

Mannheim Campaign Background

This document contains all the campaign info that the PCs should not know. It refers to the Twin Rivers Campaign Guide and the document on the City of Seck.

Synthesis

The tribes of Seck have the following eminences.

Brun:	Purity, Truth
Hel:	Death, Fate
Freya:	Empathy, Life
Loki:	Illusion, Shadows
Thor:	Force, Fury

New Aspects

The following aspects are new for the setting:

Curtain of Flame (Brun)

(PSY, Cpx 2) This aspect can be used to conjure a protective curtain of flame. The MoS has to divided duration and size (3m² per MoS). The threshold for the roll depends on the desired intensity of the flames, i.e. a flame curtain of intensity 2x will have a treshold of x.

Claymore Child (Melanis, PSY)

A perverse aspect researched by the more militant Melanis, this use of sundering serves to create a bomb from the body of a dead child or infant. Use of this aspect will mummify the body for MoS weeks. When activated (Sundering check vs. 2), the claymore child will look like a sleeping youngster. However, when a living being comes closer than 2 m, the child will explode in a cloud of bone splinters, attacking with a skill level of 3 and a DM of 12.

Spirits

The following spirits might be encountered by the PCs should they venture into the River near Seck or conjure them during rituals.

Ragged Beggars

The beggars are rat spirits living throughout the city of Seck and serving Loki. They form a kind of communal personality and are known for their greed, sense of cruel humour, but also for their sympathy towards the underdog.

Influences: Criminals, Poverty, Greed

Taboos: individualism - the nail that sticks out is hammered down

Metaplot Developments

The War of the Two Towers

The faceless duke is slowly winning the war if the free people do not intervene in any way. Once his enemy is eradicated, he will besiege Seck and try to wipe it out. At that point, there will be no future for the PCs unless they manage to escape.

Metaplot manifests as: spy reports, dire warnings, political discussions.

The Fatima Conspiracy

The fact that there are so little attacks on Seck is strange and the reason is that the Fatimas have made a deal with the Z'Bri. The town is safe but in return the routes of certain caravans are uncovered etc.

Metaplot manifests as: strange coincidences, odd behaviour by high ups, the delivery of scape goats etc. until there is finally a showdown between the conspirators and the PCs.

The Return of Thor

This metaplot depends largely on the PCs who have to find pieces of Thor in order to resurrect him. Thor is a more caring master than the other Fatimas and will help them in the final battles. (Thor's followers are the guys in Heidelberg who get rather bad PR and are also quite hostile to their former allies.)

Resources of Various Organisations

Valkyries

For trivial problems, the Valkyries use their various field personel, the leader of whom know how to use Synthesis. They have access to all aspects described for their tribe.

More serious problems will warrant action by more experienced dreamers or ritualists (attribute +1, skill level 4, cpx 2) and immediate threats to the conspiracy or the safety of the Brunites will let them use their high priestesses (attribute +2, artefact +1, skill level 5, cpx 3). The Valkyries also have several ritualists, one of which is a Lokite prisoner (attribute +1, skill 3, cpx 2) who is an ally of the Ragged Beggars and can provide the priestesses with information from the other wards under the influence of truthsaying.

Key Free People NPCs

Crazy Martell

Martell is a former priest of Thor who feels that the Brunites have something to do with the death of his Famita. He is very dedicated and driven, rejecting any kind of luxury and living solely for the cause. The priest has little patience for other things and even less for those who waste his time. Yet, he is very cautious, talking little about his background and

goals which makes him a silent and driven fanatic to some.

Martell is tall and wiry with a long forked beard and a bald head. He is constantly in motion and walks in a hunched manner. His manner makes it obvious that somebody is after him. (CP: 30, SP: 50)

Statistics

Agility	1	App.	0
Build	1	Crea.	0
Fitness	2	Inf.	0
Kno.	1	Per.	0
Psyche	0	Will.	1
Strength	1	Health	1
Stamina	35		
UD	6	AD	7

Skills

Name	Level	Cpx
Combat Sense	2	1
Defence	2	1
Disguise	2	1
Ettiquette (Streetwise)	1	1
Ettiquette (Low Tribal)	2	1
Hand-to-Hand	1	1
Literacy	1	1
Lore (Religion)	2	1
Lore (Trivia)	1	1
Manipulation	1	1
Medicine	1	1
Melee	2	1
Notice	2	1
Stealth	2	1
Survival (Dreaming)	1	1
Synthesis	2	2

Synthesis

- Eminences: Force, Fury

Equipment

- Possibly the thunder hammer (see scenarios)
- Warhammer (acc 0, parry 0, AD+9, 2 handed)
- Dagger (acc 0, parry -1, AD+3)
- Soft armour (AR: 3)
- Several low value world before trinkets for trade

Edda the Eye

Edda, a member of the Valkyries, is a pushy middle-aged woman who works too much and is used to having authority over others. She has two kids for whom she would do anything. With no time or inclination to think about what is right and wrong, she basically follows orders and does not know the inner workings of the great conspiracy of the Brunites. She is actually a nice person and genuinely believes the teachings of her Fatima.

Edda is small and skinny with short hair cut in a very utilitarian way. Her face looks hard as stone. (CP: 30, SP: 50)

Statistics

Agility	0	App.	0
Build	0	Crea.	1
Fitness	0	Inf.	2
Kno.	1	Per.	1
Psyche	1	Will.	0
Strength	0	Health	0
Stamina	25		
UD	4	AD	4

Skills

Name	Level	Cpx
Combat Sense	1	1
Defence	1	1
Disguise	2	1
Ettiquette (Streetwise)	3	1
Ettiquette (Low Tribal)	2	1
Forgery	1	1

Hand-to-Hand	1	1
Interrogation	2	1
Leadership	1	1
Literacy	2	2
Lore (Law)	2	1
Lore (Trivia)	1	1
Manipulation	1	1
Melee	1	1
Notice	2	1
Riding	1	1
Stealth	2	1

Synthesis

Edda is one of the few Valkyrie Eyes who are not awakened dreamers, much to her chagrin.

Patrol Equipment

- Dagger (Acc 0, Parry -1, AD +3)
- Club (Acc 0, Parry -1, AD +3)
- Leather Armour (AR: 5)
- Herbs of Freya (Healer Drug (Analgesic), Potency 5, Onset Time: 10 minutes)

Nidda Cletis

Nidda, the high priestess of Brun, is a big and stout woman with a hard face and short hair. She usually wears the official red robes of the Valkyries and her personal armour when in the field. Nidda is ambitious and has little respect for those who are not strict adherents of the law. She is utterly devoted to Brun and while she would normally never break the law, she will follow orders by Brun to the letter, rationalising her law-breaking in some way or the other. She will be quite offended should anybody consider her a lawbreaker.

Maximus the Regulator

Maximus is a small and nervous man with relic glasses who usually wears light armour and carries a musket. He is a special agent of Nidda who is sent to

solve extraordinary problems which require a sharp mind.

Maximus is heartless and cruel and enjoys the powers he has been given, having no ambitions to advance further. He is full of hatred towards any kind of outsider and is quick to take action against them. His only redeeming quality is his loyalty towards his Fatima. (CP: 52, SP: 60)

Statistics

Agility	2	App.	0
Build	1	Crea.	1
Fitness	1	Inf.	2
Kno.	1	Per.	2
Psyche	1	Will.	1
Strength	1	Health	1
Stamina	35		
UD	6	AD	6

Skills

Name	Level	Cpx
Melee	1	1
Hand-to-Hand	1	1
Athletics	2	1
Combat Sense	2	1
Defence	2	1
Leadership	3	1
Medicine	2	1
Notice	2	1
Small Arms	3	3
Stealth	3	1
Survival (one)	1	1
Throwing	1	1

Normal Equipment

- Musket (Acc 0, Fumble high, DM x24, Rng: 10, ROF 0, Ammo 1, Cpx 1)
- Hunting Knife (Acc 0, Parry -1, AD +5)
- Glasses

Additional Combat Equipment

- Leather Armour (AR: 5)

Rexa Esh

Esh is a good-looking woman with blond hair worn in a long pigtail and bright blue eyes. She looks serious and is clearly uncomfortable in situations which are not directly business. Esh is the head of the Valkyries charged with keeping the internal order. She takes her duty very seriously and while a idealist at heart (which can lead to sudden outbursts of morality) is convinced that everything must be done to capture the enemies of the free people. While she is not openly breaking any rules, she interprets them to the maximum effect and constantly lobbies for stricter laws with the council of high priests.

Fried the Sworddancer

Fried is a bulky, powerfully-muscled man carrying two relic machetes made of ceramic. He owns an armour made of the best steel available. It is only due to his fighting prowess that Fried is tolerated in the town. He is an aggressive man who uses intimidation to advance in the ranks. He fears nothing more than being taken advantage of or being considered a coward. Fried is willing to take great risks and is often in favour of an aggressive policy against the Z'Bri, however, others balk at his ideas. (CP: 31, SP: 58)



Statistics

Agility	0	App.	0
Build	2	Crea.	1
Fitness	2	Inf.	0
Kno.	-1	Per.	0
Psyche	-2	Will.	1
Strength	2	Health	0
Stamina	35		
UD	10	AD	10

Skills

Name	Level	Cpx
Melee	3	2
Hand-to-Hand	3	1
Athletics	3	1
Combat Sense	3	2
Defence	2	1
Leadership	1	1
Notice	1	1
Manipulation	2	1
Survival (Forest)	2	1

Combat Manoeuvres

- Two Weapon Fighting

Normal Equipment

- 2 Longswords (Acc +0, Parry -1, AD+11, Cpx 2)
- Hunting Knife (Acc 0, Parry -1, AD +5)
- Leather Armour (AR: 5)

Additional Combat Equipment

- Plate Mail (AR: 14, Enc -2 offset by strength)
- Light Wooden Shield (Parry +2, AR 14,)

Mütterchen

This incredibly old woman is the high priestess of Hel. She wears ceremonial robes incorporating many icons from the World Before and seems to be absent-minded and senile. Many believe this is a ruse but she actually is senile. This leads to her making absurd

statements which are often morbid in nature. The only thing she really manages well are the funeral rites over which she presides. All other decisions are made for her by Grolln or her Fatima.

Felix Grolln

Grolln is a tall gaunt man with black hair, coal-smearred eyes and a pale face. He is silent and seems shy but is really a clever manipulator of people. Grolln is a powerful priest of Hel and the power behind the throne of Mütterchen. While he has no intention of harming others, he often does not see the consequences of his actions and how they cause damage. The longer he is in business, the more guilt he feels and is likely to retire from his position in the long run unless somebody corrupts him enough to chose the path of evil.

Sextus the Scythe

Sextus is a man in his seventies who looks ancient but displays an impressive will and speaks with a strong voice. He is a conservative elder of the tribe of Hel who is strongly opposed to any kind of change. However, he is also a very intelligent man and is willing to explain his positions to those who disagree.

Liberti the Friend

Liberti is a small and dark-skinned man with mild manners and impeccable dress. He is a member of the tribe of Hel and is responsible for the grain stores.

While the "Friend" is well liked by almost everyone due to his high level of empathy and will to compromise, he lives in constant fear of not being accepted or being considered incompetent.

Fredda the Matron

Fredda is a chubby middle-aged woman with a friendly smile and caring

personality. She dresses simple and works hard at her job as high priestess of Freya, trying to keep her tribe together. On the other hand, she can get very hostile if her authority is questioned or her advice is rejected, so she does so in a passive aggressive way rather than by direct criticism. Fredda is loyal to her Fatima is actually not sad that she is in charge now.

Sesua the Spiderwoman

Sesua is one of the best scouts of the town of the free thanks to her excellent agility and skill in climbing and hiding. She is somewhat small but her body language speaks of extreme confidence as does her extravagant mode of dress when not in the field. Sesua loves to be the focus of attention and is quick to tell stories of romance and adventure to those who would listen. She is quick to trust others and more than willing to engage in a harmless flirt.

Locknar the Loon

Locknar is an average-looking man with a disturbed facial expression, wearing a chester's costume. He is constantly in motion and quite rude to those he meets but in a funny way. Locknar is the high priest of Loki and is generally despised by the other high priests and often excluded from decisions if the other think they can get away with it.

Locknar has a problem with the existing structure but is helpless to change it, being the leader of a rag tag tribe of never do wells and tricksters. He will happily strike up a friendship with competent characters in hopes of getting their help for his tasks. While he is quite calculating in picking his friendships she will not betray or abuse people he likes.

Solar the Merchant

Solar is a weathered and scarred man in his late forties with an eyepatch and

lavish clothing. He is quite extroverted, likes to act based on his gut feeling instead of making elaborate plans and is well-liked for his sense of humour. Solar is an influential merchant who became rich by trading with the wild cannibals in Heidelberg. He is willing to help with a good cause but not if it requires massive sacrifice on his behalf. Solar belongs to the tribe of Loki.

Reed Aquisitus

Reed is a small and fat guy with a greasy goatee and a balding head with hair styled in a way reminiscent of tiny horns. He is very friendly bordering to brown nosing and always leaves the impression that he is doing something illegal which is usually right. Aquisitus is not a bad guy but is often blissfully unaware of the implications and consequences of his actions, which gets him into all kinds of trouble. However, he always manages to land on his feet no matter what crime he was caught in. (CP. 14, SP. 31)

Statistics

Agility	-1	App.	-1
Build	-1	Crea.	1
Fitness	-1	Inf.	1
Kno.	0	Per.	0
Psyche	1	Will.	-1
Strength	-1	Health	0
Stamina	20		
UD	3	AD	3

Skills

Name	Level	Cpx
Trade	3	1
Barter	3	1
Ettiquette (Streetwise)	2	1
Forgery	1	1
Notice	1	1
Riding	1	1
Literacy	1	2
Lore	1	1

(Entertainment)		
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Normal Equipment

- Dagger (Acc 0, Parry -1, AD +3)

Key Z'Bri NPCs

Voc, the Herald of the Faceless Duke

Voc is a tall and skinny man wearing tightfitting purple robes with wide bottoms and a crown made of knuckle bones. He typically wields a staff that looks like the leg of a giant insect and has moving pincers at the top. While Voc looks mostly human, he moves in a way no genuine human should.

Voc appears to be shy and incredibly sad as he brings demands and threats from his master to the free people. In fact, he is just a flesh puppet with an occasional spark of realisation of its sad fate.

Steiner the Rittmeister

Steiner is a serf in the service of the Bishop, a heavily appeased being with four arms, wings of steel, and an evil face. He wields a powerful axe made of bone which sings a terrible song of pain and blood. Not a friend of interaction, Steiner prefers to attack and ask questions later. Steiner usually commands a group of crazed warriors riding on gargoyles looking for flesh to harvest for their masters.

Bloodspitter

Bloodspitter is a Koleris Z'Bri chained to the body of an elephant which has mutated into a dreadful being of impaling tusks, multiple tentacle-like trunks which suck blood, and six legs. Bloodspitter was created in the early days of the Fall and has stalked the city of Wei ever since. Special measures are needed to slay this beast.

Morning Dew

This serf of Sangis breed has the perfect female body, long black hair which seems to move on its own, but no face. Dew usually paints on a face of some kind, often rather crude and disturbing. When she wants to be incognito, she wears a veil. Her personality is like a mirror, she adopts the behaviour of those she speaks to.

Statistics

Agility	-1	App.	3
Build	-1	Crea.	-1
Fitness	0	Inf.	3
Kno.	0	Per.	1
Psyche	-1	Will.	3
Strength	0	Health	0
Stamina	20		
UD	2	AD	2

Skills

Name	Level	Cpx
Grooming	2	1
Manipulation	2	1
Performance Art (Dance)	3	1

Appeasements

Morning Dew has few relevant appeasements but it should be noted that she has been deliberately tainted to produce a noticeable Sangis aura.

Normal Equipment

- Grooming Equipment

Yenaldlooshi

Yenaldlooshi is an agent of the Z'Bri, a Melanis Serf who looks completely human from the outside but has a pair of retractable claws which can be used for combat and for climbing. Also, her skin can change its colour to match that of her surroundings.

The serf looks very much like a bum in ragged clothing, half-starved, and with wild filthy hair.

Personality: loner, enjoys being away from her hamlet and being granted full autonomy, does not care about much else

Morality: only continued success will ensure freedom and everything is allowed to remain free

World View: life is a battle of dominance and the Z'Bri are on top of everything so its best to please them.

(CP: 52, SP: 65)

Statistics

Agility	2	App.	0
Build	1	Crea.	1
Fitness	1	Inf.	2
Kno.	1	Per.	2
Psyche	1	Will.	1
Strength	1	Health	1
Stamina	35		
UD	6	AD	6

Skills

Name	Level	Cpx
Archery	3	3
Athletics	3	1
Combat Sense	2	1
Defence	2	1
Ettiquette (Streetwise)	2	1
Hand-to-Hand	1	1
Melee	1	1
Navigation	1	1
Notice	2	1
Stealth	3	1
Sundering	2	1
Survival (Urban Scavenger)	1	1

Sundering Aspects

- Claymore Child
- Melanis Aura

Appeasements

- Claws (UD+1, +1 to climbing)
- Chameleon Skin (+1 to hide checks)

Equipment

- Longbow (Acc 0, Fumble low, DM x10, Range 9, Ammo 1, Cpx 2)
- 5 Winter Wolf arrows
- Dagger (AD +3, parry -1)

City of Seck, DM Info

Winter Wolves

The snake arrows of the Winter Wolves deal *persistent* damage unless the arrow is removed with a simple action.