Stalvan's hidden doors:** three breathing walls the party passes before M5 and cannot open: the root cellar at Gunnvor's (level 2 chest), the cairn chamber at the Stone Ship (level 3), an old mine store under the king's hall (level 2, and the old miners' map of the hill). They open with Stalvan in the party (his *Cold Head* trait). **Manfred:** "This wall's colder than the others." **Vella:** "He'd know."

**THE END**

*Sources: docs/plan/full_game/north_act1.md §5-§8 and §10 (NORTH-STORY, narrative-writer, 2026-11-18); docs/plan/papyria/story_bible.md (SK1-SK3 flags).*
*Last updated: 2026-11-18 (NORTH-STORY)*