Zanze

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

Zanze is 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 painted concept sheet



TYPE	Companion (party member)
LOCATION	The library of Papyria (story); the party of five in Meneferu (developer start)
AFFILIATION	The party; the library of Papyria
ROLE	Paladin, librarian-detective and Keeper of the Library
CLASS	Paladin (home class, fixed; the director, 2026-09-30)
VOICE	"Hailey" (ElevenLabs): warm, soft American
3D MODEL	`chr_zanze` v0 (52k triangles, rigged, 2026-10-23)
STATUS	In game in the Meneferu party of five (free roam and the Mummy Thread); joins the party in Papyria's high reading hall (Milestone 3, 2026-11-13); voiced

Summary

- Joins the party in Chapter 5, in the high reading hall of the library of Papyria (in the game since Milestone 3, 2026-11-13).
- Precise, patient and evidence first; she leads the investigation when Stalvan disappears.
- Already walks with the party of five in Meneferu, by the director's call of 2026-10-23.

Appearance

- A woman with long, wavy blonde hair and blue eyes.
- On her design sheet: a fitted short-sleeved brown shirt, glossy brown leather trousers and tall brown buckled boots.
- In her avatar: a laced dark shirt under a stitched brown leather jerkin, with a steel plate guarding the shoulder.
- **On her body in the game:** a sword at the hip and a **heater plate shield** (0.65 m, point down) on her back.

Personality

- Precise, patient, evidence first (prologue plan, Cast).
- Dry and exact with Manfred: her first words to him in the story are "Manfred. You're late."
- She keeps notes on Stalvan's ever-changing scar stories: "I'm keeping notes." (prologue plan). In the game she says it of Sabu, after Stalvan's "I like him. He lies badly.": "He does. I'm keeping notes."

Class and abilities

- **Class:** Zanze is a **paladin** (the director, 2026-09-30), her fixed home class.
- **Resource:** Oath. **Talent branches:** Dawn (healer), Tide (tank) and Reckoning (damage, bane of the undead).
- **Weapon:** a one-handed sword and a shield.
- Plan a build in the talent calculator.
- **In the prologue** she has two abilities (numbers are suggested defaults to tune):

Slot	Ability	What it does	Damage / effect	Cooldown
Main	**Smite** (working name)	A one-handed sword strike at one enemy	Sword damage + 2, plus 3 radiant damage against undead	None, uses attack speed
Second	**Oathlight** (working name)	A warm gold ring pulses out and heals every party member inside it	A heal per target; the amount is to tune	Suggested 15 s

- **Look:** Smite is a short sword arc with a gold flash, with an extra burst of radiant light against undead. Oathlight is a gold ring with a green heal number on each ally.
- **Threat:** her damage counts 1.5× (off-tank). While Stalvan is gone she is the one holding enemies.
- **As a companion (AI):** Oathlight when two or more members are below 60 % health or anyone is below 30 %; Smite on undead first, then on whoever attacks Vella or Manfred; she fights at the front beside the active hero.
- **Armour:** plate over chain mail.

In the game

- **Meneferu (2026-10-23):** the director asked for Zanze and Manfred as companions in Meneferu, beside the hero, Stalvan and Vella. The story still has her join in Chapter 5; this start follows the director's call, with no story rewrite.
- She walks in the loose party of five through the town with her sword at the hip and the heater shield on her back.
- Her talking avatar was parked by the director on 2026-10-23; her portrait stays still (no animated talking portrait yet).
- **In the Chapter 4 story start she is not in the party:** she holds the library of Papyria (Tefi's news), so her lines play only where she walks with the party (free roam in Meneferu and the Mummy Thread).
- **The Mummy Thread (in game, 2026-10-28):** she fights with Smite, Oathlight (bark, about one cast in three: "I have you.") and Shield Call ("Behind me!"). Her quest lines play only when she is in the party: the bargain roll ("A ruin with guards is a risk. The Library pays scribes for less. Seven is fair, and you know it."), the road, the arrival ("Shields up. Vella, Manfred, stay behind us."), the Warden fight ("They won't touch you. Stay at my back.", a fight bark since MQ-BARKS-1, 2026-10-30), the rest ("They were only keeping their house.") and the hand-in ("And I would write it down myself.").
- **Papyria, the high reading hall (Milestone 3, 2026-11-13):** she is held at the lectern on the dais by the fanatics' leader, Pehrut, calm, not helpless, reading his god's sayings to him. In the scene she says "Manfred. You're late." and "I've been free for an hour. I was waiting for the end of the chapter." She **joins the party at the scene's end** (the party is five) and fights Pehrut and his torch zealots with the party. In the talk after his yield she takes the **Vault key** from the wrapper of the Sayings: "The one scroll you'd never burn." Her mouth moves with her voiced lines. On Continue, her kit follows the place's chapter.
- **Greetings in Meneferu (free roam):** with Imsa ("You heard her, Manfred. Boots off the tables."), Senna, Bakhu, Kharu and Wesir; every line is in the Chapter 4 script.

Story

- **Chapter 4:** Manfred speaks of her: "Zanze is the Keeper of the Library. Head librarian. And its sword." She once fined a prince for a folded page; he paid, and said thank you.
- **Chapter 5:** the party finds her in the high reading hall, held at the lectern by Pehrut, the First Mouth, whom she has been reading to since dawn; she has been free for an hour and waits for the end of the chapter (as played in the game, 2026-11-13; the older plan had her holding the restricted section alone). In the second siege she makes the captured fanatic leader fight beside them. In the vault she shows them the stone and is the first to name the three stones.
- **Chapter 6:** she leads the investigation into Stalvan's disappearance and connects the clues; in the tomb of the Sealed Kings she reads the warning on the door and sees the chiselled mural. She notices Vella's mark, and Vella says nothing.
- **Chapter 7:** at Kaldvik, when the captain's ship is cut and sunk, she sees the pattern: "The same cut, twice, on two islands. Someone is following you."
- **Her backstory before the library:** *Unconfirmed — awaiting the director.*





Zanze holds the restricted section; the stone in the vault (Chapter 5 concept scenes).

Quotes

In the game (Papyria, 2026-11-13):

> *"Manfred. You're late."*

> *"I've been free for an hour. I was waiting for the end of the chapter."*

> *"I know. I've been reading it to you since dawn."*

> *"Yes. Remember how that feels."*

> *"There are three. Woken together, they make a ruler who never dies. We guard one. You're carrying another."*

> *"Someone has already woken it."*

> *"Northern agents, a royal seal, and a man too strong to take awake. This was planned."*

> *"The same cut, twice, on two islands. Someone is following you."*

Voice

- **"Hailey" (ElevenLabs): warm, soft American** (2026-10-27). She has 18 voiced lines in Meneferu (the sound-manager's active lines, 2026-10-31): The Mummy Thread, the greetings, a bazaar quip and two combat barks. Before 2026-10-27 she had no voice cast.

Design and model

- **Base:** the director's own Meshy model of 2026-09-28 (`zanze-pbr-model.zip`), chosen on 2026-10-23 over a new Meshy run: it comes from the same batch as Stalvan and Vella, its fingers are clearly separate, and the rig script is proven on it.
- `chr_zanze` **v0 (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 heater plate shield:** on 2026-10-23 the director asked for a "cool plate shield". Meshy drew three concepts; the director picked **B, the heater plate** (*"I like healer plate"*, read as the heater plate). It became `prop_shield_heater_01` (2,926 triangles, painted), worn on her back at 0.65 m with its flat top at shoulder height and the point down. The round plate (A) is kept as a spare.
- **The fit:** nothing passes into her body at idle, walk or run (0.0 cm in every frame checked); her sword hangs 45–60° down and back.

Gallery



Heater plate (the pick)



Heater shield model

Sources: 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/decisions.md (2026-10-16 Chapter 4–5 answers, 2026-10-23 party of five, base pick, shield, MEN-CAST-1); queue.md (MEN-CAST-1, ZANZE-SHIELD-1, MEN-TALK-1); references/concept/zanze_shield/; sound-manager DB (no Zanze rows); data/demo/papyria_lib_story.json and data/cinematics/pap_reading_hall.json (Papyria M3); the PAP-M3-SCRIBE brief

Last updated: 2026-11-18 (WIKI-CLEAN-1)