



Twin Rivers Campaign

Setting

The game is set in the ruins of what was once called the Rhein-Neckar triangle with a focus on the ruins of Mannheim (now called Monn). Collini Center and Alte Feuerwache are home to a faction of the Z'Bri and Schloss to another, the two battling it out between each other for the control of the city. Lu is controlled by a powerful group of keepers called the Anilin Brotherhood. The free humans live under their Fatimas in Seck, guarded by the curtain of flame, awaiting Thor, the saviour of prophecy, whose symbol is the star of Xs.



Brief History

About 150 years ago, the world as we know it fell to the assault of demonic hordes, the Z'Bri. Cities were razed and mankind enslaved in the camps. 50 years ago, the people of Monn were freed by the Fatimas who were sent by the Goddess to liberate her chosen people. Brun, the most powerful of these avatars, conjured a mighty flame curtain which keeps major armies from marching towards the Seck, the town of the free

but which has enough spontaneous holes to allow agents from both sides to slip through.

Z'Bri Lords

The duke of the faceless army and the bishop of melting flesh are fighting over what's left of Monn, having little time to deal with the fled humans for fear of allowing the other to strike. The duke of the faceless army is a huge bloated human torso with spider legs emerging from his sides and the ability to spin webs. He rules over an army of insect-like mask wearing demons hording branded human slaves to the battlefields. He and his army live in twin bee hive-like buildings of flesh and dried skin built on both sides of the Neck river, connected by many gut-like tubes spanning the river and pulsing with the traffic inside.

The bishop looks mostly human except for the fact that he has no head, a steel skull instead floating above his rotting body. He controls an army of flesh constructs wielding weapons made from bone and living flesh, most of them more animal than tool. He and his underlings have built a giant bone ziggurat behind the castle (i.e. *Schloss*) and live like feudal lords in the former university.

Both sides have a court were lords of minor factions, such as the Guardians of Hate, the Sorcerers of the Sky Tower (formerly known as the *Fernsehturm*), or the impossibly beautiful Angels of Death, reside.

As long as the free people of Seck do not venture within sight of the two strongholds, they are relatively safe from the Z'Bri safe for the occasional raid, lone patrols, and Z'Bri outcasts.

Fatimas

Four Fatimas, huge golem-like avatars made from junk of all kinds rule over the

free humans in Monn. They are aspects of the Goddess and are worshipped by their followers who look up to them for protection. Hel, a six-armed creature of steel and bones, is the patron of death and keeper of the funeral rites. Her followers are important advisors, for it depends on them whether a soul can reach the after world or will rise as a ghost or Zom. Her other powerful tool is the mechanical dragon Nidhögg which usually rests at her legs.

Brun is the patron of war and justice, the stern ruler of the free people. She looks like a huge knight's armour made of old car parts with huge antlers made of power cables. Her Valkyries, elite female fighters, hold a tight reign over mankind for lack of discipline will surely lead to defeat.

Freya is the patron of family and love but she was horribly maimed during the fight for freedom and now hides in her temple while her high priestess runs her business and communicates her wishes.

Loki, a slender being of glass and barb wire, is a trickster and rebel, accepted only because of his great skill. His priesthood consists of outcasts and those who cannot accept the current power structure. Loki wields the hammer of Thor, a powerful artefact which kills anything it merely touches.

Thor is a fifth Fatima which was slain during the uprising and his followers are lost wanderers looking for revenge against the Z'Bri.

The Keepers

The Anilin Brotherhood are humans who have managed to avoid slavery and have kept knowledge from the world before. They live in the industrial ruins of Lu and are masters of chemistry and ancient vehicles. Little is known about them as they do not tolerate strangers but they sometimes work as mercenaries for the Z'Bri so it is assumed that they have

some sort of agreement with both lords which guarantees their freedom.

Minor Or Distant Threats

The lands surrounding Monn are wild, home to some renegade Z'Bri demons, human nomads, and the restless dead who seem to grow more and more every year due to improper funeral rites. There are some minor human settlements out there which are mostly primitive and live in constant fear of the nomads and the Z'Bri.

Nature spirits exist everywhere and are sometimes allies to humanity and sometimes its enemies. The most powerful spirits in the Monn Area are the River Twins who suffer greatly at the hands of the Z'Bri and the Anilin Brotherhood.

The carpet of maggots is an area of Monn which is crawling with said creatures. Nobody knows why this is so and what to do about it for the field grows every year. Some assume that it is a Z'Bri experiment gone wrong but nobody knows for sure.

Another place of interest is the Overlap, a zone where the dream world and the waking world are intermingled. Few are willing to go there safe for the most experienced Dreamers.

The faraway city of Fran seems to be another stronghold of the Z'Bri who sometimes send trading caravans along the Autobahn to Monn but are generally too far away to know much about. Reclusive Heidel is home to very aggressive cannibal tribes who are said to worship the Z'Bri and have access to some weapons from the world before.

Another lesser nuisance are the mutated madmen of Schrie who are ruled by an outcast keeper who keeps their vehicles functional. The Schrie madmen are hostile towards the Brotherhood of the Iron Triangle, aggressive monks dressed in red and

white who travel the area looking for something they will not talk about.

The final major hub of civilisation are the humans of Wei who live in a well-preserved castle and are ruled by the walking ancestors who could be anything from frauds to thinking Zoms.

Adventure Hooks

A powerful Z'Bri opposed to its own kind is rumoured to sleep at the bottom of the Muddy Lake and can be awakened only through the sacrifice of a particular person.

The poor are continually disappearing from the town of the free. Many whisper that a demon must have gotten through the fire curtain and is now stalking the streets at night.

The body of Thor was never recovered but many of the younger tribe members are convinced that with the help of Hel's magic, he could be brought back to life if the body was found.

Steiner, the Rittmeister, an insanely violent Z'Bri servant of the Bishop, seems to have taken interest in the relatively unmolested free humans and is said to be planning a campaign against them.

There seems to be a schism in the Anilin Brotherhood with one faction aiming at the downfall of the Z'Bri. If it were possible to win them over to the cause of the free people, it would be a major step towards the liberation of Mannheim.

Campaign Feel and Goal

Tribe 8 is dark and low tech, early iron age in some respects but with the addition of artefacts from the world before and magical items which are very rare and often laden with their own unique problems. There is no money, only a barter system and even basic items are sometimes hard to come by. The religion of the free people centres around

the animated golem avatars called Fatimas who are harsh and mysterious rulers which are surprisingly inaccessible for beings living in their very own temples. The keyword is survival, hardship, and ambiguous morality.

The demonic Z'Bri are twisted beings of various forms who mutate their human servants to fit their needs. Their more bizarre tools are things such as human eyeballs grown as spying devices, spider legged fortresses made of bone and flesh, or human-frog hybrids created to prowl the twin rivers.

The ultimate goal of the campaign is the defeat of the Z'Bri and the liberation of Monn. However, not everybody wants to upset the status quo and political debate at home is as common as battle in the ruins. More immediate goals are finding enough food and equipment to survive and a quest for the true history of the Fall.

PCs have cards for food, ammo, and trading goods. They start out with practically nothing but some trade goods, being survivors of a trade caravan that got attacked.

Possible PC Roles

- Dreamer, a magically gifted priest(ess) of one of the Fatimas.
- Scavenger or hunter
- Tribal warrior
- Merchant or diplomat
- Lorekeeper
- Escaped Z'Bri slave with minor mutations
- Exiled Keeper of the Brotherhood of the Iron Triangle

Synthesis

The tribes of Seck have the following eminences and aspects. Other aspects might exist, but if they do they are well guarded by their practitioners.

Brun

Brun embodies the eminences of **Purity** and **Truth**. The aspects available to her followers are **Righteousness**, **Curtain of Flame**, and **Truthsaying**. Charger, a horse spirit, is a servant of Brun.

Hel

Hel is the ruler over **Death** and **Fate**. She has taught the aspects **Celtic Cross**, **Dream Travel**, and **Curse of Dream** to her followers. Nidhögg, the dragon of the twilight, is her servant but is currently bound into his body of steel and therefore cannot be conjured.

Freya

Freya is the mistress of **Empathy** and **Life**. Her aspects are **Anima**, **Piggyback**, and **Sacrifice**. The Little Sisters of the Sky, dove spirits, are loyal allies of Freya.

Loki

Loki, the ambigious trickster controls **Illusion** and **Shadows**. His aspects are **Dance of Masks**, **Hide N' Seek**, and **Shadowstepping**. Loki is master over the Tattered Beggars, the spirits of the rats and mice in Seck.

Languages

While most people speak **Teutsch**, there are minorities and travellers who speak in different tongues. The most common language is **Terk**, spoken by some squat tribes with brown skin and even some Free People who are of Terkish origin. **Amisprech** is an ancient warrior's tongue, spoken by the roaming mercenary bands calling themselves *Us Army*. Some traders from the west speak the pleasant-sounding tongue called **Frankish**. The final language in wide use is that of the **Z'Bri** as well as the simplified form used by the Serfs.

Genre Points

There are three ways to get genre points. Every time one of your **flaws** comes into effect in a critical situation, you get a genre point *if you claim it at the end of the session*. Every time one of your *fellow PCs nominates you* for a genre point because you did something really cool and the DM approves (which is never does) you get a genre point. Finally, **experience points** can be used to buy genre points on a one-to-one basis.

Genre points can be used for the following (note that other PCs may transfer genre points to you any time they want):

- Get X additional dice for a single skill or attribute roll. (Cost: X)
- Reduce a wound by one/two level(s) (Cost: 3/6)
- Undo last 5 minutes, with DM approval (Cost: 5)