Manfred

Artificer · The party · In game in the Meneferu party of five

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.



The painted concept sheet



TYPE	Companion (party member)
LOCATION	His workshop and car yard in Meneferu
AFFILIATION	The party
ROLE	Inventor
CLASS	Artificer (home class, fixed; the director, 2026-09-30)
ON-SCREEN NAME	Manfred
CAR	Manfred's car
VOICE	"Joe" (ElevenLabs): clear, smart, a little nerdy American, a touch fast
3D MODEL	`chr_manfred` v0 (52k triangles, rigged, 2026-10-23)
STATUS	In game in the Meneferu party of five; his story and car in game (0.1.154, 0.1.155, 2026-10-29); the car fight (0.1.166) and his Mummy Thread barks (0.1.171, 2026-10-30)

Summary

- Joins the party in Chapter 4 of the Prologue, in Meneferu.
- Zanze's partner: she is the Keeper of the Library of Papyria.
- Builds the prototype car of Chapter 5 and the blowtorch of Chapter 6.
- **The name:** *Manfred*, never "Manfrend" (the director, 2026-10-26: "the character name is Manfred not Manfrend. without N"); the wiki, the plans, the code ids and the on-screen name all use it.

Appearance

- A lean man with tousled curly brown hair, a short beard and **round wire spectacles**.
- On his design sheet: a long-sleeved brown shirt, olive-brown trousers and tall brown riding boots.
- In his avatar: a buttoned brown jacket with a high collar over an off-white shirt.
- **On his body in the game:** a crossbow carried diagonally across his back, like Stalvan's axe.

Personality

- Distracted, enthusiastic, always mid-project (prologue plan, Cast).
- Delighted by his own explosions: the party first sees him with a soot-covered face and pure delight.
- He introduces himself as an inventor "mostly of smoke, this week".

Class and abilities

- **Class:** Manfred is an **artificer** (the director, 2026-09-30), his fixed home class.
- **Resource:** Charge. **Talent branches:** Siegework (ranged damage), Alchemy (healer and control) and Clockwork (the Brass Crab and protection).
- **Weapon:** a crossbow.
- Plan a build in the talent calculator.
- **In the prologue** he has two abilities (numbers are suggested defaults to tune):

Slot	Ability	What it does	Damage	Cooldown
Main	**Explosive Bolt** (working name)	A crossbow shot at one enemy that bursts in a small circle (range about 10 m, blast about 2 m)	Crossbow damage, plus about 2 blast damage to each enemy in the circle	None, uses attack speed
Second	**Frag Grenade**	A round iron shell with a ticking clockwork fuse, lobbed about 8 m; a red circle warns for 1 s, then it explodes	About 6 blast damage to each enemy (about 3 m); no friendly fire	Suggested 8 s

- **Look:** a handheld repeating crossbow of his own design with gears, a crank and a bolt magazine; a fast bolt with a thin smoke trail and an orange burst; the grenade's blast has a shockwave ring, smoke and debris.
- **As a companion (AI):** the grenade at clusters of 3 or more, preferring a group Stalvan has taunted or Zanze is holding; Explosive Bolts at the tightest group of 2 or more; he stays at range near Vella and backs toward the front line when targeted.
- **Armour:** leather.

In the game

- **Meneferu (2026-10-23):** the director asked for Manfred and Zanze as companions in Meneferu with the hero, Stalvan and Vella. The story still has him join in Chapter 4; this start follows the director's call.
- He walks in the loose party of five through the town, crossbow on his back. His workshop and car yard stand on the east bank; in the Meneferu story start the workshop is open to walk in (the other starts keep the closed shell).
- His talking avatar was parked by the director on 2026-10-23.
- **His story in Meneferu (in game, 2026-10-29):** the main quest Help Manfred finish the car runs in the Meneferu story start. His workshop is open to walk in, and he stands at his bench. After Tefi's news he joins, and the party hunts the parts: the gear (a painted wooden copy first, then the real brass one from Hesuk) and the fuel (one green barrel saved from the ochre-sash scouts). In the car yard the engine coughs twice and catches on Vella's spark; the party boards and he drives them out of town toward Papyria. The parts hunt came in phone build 0.1.154, the engine and the drive in **0.1.155, the milestone "Manfred's car"**, and the car fight on the drive in **0.1.166** (2026-10-30). The chapter card after the drive reads "To be continued: Papyria" and "Meneferu · Chapter 4 complete". Every line is in the Chapter 4 script.
- **The Mummy Thread (in game, 2026-10-28):** he fights in this quest with his crossbow and the Frag Grenade (bark, about one cast in three: "Fire in the hole!"). His lines in the quest play only when he is in the party: the offer ("A thread that doesn't rot in a thousand years. I'd like to know how. Professionally."), his bargain roll, the road, the arrival, the Warden ("Big one. I have a big answer.", a fight bark since MQ-BARKS-1, 2026-10-30), the thread and the hand-in ("Ten gold. That's half a car. The half that works."). His portrait stays still for now (no animated talking portrait yet).

Story

- **Chapter 4:** Imsa, the innkeeper of the Sailors' Rest, sends the party across the river to "the inventor" who built a cart that needs no camel. They find him mid-experiment in his smoking workshop; he hands Stalvan his dark welding goggles. A messenger, Tefi, brings word that fanatics have taken the library of Papyria and that the Keeper holds the inner door alone. He declares the unfinished car finished "in spirit" and joins the party.
- **The parts (in game):** the car needs a gear with forty-two teeth ("Not forty. Forty grinds.") and fuel. On the folded page Zanze sent: "She fined a prince for a folded page. She has never folded one in her life. Not one." See the quest.
- **His car** (Manfred's car): an improvised car shaped like a Model T, home-built from patched panels, brass and iron plates and lashed cans, with an improvised rotating-barrel gun behind the seats, a cargo rack over the front bench and a stop pin that keeps the gun off the front 50°.
- **Chapter 5:** he drives the car to Papyria himself, Vella beside him, the hero at the gun and Stalvan on the roof. The car falls apart on arrival: a one-off prototype. In the game the drive out of Meneferu closes Chapter 4 (the chapter card says "Chapter 4 complete") and fades before Papyria; the story plan counts the drive as Chapter 5.1. The game wins until the director says otherwise.
- **Chapter 6:** he explains that northern prisons are iron and ice, and that he can build a blowtorch to cut both, fuelled by the oil of the ever-burning lamps in the tomb of the Sealed Kings.
- **Chapter 7:** he goes north with the hero, Vella and Zanze.
- **His backstory:** *Unconfirmed — awaiting the director.* The Chapter 4 armour joke with Stalvan in the workshop was removed by the director on 2026-10-16; a new one will be added later.





Manfred's workshop in Meneferu; the drive to Papyria in his prototype car (concept scenes).

Quotes

In game and voiced unless marked:

> *"Don't touch that. Or that. That one's fine."*
> — ... "No, it isn't."

> *"Manfred. Inventor. Mostly of smoke, this week."*

> *"She corrects my spelling."*
> — ... "Yes. That."

> *"Zanze's in there. The car isn't finished."*
> — ... "The car is finished now."

> *"She fined a prince for a folded page. She has never folded one in her life. Not one."*

> *"Faster? This is the fastest anything has ever gone."*

> *"There's a roof on the roof."*
> — (in game, voiced)

> *"She lives! She lives!"*
> — (in game, voiced)

> *"Hold on, Zanze. We're coming."*
> — (in game, voiced)

> *"Burns hot enough to melt a crown. Perfect."*
> — (Chapter 6, prologue plan only)

Voice

- **"Joe" (ElevenLabs): clear, smart, a little nerdy American, a touch fast** (2026-10-27). He has 71 voiced lines in Meneferu (the sound-manager's active lines, 2026-10-31): his story, the car, the drive, The Mummy Thread, the greetings and his grenade bark. Before 2026-10-27 he had no voice cast.

Design and model

- **Base:** the director's own Meshy model of 2026-09-28 (`manfred-pbr.zip`), chosen on 2026-10-23 over a new Meshy run: it matches the design sheet's A-pose (the new run was near a T-pose) and comes from the same batch as Stalvan and Vella.
- `chr_manfred` **vo (MEN-CAST-1, accepted 2026-10-23):** rigged with the existing pipeline, clips idle, walk, run, two talk clips and a cheer; 52k triangles, LOD1 17.5k.
- **The crossbow** goes diagonally across his back, like Stalvan's axe: carried upright, its stock and flat prod would read as a cross from behind, so it never is. The fit was measured at 0.0 cm into the body.

Gallery





The Meneferu market (Chapter 4); Zanze and Manfred read the northern prison plans in the workshop (Chapter 6 concept).

Sources: docs/plan/meneferu/manfred_story_plan.md, data/demo/meneferu_story.json, data/release_log.json (MANFRED-STORY-1); docs/design/talents.md, talents.json (TAL-1); new-design/; "plan - future for prologue.md" (Cast, Party abilities, armour, AI, chapters 4–7); docs/plan/ch4_ch5_story.md (approved 2026-10-16); docs/plan/meneferu/npcs.md; docs/decisions.md (2026-10-16 inn hook, car and seats, 2026-10-23 party of five, base pick, on-screen name, MEN-CAST-1); queue.md (MEN-CAST-1, MEN-TALK-1, CH6-CONCEPT-1); sound-manager DB (no Manfred rows)

Last updated: 2026-10-31 (MEN-WIKI-SCRIPT-1)