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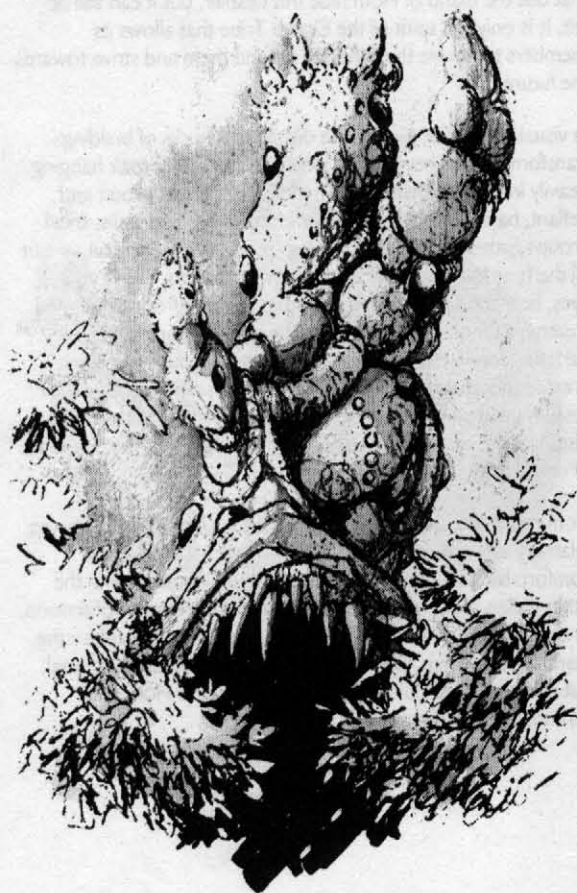


## H'I KAR (Z'BRI LANDS)

Past the Great Hill and beyond the Seven Fingers, far from the last Joanite tower, the Z'bri lands extend across most of the northern shore of Vimary and beyond. Thick, dark forests, shadowy ruins and mass graves characterize this area, throwing a pale of terror over those who dare venture into them. On the boundary of the Z'bri lands warnings signs hang; some are prayers of protections, other votive offerings for the loved ones lost to the beasts. Very few tribals have traveled the twisted paths of the H'I Kar (what the Z'bri call their homelands), even though lost within them are the eight camps that gave birth to the Fatimas. There are those who've tried to find them, to reclaim them and their secrets, but they have never returned.

The H'I Kar are a foreboding territory, a region where even the shadows can be dangerous, a place where it is said the dead walk. The taint of the Z'bri is visible on everything, from the warped trees to the deformed animals that live in these woods. The same taint touches all those who travel here, heightening their desires until they become painful, transforming their worst fears into flesh and blood.

Scattered throughout the H'I Kar are the Z'bri palaces and their Serfs' hamlets. Twisted buildings of flesh and bone, the palaces and hamlets are obscene structures that symbolize the Z'bri's otherworldly nature, and where the stench of death is overpowering.



In describing the H'I Kar to your Players be sure to emphasize how alien and mysterious these areas are. The trees are twisted beyond recognition, skeletons (both natural and unnatural) litter the shadowy ground, mute witnesses of the atrocities committed upon them by the Z'bri and their Serfs. An insidious atmosphere prevails throughout the H'I Kar, a feeling that becomes almost unbearable the closer one gets to a Serf hamlet.

As a Weaver you can use the H'I Kar to give the characters a glimpse into the hearts and minds of the Z'bri. Use the landscape and horrors within to try and capture some of the torment and anger that all Z'bri feel about being trapped on Earth, showing that there is more to them than savage beasts. For example, the characters could stumble across a Z'bri tending a small hidden garden, its patterns and detail standing in contrast to the perverted husk of the Z'bri. The H'I Kar also serve as perfect environs for having the characters confront their worst fears, because these fears and doubts can take material form of flesh and blood.

## THE SKYREALMS

High above, in the upper stories of the tallest buildings from the World Before, rest the vile nests of the Z'bri known as Skyrealms. Home to some of the most powerful and oldest Z'bri, these Joh'ans — hidden — live far from their brethren, not interested in the petty intrigues of the Baron's court. Instead they live above the tribes, minding their own business, trying to recapture the glory of the days before the Closing.

Although the Joh'ans are Z'bri, and some among the vilest, a few have begun to feel the weight of their ancestors' actions. Melancholic and saddened, these Z'bri are far more dangerous than the rest, prone to fits of depression from which no one is safe. These Joh'ans have become loose cannons, and neither the tribes nor the Z'bri know what side they'll take in the seasons to come.

Feel free to use these Joh'ans as you wish; they make great antagonists and tempters. Humanity was swayed by the ephemeral nature of the Z'bri once, and there is nothing stopping you from trying to tempt your Players to follow one as well. On the other hand, the Joh'ans can make for unexpected allies, though make sure that your Players never feel to comfortable dealing with them.

Each Skyrealm is different, an extension of the Z'bri inhabiting it. Some have iron cages that huge muscle-like cables lower and raise, others carpets made of human hair and blinds and curtains of flesh. As a Weaver, bear in mind that if you depict all Skyrealms as pulsating chambers of blood and organs, they'll soon lose their mysterious auras to your Players. Subtle descriptions are sometimes more effective.

The Skyrealms can provide you with a wealth of settings for different stories, from typical Z'bri hunts or daring rescues, to powerful encounters with Joh'ans during which the characters learn more of the nature of the Z'bri — that is if they survive to make it back home.



## THE OUTLANDS

While Bazaar, Hom and the Z'bri lands are central in Vimary, they pale in size to the wilds that surround them and the island. Most of the Outlands are composed of forested areas, but the wilds also include ruined ghost towns. Here, very little of the World Before is left, the tall trees virtually erasing any mark made by humanity. The occasional ruins can be found, but mostly they are so weathered and beaten that they are unidentifiable.

As if this was not bad enough, the Outlands are home to all sorts of dangers, both natural and unnatural. Wildlife is abundant here, from small creatures such as rats and crows, to large carnivores such as bears and wolves. It is the Chained Z'bri that pose the worst danger, however. Roaming alone or in small packs, these beasts relish in the kill, often stalking their prey for days, terrorizing it before killing it. Although the Chained are wild, it is best not to think of them as savage, but rather as coldly merciless.

The Outlands allows you to inject elements of traditional fantasy into **Tribe 8**. Most of the known world is covered in thick shadowy forests, and those areas that are not are either graveyards of the World Before or Z'bri lands. Where the H'I Kar are dangerous and foreboding, the wilds evoke awe, serenity and mystery. The Outlands should represent the glory of harmony and the ideal of the Goddess, untainted by either the Z'bri or the tribes. At the same time, clues to humanity's past lurk within the towering forests and the shadows they cast, clues that only the Player Characters should find.

If you are feeling particularly eager, you can use the wilds to allow the characters to gain insights into themselves or the Fatimas. The relationship between Fallen and Fatimas is complex, but there is no reason one could not "appear" to a Fallen while the Player is traveling through the wilds to utter some enigmatic warning and then vanish.



## THE FALLEN

The Fallen stand as the heralds of change and destiny; they are the first to cast their eyes beyond the Fatimas and the first to be punished for doing so. While most have good intentions, or are driven by their visions, not all share the same sense of idealism. Some are bitter because of their exile and want nothing but revenge, or see their banishment as a chance to increase their power. The biggest problem affecting the Eighth Tribe is its lack of unity — most members are still young, heady in their power and freedom. There have been movements in the past to unite the Eighth Tribe, but these have ended in failure. As a whole, the Eighth Tribe is reaching a breaking point; the growing numbers and increased factionalism threatens to destroy them, while the tribes and squats move in unseen.

Into this, the Player Circle is thrown, and they may find it hard to decide where to go. Ultimately, one of the goals of the Player Circle is to form the Eighth Tribe, to be the driving force in building the destiny of humanity, but the path is neither straight nor simple. The first step is to come to an understanding of their destinies and themselves — without understanding oneself, one cannot move to the future. Secondly they must convince the others that their vision is the true one, a task in and of itself.

As a "tribe," the Fallen are young and dynamic; they embrace change with open arms and rarely hesitate to go where others have not. At the same time, they must contend with the scorn and hatred of the tribes and may ultimately have to face their own loved ones to fulfill their destiny.

Portraying the Fallen as just rebels is only half the picture. You should also emphasize their inner power and sense of destiny. One way to do this is to take time to describe the rituals of the Eighth Tribe, and have your Players participate in them. The Fallen are equal parts anarchists, punks, and dreamers. They are children born into a world of nothing but pain and misery, and want a chance to reclaim it as theirs. Without this, without the drive to challenge the future, the Fallen become rebels without a cause and will ultimately meet with death.

The Eighth Tribe is at the heart of **Tribe 8**, and as such they present you, the Weaver, with a wealth of stories that you can run around them: the fight against the tribes, Fatimas and Z'bri; the growing pains and intrigues of uniting the young tribe; the exploration of a largely unknown world; and even the forbidden love between a tribal and a Fallen.



## DOOMSAYERS

Doomsayers are the prophets and mystics of the Eighth Tribe. Of all the Fallen, they are most concerned with Joshua, His Prophecy and the destiny that faces the inhabitants of Hom. They can appear conservative to others, always careful to look for omens and portents before acting, but they are ready to take drastic action to fulfill their sense of destiny. They are often very concerned that the Fallen are getting lost in petty struggles that will destroy them before they even understand what they are to do.

Doomsayers can serve as excellent guides and advisors in your quests — their insight into the future and the hidden aspects of life can be very valuable indeed. They are also very useful in any story based on themes of fate or having to do with Joshua the Ravager. They can highlight the benefits and the pitfalls of focusing on the future rather than the present. As antagonists, Doomsayers can be terrifying, appearing out of shadow to strike at those they feel somehow go against the prophecies by which they live.



## HERITES

Herites are the holy crusaders of the Fallen. They seek spiritual liberation for the Eighth Tribe, breaking ties to the Fatimas and embarking on a struggle for complete freedom. They are vibrant and powerful, but have an unfortunate tendency to get behind causes that may be lost. They have the fire of conviction behind them and can easily run over innocents who get in their way. Some have become obsessed with the "Seven Deaths," turning from liberators into dark assassins.

Herites are excellent additions to stories of freedom and spiritual growth. Unlike the brooding Doomsayers, Herites rarely hesitate to act and are quite convinced of their own righteousness. This can be used to highlight the dangers of rash action or the need for self-confidence. Herites have embraced the concept of the Eighth Tribe whole-heartedly and can highlight the spiritual void others may feel. They can also become terrifying opponents, especially if the Players cell is seen as collaborating with the Seven Deaths in any way.



## JACKERS

Jackers are as active as Herites, but they are filled with a need for retribution rather than a religious conviction. They feel the wrongs done to the Fallen and to humanity in general and are ready to strike back. The Z'bri are their most common foes — the monsters who stole freedom from all humans — but others can feel their ire. Jackers are not the mindless warriors some think them to be, however. They pick their battles and are generally more aware of the gray areas between right and wrong than Herites. They are driven but pragmatic fighters, ready to back away when they must and strike to kill when they can.

Jackers can be used to illustrate both the power of determination and the danger of vendettas. They can be excellent guides, mentors and allies for Player Characters fighting the Z'bri, but they can also be used as cautionary examples of going too far. Jackers can become completely obsessed with their personal revenge and lose track of their cell and the Eighth Tribe as a whole. If the PCs get in the way of this vengeance, Jackers can become deadly enemies indeed.



## LIGHTBRINGERS

Lightbringers are the politicians and parental figures of the Eighth Tribe. They are most concerned with building the Fallen into a real and viable tribe or nation. They build common ground between the outcasts and try to bring them together as much as possible. This can mean making hard decisions and even striking deals with the devil. Lightbringers are also leaders and they can become obsessed with visions of an Eighth Tribe under their command. It is a thin line between leadership and dictatorship.

Lightbringers can be used in any story involving the future of the Fallen. They will naturally find themselves center stage, trying to build a lasting heritage. Stories of intrigue can also feature them, as they are ready to make the political concessions necessary to survive. They can serve as shining examples of unity in the face of hardship, or dark examples of back-stabbing pragmatism and power-mongering.



## THE SEVEN TRIBES

The Seven Tribes are the "others" that the PCs will have the most contact with. They are the most numerous inhabitants of Vimary and represent the characters' past. Every member of the Player Circle will be tied in some way to the tribes and look to them for at least part of her identity. The tribes also pose a real threat to the Fallen, especially the most stringent like the Joanites and Terashebans. Weavers should remember that tribals are a varied lot, however. For every stringent enemy, try to include a sympathetic guard or an old flame.





## AGNITES

The Child and Her tribe are more of an enigma than most would care to acknowledge. Born from the death of Mary the Forgive, Agnes and most of Her tribe know nothing of the horrors of the camp first-hand. Instead, they relish in the dynamism and frivolity of youth, not wanting to spend their days wallowing about the past. Of all the tribes, however, the Agnites fear the Z'bri the most because they represent the ultimate "bogeymen" to them.

Many Agnites revere the Fallen as older siblings and look up to them. It is no surprise that a large number of Fallen are Agnites, though most regret their choice when they realize banishment is not a game. Even though the Agnites support the Eighth Tribe, Agnes Herself is jealous of them, envious that they have taken Her spotlight away from Her. Agnes has begun to plot against the Fallen — and nothing is more terrible than an angry child craving attention.

Agnes and Her children present you with a wealth of story potential and NPCs. Themes of wonder, innocence and innocence lost are all suited to stories dealing with Agnites. They are the ones who stand to lose the most if matters between the Fallen and the tribes escalate. While the tribes are living in the past, and the Eighth Tribe in the future, the Agnites are living in the present, and you can use this to great effect. Most (even the Fallen) tend to disregard the Agnites, ignoring their worries and cries for help similar to when the shepherd-boy called wolf. If anyone can sense the coming storm, however, it is the children. You can use this quality to foreshadow events in your cycle. Have a young Agnite whisper something to one of your Players, something childish but that could have deeper meaning if the Player is astute enough to pick it up.



## DAHLIANS

Although few would guess it, the Dahlians may well be the most dangerous of the Seven Tribes. In and of themselves, the Dahlians are great explorers and wanderers as well as tricksters and entertainers. Aside from the occasional theft or prank, the Dahlians are harmless, only interested in challenging the conceptions of others, especially the Terashebans. They travel from homestead to homestead, bringing news and items to trade, setting up carnivals and putting together plays, helping unite the tribes and keeping them in touch with one another.

Dahlia, however, is a graver problem. An element of chaos and change, She is perfectly willing and capable of throwing the tribes into total anarchy. She often uses Her power of illusions to cause the tribes to bicker with each other, going as far as causing minor skirmishes. More than one innocent has been banished because of Her machinations. Deep within Her heart is the desire to destroy everything, to bring it all down so that something better will grow from the ashes.

On the surface you should picture the Dahlians as well-meaning charlatans and tricksters, but underneath this veneer, a darker, more sinister core should lie. The Dahlians are always willing to help, but you should make sure that whatever help they give is eventually returned tenfold. A Player getting involved with the Dahlians should be careful, because once their novelty has worn out, they may find themselves in grave danger.

In describing the Dahlians and their carnivals be sure to highlight the many strange and alien gizmos they have for sale and bizarre spectacles under way. The deeper one goes, the stranger things become. A couple selling two-headed chickens, a glimpse of a headless baby, a man with wings, etc. How bizarre the caravans become depends on how you use Dahlians in your cycle.



## EVANS

The gentle healers and teachers of the tribes, the Evans lead a rather simple life, spending most of it outside Bazaar in the many fields and groves of Eva. Not interested in the high intrigues of the Magdalites or the morbid fascinations of the Yagans, most Evans crave a sense of unity and belonging to the Earth around them. Nevertheless, the Evans demand loyalty and obedience from each other; the greatest crime is to betray one of your own.

Eva Herself is strongly involved with Her children, trying to steer them away from the convoluted existence of the other tribes, and calling for a return to the land. In Her view, humanity's sole duty is to tend and care for the lands under their feet. The One Goddess punished them for forgetting this, and Eva sees it as Her duty to teach Her children the virtue of harmony.

You can use the Evans in a number of different ways, depending on your needs and your cycle. Evans make great allies. Even though most disagree with the rebellious Eighth Tribe, they are willing to shelter those in need, but are risking everything if they are ever found out. Likewise, you could craft an unnerving story around an isolated Evan homestead that your characters stumble across one night. Evans are not merely simple farmers, and you should portray their uncanny relationship with the natural world. They tend to appear almost out of nowhere, ready to help or condemn, and the appearance of an Evan should be greeted with both relief and hesitation by your Players.

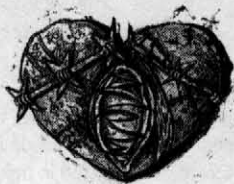
## I. Weaving Revisited



### JOANITES

The mighty sword of the tribes, the Joanites are characterized by their faith and blind devotion. Each Joanite, no matter if warrior, artisan or hunter, carries out her duty with extreme zeal. Joan has been easily influenced by Tera Sheba, and Her noble knights have been tarnished by Sheban manipulations. Where once the Joanites were respected and admired, now some fear them and their strong-handed methods. Without a doubt, the Joanites are suffering a crisis of leadership. The upper ranks have grown comfortable in their luxury, and are lax in their duties. The lower ranks, on the other hand, are interested only in glory hunting.

Themes of devotion, servitude and fading glory are all relevant when dealing with the Joanites. The first reaction you should instill in your Players when meeting Joanites is fear and oppression. Most, confused and without true leadership, are lashing out against the Fallen and Keepers, further tarnishing Joan. Deep inside, however, the Joanites are noble warriors, something that may eventually lead them away from the other tribes.



### MAGDALITES

The Magdalites are a unique tribe. Their outward appearance as concubines and pleasure-seekers conceals the true nature of this tribe. Subterfuge and intrigue are part of the courting game, and two of the most potent traits of the Magdalites. Little goes on in Vimary that they are not aware of. The Magdalites seldom trust outsiders, a seeming contradiction to their role as lovers and artists. Magdalen ensures that even within the tribe, back-stabbing and intrigue are commonplace — it teaches Her children how to play Her subtle game.

Visiting a Magdalite homestead is an experience seldom forgotten. Take care to describe the lush drapes and linen that cover everything; the soft candle light that fills each room bathing the skin of Magdalen's children, making them radiant and irresistible. Picture Her concubines milling around wearing soft shimmering dresses, whispering to each other as if sharing the most delectable secret. Even in this ideal environment, if they are not seduced by it, your Players should feel a subtle sense of being continually watched. If you describe it well, your Players should feel slightly paranoid, but they shouldn't be able to put their finger on why — not until it's almost too late.

The Magdalites serve as perfect extras in any story involving intrigue or subterfuge. Magdalen, unlike the other Fatimas, might be willing to deal with the Fallen if there is some advantage to be gained from it. Love, betrayal and forbidden passions are all themes well suited to the Magdalites. Keep in mind that any story involving any of these elements has to be properly constructed or it may fall apart in your hands. These themes often serve as a good backdrop (or catalysts) for an over-arching story, such as a revenge plot by a jilted lover or the results of a forbidden affair between tribal and Z'bri.



### TERASHEBANS

The Terashebans carry on their shoulders the sins and crimes of humanity, and only through the judgment of Tera Sheba can they atone for these sins. Of all the tribes, the Terashebans are the most dogmatic and fanatical. To them, Tera Sheba — the great judge — spared humanity from its death sentence and only Her judgment can prevent the horrors of the End from ever happening again. The Shebans live in a society rigidly structured and divided in castes — a fact that even the other tribes dislike. Nonetheless, their need for order and their wisdom have made them one of the leading tribes in the years since Liberation.

Where once they gave order and reason, now the Terashebans have fallen into narrow-mindedness and petty infighting. The High Judges, many of them survivors of the Camps, have no patience for the Fallen and are content in keeping the status quo, while keeping the younger judges in line and busy fighting among themselves.

The Terashebans are well suited as antagonists for your Player Circle. Yet, you must take care not to make them two-dimensional. Yes, they are fanatically loyal to their Fatima and Her definition of "justice," but wouldn't you be if you survived the Camps and won your freedom because of Tera Sheba? While the older Judges are a lost cause and the main proponents of the movement against the Eighth Tribe, the younger ones might be willing to listen to reason — especially if they have to prosecute their own brothers and sisters. Also remember that the laws of Tera Sheba are not all instruments of oppression, they do help keep order and fairness in an emerging society.





## YAGANS

Few tribes understand the delicate cycle of life as well as the Yagans. The Tribe of Death is more often shunned for no other reason than the fear of death itself. The Yagans, however, understand the delicate dance of fate and are willing to shoulder the stigma it carries, knowing that their actions are just and pure — at least as far as they define these terms. Since the Closing of the Fold, only through the grace of the Fatimas — and Baba Yaga in particular — can the souls of the tribes journey to the other side completing their cycle of life. Heavily steeped in ritual and secret knowledge of death, the Yagans travel about Vimary ensuring that the those who die are given the proper burial and escorted by Baba Yaga beyond the Fold. Some Yagans are rumored to steal the memories of the dying, adding to their knowledge, while others use extortion to increase their power and status in return for the dead's blessing.

To the Yagans, life is beautiful only because it is short and death is always present, a fact carried over to their homesteads and decorations. Somber, melancholic and macabre moods are all appropriate when dealing with the Yagans and Baba Yaga Herself. An aura of mystery should always cloak the Yagans, and you could use them in stories that emphasize horror and forbidden knowledge. Even the youngest Yagan should look wise beyond her years, a fact evident in her dark eyes. To them, the great cycle of life is what guides everything, and while they dislike the Eighth Tribe, most understand their need. You can use this to give your Players an ally they'd never expect.



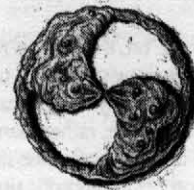
## Z'BRI

Originally, the Z'bri were part of the cycle of life, the creatures whom humanity dreamt of and prayed to before the End. Now, trapped in an earthly prison, the Z'bri have become twisted parodies of their once glorious nature — corrupted and evil. They sulk in shadows and plot against humanity, their sole desire to eventually return to their homeland, or to destroy reality. At the same time, the Z'bri are not two-dimensional beings. Yes, they are driven by tainted desires and hatred, but underneath still lurks that ephemeral essence that makes them wondrous creatures — there is a reason why the tribes' ancestors gave themselves to the Z'bri.

The Z'bri relish in their sense of mystery, and in the fear they cause. They see the tribes — and Vimary, for that matter — as theirs. They have granted the tribes freedom, but they can take it away at a moment's notice. Unfortunately, even under the leadership of the Baron, most Z'bri are divided. Some are "Young Turks" who saw their chance to rise in power by betraying their masters, contented now to rule over their Serfs. Others harbor hatred towards the blasphemies called the Fatimas and their tribes.

The Z'bri are the ultimate nemeses of **Tribe 8**. Although you should portray them as sublime creatures of darkness and horror, they are also much more than mere monsters. Encounters with true Z'bri should be eerie and mysterious, haunting and at the same time uncannily familiar. We've all been afraid of the dark before, usually because of the horrors our minds project into that netherworld inside our closets, or in dark forests and alleyways. The Z'bri are those projections made real.

Use elements from your own (and your Players') fears and nightmares when describing the Z'bri. Feel free to bring in elements and inspirations from other sources. You want your Z'bri to be more biblical, like Fallen Angels and demons? Then do so. Want them to be more like aliens from outer space, or eldritch beings cons of years old? Then feel free to do so. More than anything else in **Tribe 8**, the Z'bri are yours to do what you want with; mold their grotesque hides into whichever horrors you want. Never let them become commonplace, however, even in a cycle centered around Z'bri hunting. Once they lose the sense of mystery they become cheap Hollywood creatures that wouldn't even scare a young child.



## HOUSE FLEMIS

The Flemis are a creeping collective, each individual but a cell in an ever growing cancer. They are best used in stories having to do with community and individuality. Players who feel strongly about freedom will find their ultimate nemesis in the all-absorbing, homogeneous Flemis collective. The Flemis can serve as a warning against the dangers of imposing cohesion and suppressing individuality, but they may also provide examples of the ultimate strength in numbers.



## HOUSE KOLERIS

The Koleris are anger and rage incarnate, a chaotic and powerful destructive force. Stories of violence, brutality and pain can easily include the Koleris as enemies and even in other roles. Characters who easily give into anger and hatred can see the ultimate result of that path in the Koleris. They can also show the power of letting go of restraints and hesitation. In high adventure stories, the Koleris make excellent enemies. Physical and brutal they are perfect beasts to throw against your Players' swords. In more subtle stories, they can inject a sudden — and terrifying — jolt of violence into a psychological quest.



## HOUSE MELANIS

The dark scholars of the Z'bri, the Melanis relish in knowledge and control. They hide their twisted forms under dark cloaks and they should be used in a similarly hidden manner. Doubts and secrets are their stock and trade, rather than the more explicit horrors of the other Z'bri. Their influence should remain largely unseen, manipulating others into horrific situations and destroying opponents from within. PCs interested in knowledge "at any cost" are classic fodder for the Melanis and any PC who fits this bill should have to deal with them eventually.



## HOUSE SANGIS

The Sangis are the beautiful sadists of the Z'bri. Distended and perverted, they play with humans and others for their own amusement more than anything. Guilt and perversion are central to stories having to do with the Sangis. Although they can be used as physical opponents, graceful and disturbing predators, the Sangis are best employed as psychological horrors. While twisting the flesh of their opponents into unnatural monstrosities, they expose hidden perversion and guilty secrets. Noble heroes are tempting treats for the Sangis.



## GEK'ROH (THE CHAINED)

Locked into animal forms for crimes against the Z'bri themselves, the Chained are instinct given flesh. They are savage and predatory, hunting to their twisted heart's content and making the wilds all too wild. The Chained can be used to confront heroes with the Z'bri menace stripped of all pretense of humanity. While the Houses are refined and use vaguely human forms, the Chained are savage and unrestrained. Their powerful forms and brutal nature makes them excellent enemies in action-adventure stories, just like the Koleris. The Chained can also be used in moral tales, however. They are criminals among the Z'bri; does that make them acceptable among the Z'bri's enemies? Some Chained may be even worse than their jailers, truly destructive evils that must be eliminated; others can show signs of reform and hope, crushed by the vile feudalism of the Houses.



## KEEPERS

The chroniclers of humanity, the Keepers have always lived a precarious existence. Before the advent of the Fallen, the Keepers were routinely hunted and persecuted by the tribes, and only recently have they been somewhat tolerated by them. Most Keepers accept this situation with dignity and wisdom for they believe that it is their duty to carry the flame of history until humanity is ready for it once more. Not all Keepers are so stoic, however, and some lash out at the tribes. The majority, though, are content to carry out their roles, and of late have begun sharing some of their secrets with the Eighth Tribe. There are a few Ancient Keepers who still think that humanity, Eighth Tribe or no Eighth Tribe, is not ready to learn of the past yet.

When portraying the Keepers try to evoke a sense of the bizarre. They can be terrifying or disturbing, but in general Keepers are *weirder* than they are frightening. Mention bizarre relics of the World Before that they carry and try to use terms that are not entirely familiar to the Players. If you imagine a Keeper with jewelry made of shattered CDs, describe reflective disks, printed with strange writing and scratched by time. Keepers have much of the mad scientist about them and you can easily emphasize that aspect, having them suddenly break off from a conversation to examine an old transistor on the ground or launch into complex theories about water purification. They can be played for laughs or be terribly disturbing, it all depends on how over-the-top your performance is.





## SQUATS

Many see the Squats as the dregs of society, those whom neither the tribes, the Keepers nor the Z'bri see as worthy. They live a pitiful existence, clamoring at the feet of any who would take mercy on them. But this is only a small part of the picture. Outside of Vimary, small settlements and Squat fiefdoms have grown, and though the largest is no bigger than 1000 people, if united they would pose a threat to the tribes — something the Z'bri understand.

It is easy to ignore and downplay the Squats as a Weaver, but this would only rob the game of another element that can be used for great effect. The Squats, either the harsh barbarians that live off the island or the legion of carrion in Vimary, stand as a contrast to the tribes. Always ignored, the time may come when the Squats will be able to rival the tribes, ushering in another dark age.

## WEAVER'S SECRETS: CHILDREN OF PROPHECY

The game setting of **Tribe 8** is not static. The Player Characters in a T8 cycle are born in a crucial time when humanity is finally waking up from the terrible nightmare of the Z'bri invasion and beginning to redefine itself as a free people. The Fallen are the embryos of this new freedom, a promise enshrined in the Prophecy of Joshua. This same prophecy, however, speaks of challenges to come, of "blood and sacrifice." The Fallen face a hard road ahead and these challenges are the core of the **Tribe 8** game line and form its storyline.

This storyline is not intended to supplant the quests you as Weaver might create. Rather it will trace the general direction of the game setting, giving you the option to participate in, change or ignore the key events. The storyline is not so much a tale with individual heroes and character challenges, but the history of the growth and ultimate destiny of the Fallen. This epic story is divided into a series of volumes, each covering one important stage in the development of the Eighth Tribe. The first volume — **Children of Prophecy** — begins in this product and will continue for several more to come.

Each volume has several important milestones, key large-scale events that bring the Fallen closer to their destiny. These will form the core of **Tribe 8** published scenarios and cycles. You can use these to keep your Player Circle at the center of the development of the Fallen; or you can use them to trace background changes if your own cycle is going in another direction. The precise events as published will rarely be

## 1. Weaving Revisited

important to the overall scheme of things, instead it is just the overall event (say, a rise in the power of Magdalites or the destruction of Hom) that are important. This allows you and your Players to remain central to the cycle you are telling.

Some of the background events occurring between the various milestones will be revealed in sourcebooks and other products, but only to help flesh out the storyline. These books will above all serve as resources for you to tell your own stories.

## TRIBE 8. VOLUME ONE

**Children of Prophecy** traces the initial growth of the Fallen. It will see the so-called Eighth Tribe face its initial tests and claim some sort of breathing room for itself. Young and vibrant, the Fallen will forge new ground but make some costly mistakes.

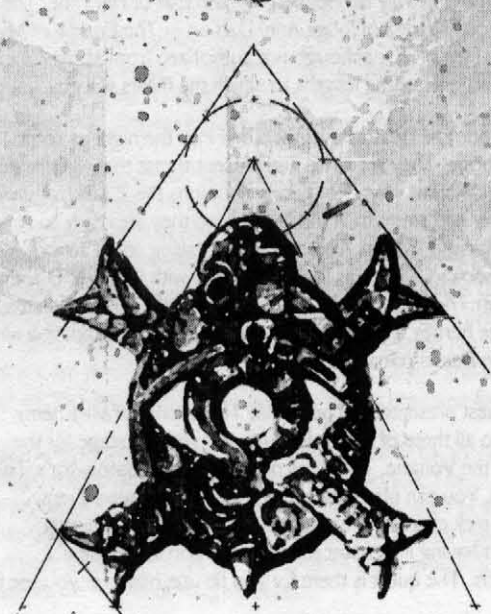
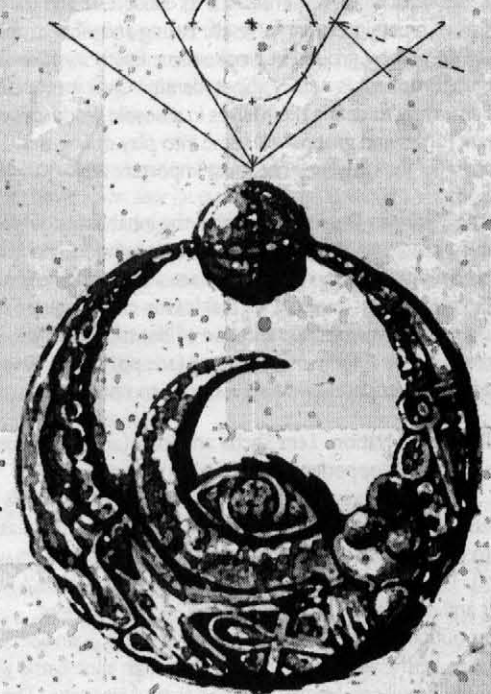
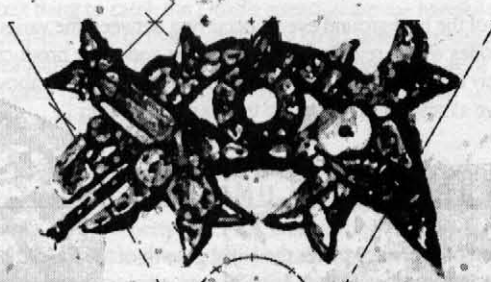
**Children of Prophecy** is a story about identity. Over its course, the Fallen will try to define themselves in a hostile world. Several important forces and groups will come into play during this initial phase of the storyline. The most important are:

**Dahlia the Trickster:** Dahlia realizes that the inhabitants of Hom are rushing headlong into a future they do not understand. They need to be taught a lesson so they can act wisely and She is just the Fatima to do it — especially if that lesson can safeguard or even augment Her own status and that of Her tribe. Dahlia's appearance in *The Enemy of My Enemy* (see pp. 18-33) serves as a preface to Her important role in events to come.

**The Pillars of the Nation:** Tera Sheba and Joan (and their tribes) are the staunchest opponents of the Fallen within the Seven Tribes. The High Judges see the outcasts as dangerous rebels who must be brought in line. Tera Sheba Herself sees them as a threat to Her position and to the delicate balance that exists with the Z'bri. The Pillars will do whatever they can to push back, hamper and ultimately destroy the Fallen — only the less stringent outlook of the other Fatimas limits them. Joan will continue to be the weapon in this war, although each battle will weigh more heavily on Her soul — and that of Her tribe. The dangerous agenda of Judge Ariel Dan'on in *The Enemy of My Enemy* (see p. 34), although not authorized from above, is a good example of the lengths to which the Pillars will go.

**The Z'bri:** The Beasts have not faded into the night as some might hope. They are a real and present threat that will manifest itself in different ways. For two generations the Z'bri have grown in power and strength in the H'l Kar and they are ready to strike at Bazaar and Vimary. Already they are taking some actions in the shadows — such as Illiam's dealings with Judge Ariel and the Fallen in *The Enemy of My Enemy* (see p. 35). The Fallen may become heroes if they can help repel a Z'bri sortie, but few who face the Beasts remain unchanged.

The quest presented on pp. 18-33, *The Enemy of My Enemy*, ties into all three of these elements and sets the stage for the rest of the Volume. This does not make it mandatory for a **Tribe 8** cycle. You can play it as is, use it as a background event, cherry-pick characters or ideas or even change it radically without having important repercussions on subsequent products. The quest is there for you to use, however you see fit.



## PROLOGUE: STREET JUSTICE

Bazaar was hot and dusty; another summer's day in Vimary. Wulf, Karl and Liza wandered from stall to stall, sampling wares and ignoring the sneers and half-whispered jibes; insults were the least of the hardships endured by the Fallen.

There was a commotion behind them; turning, they joined the crowd in drawing back from the riders moving purposefully through its ranks.

"Joanites," whispered Wulf, his hand dropping instinctively to the haft of his ax.

There were three warriors on horseback. Stumbling along behind the middle rider was a filthy woman, her bleeding wrists manacled and attached to the harness of the horse by a chain. She was naked, and clearly an outcast.

"Traitor!" bellowed a voice from the crowd, which surged forward with a roar. Food and refuse pelted the prisoner; as rotten vegetables and detritus gave way to dung and stones, she forced open one swollen eye. Drawn to the distinctive tattoos, piercings and brandings of the trio, she locked eyes with Liza for an instant before a fist-sized lump of horse excrement splattered her face, causing her to gag and retch.

"Karl..." whispered Liza.

"I know," he managed between gritted teeth.

"But we can't just let them..."

"I KNOW!"

"Friends," said Wulf, leaning forward to whisper hoarsely in his companions' ears, "I think we'd better go. This crowd is ugly and they want outcast blood."

They didn't get far. The entrances to the square had been blocked by soldiers of the Watch. Through a nearby archway they could see a woman on horseback approaching them, the slow, measured pace of her mount a stark contrast to the frenzy before her.

"No one leaves just yet. Especially not outcast filth like you." The Joanite spat his words at them. Karl dropped a restraining hand onto Wulf's wrist. Starting a fight now would be suicide.

The riders, meanwhile, showed no inclination to move on or protect their prisoner. So intent were they on the crowd's sport that they remained oblivious to the approach of the woman on horseback. When she passed the outcasts, Liza's heart sank.

"A Terasheban lawgiver, and a young, cocky one. Shit. Now we're in real trouble."

"Brave warriors of Joan, what is to be the fate of this wretch?" The woman's voice carried perfectly over the noise of the crowd. It was the voice of one accustomed to obedience. Her horse shifted nervously, but its rider remained steady, supremely confident.



"She is an outcast, found wandering the wilderness south of Vimary," replied one of the warriors, looking the Terasheban in the face. "She met a patrol but refused to answer their questions. When they ordered her to come with them, she tried to run; when they caught her, she tried to fight."

"And her sentence?" the lawgiver seemed perturbed.

"She is to be taken to a Skyrealm and left for the Beasts. To reject the love of the Fatimas is to embrace the Z'bri. So she shall receive the full measure of her treachery."

The prisoner knelt on the ground, still dazed. Then her eyes alighted on the Terasheban.

"Ariel," she croaked, "help me."

"Outcast, you are beyond my help. You have turned your back on the Fatimas, so they turn their backs on you."

"Nooooo," the woman wailed. "Betrayer! Betrayer! You are the betrayer!"

"Silence!" commanded Ariel. The prisoner slumped on her haunches, sobs wracking her body. "Take her to the Skyrealm and give her to the Beasts."

The Joanite sergeant gave her a wry look, then looked down at the prisoner. Straightening his back, he kicked his horse into a trot. His two companions followed, jerking the prisoner to her feet and forcing her to follow at a stumbling run, leaving only a ragged trail of bloodied footprints in her wake.

Except for the receding clatter of the horses' hooves, Bazaar was silent. A breeze stirred the drapes and banners. Nobody seemed willing to break the spell.

"Behold, people of the Seven Tribes," cried Ariel, shattering the silence, "the terrible price of treachery. There are among us outcasts who reject the love of their Fatima. Having spurned their liberators, those who would nurture and protect them from the horrors of this world, they are in turn cast out from their circle of love."

Karl took a half-step back. A knife pricked his neck. He froze.

"Who among you would reject the Fatimas?"

"None!" bellowed the crowd.

"Who among you would be outcasts?"

"None!"

"And yet there stand among us even now three who have chosen this path. Bring them forward!"

With an inarticulate cry of rage, the throng seized the three outcasts and dragged them before the lawgiver. Forced onto their knees, bruised and bleeding from a hundred punches and cuts, they stared defiantly at their tormentor.

"What have you to say?"

Wulf looked sideways at his friends. He saw their faces: set, determined. The sun was hot as it beat down on his head. He smelled the aromas of food cooking, of fresh horse dung, of vomit and fear and bloodlust. He did not want to die. Stars exploded before his eyes as a fist slammed into his gut.

"She asked, what you had to say, filth." It was the Joanite guard again. Wulf sprang to his feet, dropped his shoulder and charged. Catching the warrior off-guard, he began pummeling and was surprised to find that it was Karl and Liza who pulled him away.

"We have nothing to say, lawgiver. There is no justice for us. Pronounce your sentence and be done with it." There was no fear in Karl's voice, only anger.

"Then you stand condemned by your own words. The laws of Tera Sheba give me no choice. You are guilty of rejecting the Fatimas. You are guilty of attacking the soldiers of Joan. You are sentenced to death. The sentence shall be carried out immediately!" Ariel was beaming as the mob roared its approval.

Oh good, Liza thought, I hate long waits...



## ACT ONE: SACHA

*The Enemy of My Enemy* is a complete quest for **Tribe 8**. It is a story of violence, discovery and betrayal, with the Players' actions determining the fate of several outcasts, a Joshuan, a renegade Terasheban, several Joanites and even some Joh'an (Skyrealm Z'bri); it is suitable for characters of all descriptions, but a well-balanced cell with a broad range of abilities will probably work best.

The quest is divided into two acts, each containing three scenes. The scenes are composed of three sections: a brief piece of fiction, to help set the mood of the scene, *Weaver's Tips* and *Resources*. *Weaver's Tips* outlines the basic flow of events in the scene and also cover alternate outcomes and other information necessary to move the adventure forward. It also includes hints on staging, mood, pacing and how to keep things on track. *Resources* contains notes on Non-Player Characters and locations.

## BACKSTORY

The prime mover of *The Enemy of My Enemy* is Ariel Dan'on, a young Terasheban Judge. Ariel hates the Fallen and has devised a plan that she believes will weaken them from within. She has sent a number of spies to live among the outcasts and sow seeds of dissent. Even if discovered, they will serve their purpose; once the outcasts realize they have been infiltrated, their trust in each other will be shattered.

Ariel has also made a pact with an ambitious Joh'an named Illiam. Illiam wants to establish himself as an independant power. He has fed Ariel information damaging to Duke Etarian, his master. This strengthens his own position, weakens the Duke's, and allows Ariel to strengthen hers. The arrangement is mutually beneficial and will continue as long (and only as long) as it remains so.

But Ariel's plan has hit a snag. One of her spies, Sacha, infiltrated a cell of outcasts calling themselves the Dreamweavers. This cell, while exploring the lands south of Vimary, encountered some Dahlians (Jev, Darun and Trina) and were sharing a camp with them when an old man claiming to be a Joshuan came crashing into their midst. He was pursued by a group of Gek'roh (Chained Z'bri), who attacked immediately. Dahlia has ordered Her people to bring to Her anything relating to the lost tribes of Joshua and Mary, and to conceal this evidence from outsiders, so the Dahlians fell upon the outcasts once the Gek'roh were slain. Only Sacha escaped.

Fleeing to Vimary, Sacha was captured by a Joanite patrol. Because she bore no tribal markings (these having been concealed to hide her identity while amongst the outcasts), she was taken to Sakai, a senior Judge, who sentenced her to be taken to a Skyrealm and left for the Z'bri. Sacha kept up her masquerade of being a defiant Fallen, confident that Ariel would save her at the last moment. Their confrontation in Bazaar has disillusioned her. Condemned by her own people, Sacha turned her back on her Fatima and became an outcast in truth.

Sacha may have been abandoned by her Fatima, but not by her friends. Rolf, another member of the Dreamweavers who stayed in Hom, has become concerned about his cell's overdue return and is doing all he can to discover their fate.

## SCENE ONE: BAZAAR HABITS

*Liza decided not to wait at all. Closing her eyes, steadying her breathing and concentrating her thoughts on the endless possibilities of the River of Dream, she opened herself to its flow. Opening her eyes, she could see one of the Joanites raising his sword.*





*She released the flow of Dream into the girth strap of Ariel's saddle. In a split-second it aged fifty years. With not so much a snap as a sigh, the strap gave way. Caught completely by surprise, Ariel fell from her horse with a shriek.*

*The moment's distraction was all the outcasts needed. Liza's fist shot out, catching her would-be executioner in the groin. The soldier collapsed with a whimper while the stunned crowd looked on. Glancing to her right, Liza saw that Wulf and Karl had overpowered their guards and regained their weapons. Searching wildly for some avenue of escape, she caught sight of a hooded figure. The figure made a friendly wave, then began yelling and shoving the crowd, which exploded with panic and began stampeding the exits. Liza caught sight of some Joanites pushing their way through the crowd when the hooded figure suddenly emerged before her. Pulling back his hood to reveal a young and not unattractive face, their newfound ally grinned.*

*"I'm Rolf. What say we get out of here?"*

*It's not like I have a better offer, Liza thought to herself while she and her companions allowed themselves to be carried out of the square by the mob.*

## WEAVER'S TIPS

Initially, this scene should seem like a pleasant trip to the markets of Bazaar. Encourage your Players to haggle with merchants and explore the stalls. They will meet with a variety of reactions, from curiosity to indifference to outright hostility. The first clue that something is amiss will be the Watch sealing off the square (by order of Judge Sakai), so that all will witness the transport and torment of Sacha. If your Players notice the Watch, try not to let them escape. If they do, they can hear about events later and meet Rolf by chance. In this case, he will plead with them to help save Sacha. The Watch will post a minimum of four guards at each way out of or into the square and they will not allow anyone to leave.

Then, three riders will enter the square with Sacha in tow. It will take a moment for the crowd to notice but the outpouring of hatred will gather momentum until Sacha is being pelted with whatever the mob can lay its hands on. Her guards will make no move to protect her. Just as the crowd is about to lose control Ariel will enter the square. She will ride calmly through the throng, which will fall silent as she passes. She will then ask the Joanites where they are taking their prisoner. The Sergeant will tell her of Sacha's capture, judgment and sentence.

Hearing Ariel's voice, Sacha will beseech her for help. Her cries for mercy and aid will be ignored and Ariel will betray no recognition of her former spy. The crowd will be silent for a moment, until Ariel shatters its reverie. She wants to take out her anger on whoever might be convenient. In this case, that means the Player Characters. She will have them dragged forward, to be judged and executed on the spot.

Things will happen quickly from this point, so don't allow your Players too much time to think. If they hesitate too long, tell them that they are grabbed and dragged before the Terasheban.

Clever use of Synthesis, judicious application of brute force or some other trickery may allow the Players to escape. If they somehow avoid being spotted by the Joanites and the crowd (for example if they are in disguise or make use of Synthesis), some other outcasts will be dragged forward. These will not be able to save themselves and Rolf will step in, as outlined below.

If the Players are unable to break away from Ariel and the crowd, they will be assisted by Rolf. He will use Synthesis (Wonder) to undo the girth strap on Ariel's saddle. He will then give a crowd member a shove and start yelling and pushing. This will be more than enough to cause the crowd, already a powder keg, to explode.

Rolf will join the Players as they escape, telling them that Sacha is his cell-mate and that he knows a safe place (Theren's Den) where they can all lay low.

## RESOURCES

Bazaar should not be portrayed as an empty space. Fill it with stalls, wagons, crowds, thieves, performers and merchants; the descriptions below are sample traders for your PCs to encounter, to get them into the carnival spirit. Each includes notes on their wares, their prices, their bargaining style and their reaction to outcasts. If statistics become necessary, use the Merchant archetype provided on page 44.

**Gal:** A burly blacksmith, Gal sells expensive but well-made wares. A Joanite, he has no interest in haggling. He will remain quiet when Sacha arrives, not because he has any sympathy for the outcast, but because he doesn't want some Dahlian thief to loot his stall while he isn't looking.

**Sheel:** An attractive Magdalite, Sheel is selling various herbs and potions (some of which actually work). Her prices are fair and she flirts merrily with all her customers. She hates the Fallen with a passion rivaling Ariel's because her lover was exiled and Sheel didn't have the courage to go with him.

**Nessa:** A light-hearted Evan with an infectious laugh and a ready smile, Nessa is selling tattoos and jewelry. Her prices are average, but she is a hard bargainer. She bears the Fallen no particular ill will, but will go with the flow of the crowd to avoid being labeled an outcast-lover.

The Joanites are either cavalry or Watch members. See page 42 for statistics. Ariel's statistics are on page 34, Sacha's on page 38 and Rolf's on page 39.

## SCENE TWO: WELL MET BY MOONLIGHT

"Tell me again why we're here?"

"We're here, Wulf, because somewhere up there," Karl pointed to the ceiling, "is an outcast who's been given to the Z'bri by the tribes. Remember?"

"Of course I remember," he shot back, "I..."

"Will you two shut up?" Liza interjected, "or do you want everyone — everything — in this tower to know we're here?" A pause. "Listen..." she began.

"I hear it," snapped Karl, cutting her off, "up ahead."

Moving cautiously, the outcasts approached a flight of stairs. Peering out from the landing, they saw three Joanites standing back-to-back, surrounded by a small horde of Serfs. The trio crouched defensively behind nearby boards. Then, in the darkness, there was a cracking noise.

"What was that?" Liza's voice was low, concerned. She scanned for the source of the noise.

"Look out!," yelled Wulf, "it's..."

Suddenly a twisting horror was upon them, with Serfs in tow, and there was no time to talk. Liza would never have clear memories of that awful fight in the dark stairwell of a ruined building from the time before the Fall, only flashes and images. Wulf, holding a bestial monstrosity at arm's length, gutting it with his sword. A Serf reeling backwards, blood spraying from the stump of her half-severed leg. One of the Joanites, a young man, screaming and frantically stabbing the belly of a beast just as its drooling jaws closed slowly around his head. And Karl, mad with bloodlust, turning on the Joanites when he finished his last opponent.



## WEAVER'S TIPS

Rolf will take the Players to Theren's Den and ask them to rescue Sacha. If they refuse, others will go, but the Players' cowardice will be remembered for a long time. In this case, the Watch will hunt the Players and, when they catch them, sentence them to be thrown into the same Skyrealm — at which point the PCs can stumble onto Sacha and J'zell as outlined in Scene Three (see p.23). If they evade the Watch, they can hear about Sacha's escape and her revelations about Illiam, Ariel and the Joshuan, picking up the quest at the beginning of Act Two (see p.24). If the PCs agree to help, Rolf will take them to see Hagbard, a Keeper he knows. Hagbard lives in a basement in an alley on the outskirts of Bazaar; after Rolf makes introductions, Hagbard will ask the Players how they plan to proceed.

Hagbard will offer to sneak the Players into the Skyrealm, past the Joanites who guard its exits. He also has a few items he might be willing to trade (see *Resources* for details). The trip will be brief, with the blindfolded characters led for about twenty minutes through the tunnels (doubling back a number of times to keep them disoriented). They will emerge into the bottom level of the garage under the Skyrealm. Hagbard will take them to a freight elevator and tell them to start climbing the ladder in the wall of the shaft. The rungs are sturdy but the shaft is dark.

Eventually, the rungs of the ladder will be too rusty to use. The Players will have to climb back down until they come to a large exit. The lower levels of the tower are filthy, the squalid residence of the Serfs. Although not yet the Skyrealm proper, it is nonetheless a Z'bri stronghold and carries their taint; the whole place is damp, dark and thoroughly uninviting. Playing some creepy music will help set the mood.

At present, however, the place seems deserted. Exploration will reveal only one way up: a stairwell. It will take the PCs up several stories until it too is blocked. As the Players search for another way up, they will hear the sounds of combat. Advancing up the stairs from which the sounds are coming, they will see three Joanites (Jen, Amis and Vil) fighting a band of Serfs.

While the Players watch on, a monstrosity (the result of Z'bri experimentation) and a half-dozen Serfs will charge up the stairs at them and a second monstrosity will drop through the roof above the Joanites, landing on Vil. The Serfs' defeat is inevitable, however, even with these reinforcements. In the aftermath of the battle, the Joanites will eye the outcasts warily. Vil was killed by the monstrosity and Amis was wounded. Jen, the leader, makes no hostile moves. Their mission, she says, is to rescue the outcast and set her free. Jen received her orders from Ariel, who has illegally countermanded Sakai's judgment because she needs to interrogate Sacha herself. Jen believes Ariel to be acting legally and is happy for any assistance she can get; she will suggest co-operating if none of the Players do. Amis is less trusting, but will defer to his leader.

If the Players decide to fight the Joanites, run the combat normally. This will make the next scene even more difficult, but don't be tempted to reduce the opposition they'll face; it's important for the Players to suffer the consequences of their actions.



## RESOURCES

Theren's Den is a popular watering hole and meeting place for members of the tribes. It is also the closest thing on Vimary to neutral ground for the outcasts (for more information see the **Tribe 8 Rulebook**, p. 98). Theren himself will be present, welcoming the Players to his Den before a serving boy shows them to a private booth.

Hagbard has little equipment to offer the PCs, although he might be willing to trade for a few items he has lying around. These include a flashlight, a .38 revolver (with 12 rounds), and a kevlar helmet. He will accept favors as payment, but he drives a hard bargain and expects deals to be honored.

The Skyrealm was once an office building; instead of giving the Players a map, use the floorplan for any large building with which you are familiar. Allow them KNO rolls to retrace their path or remember details.

Jen's statistics and background are given on p. 37; for Amis and Vil, use the Joanite Cavalry statistics (p. 42), but increase Amis' BLD and STR to +1; Vil is ambidextrous and uses paired short swords. Jen and Vil wear studded leather armor; Amis wears light scale.

For the Serfs and the monstrosities, use the statistics given on page 47. The Serfs will be equipped with a mix of machetes, short swords, clubs and hatchets. Half will have no armor; the others will have enough scraps and rags to give protection equivalent to soft armor.

## SCENE THREE: FIGHT AND FLIGHT

*"It's stuck!" Wulf yelled, his massive shoulders straining at the metal door. "Damn you Rolf, where are you?"*

*"Get behind me! get behind me!" Jen yelled. "It's coming!"*

*Karl and Liza checked Sacha, who lay barely conscious at the door to the shaft. As Liza drew her sword and turned to face the Chained Beast, Karl looked up at Wulf.*

*"I don't know how we're going to get out of this one, old friend." His voice was flat, emotionless.*

*"Don't worry, we're not dead yet," Wulf replied. "Not yet."*

*The creature descended the stairs, one of Amis' arms dangling from its mouth. It stopped and regarded them for a moment. An unholy fusion of Z'bri and animal — maybe a bear or a wolf, it was hard to tell — the monster was massively built. Its head and back were studded with massive antlers; its four long, muscular limbs ended in claws as hard and sharp as steel. Drool and gore dripped from its bloodied muzzle. It threw its head back and roared its challenge, then dropped to all fours and charged.*

*Karl tightened his grip on his sword and tried to study the creature as it approached. Wulf had dropped into a trance, tapping into the River of Dream. Liza was carefully edging away to one side to attack the creature's flank. Jen crouched and leveled her sword to receive its charge, not a sign of fear upon her.*

*Damn it, Karl thought. We came so close. Still, we're not done yet...*

## WEAVER'S TIPS

Inside the Skyrealm proper, the interior will assume a vastly different aspect. The walls, doors and all internal fittings have been extensively modified to the tastes of J'zell, another of Etarian's vassals and the mistress of this tower. Originally of House Melanis, she favors draperies of flesh with murals of bone and glass. The place stinks of honey and rotting flesh, and there is a constant, low-level buzzing which wears away at the ears. Once again, the place seems deserted.

The Players will be alerted to Sacha's location by a long, agonizing scream. There is a glass partition sectioning off a room that J'zell has set aside as her personal torture chamber. J'zell is torturing Sacha the old-fashioned way — with blades and spikes — while she and Illiam interrogate her. Just as the Players arrive (presumably unseen), J'zell leaves the room for a moment and Illiam glides forward toward Sacha.



## 2. The Enemy of My Enemy

"Now tell me, my juicy little slug, what has my delicious Ariel had you up to? You bear the marks of the Eighth Tribe on your succulent flesh and rave about a child of Joshua — whatever have you been up to?"

At this point Amis will utter a bloodcurdling war cry and charge forward, smashing through the glass. Jen will follow. Illiam will leap out a window, but J'zell returns to defend her home; she will fight to the death.

Once the combat is over, Illiam will cautiously peer back into the room. "I salute your daring, brave ones. You have your prize, but Illiam will warn you: this one is both more and less than she seems. Believe her lies and distrust her truths.

"Dear departed J'zell here has ever so many devoted servants and pets. Even though she sent them away this evening so she and I could be alone with the lovely Sacha, I'm sure they'll be here soon. Bonsoir."

Illiam will then depart, having used Appeasement to form gliding wings. Sacha is weak and groggy, but can walk if assisted. J'zell's Serfs will attack twice, in waves of a dozen or so. Near the stairs where the Players met the Joanites, two monstrosities and a Gek'roh will come. Stopping at the stairs, Amis will reveal a poisoned wound, inflicted by the monstrosity that killed Vil. He says he will hold the monsters off for as long as he can.

Killing Amis will barely slow the monstrosities down. By the time the Players reach the elevator shaft doors, the creatures will be upon them. The doors to the shaft are jammed shut and cannot be forced open from the outside. With a shriek, the Gek'roh will descend and charge. Suddenly, the doors open. Rolf is there, urging everyone to get in.

Inside the elevator, the Players will hear the Gek'roh pounding its way through the doors. It will leap down the lift shaft to get to the Players, smashing its way through the roof of the car. The Players must fight it in close quarters. Once it is defeated, the Players are safe. Hagbard, waiting in the basement, will be immensely pleased with himself for getting the elevator running again; he will quickly escort everyone safely out of the tunnels.

## RESOURCES

The upper levels of the Skyrealm have been extensively modified by J'zell until it they have become a hybrid of Z'bri horrors and ghosts of the World Before. You should emphasize their alien nature, and the resulting discomfort. Rather than using maps, you may prefer (as in Scene Two) to use the interior layout of any suitable building with which you are familiar.

The doors to the freight elevator shaft have closed because Hagbard has managed to power up the lift. They can be forced open if the Players can accumulate a Margin of Success of 3 with Strength rolls against a Threshold of 6. The Players can make as many tests as they want to build up MoS, but the Gek'roh will attack in the meantime.

The torture room is on an external wall, so Illiam can jump out as soon as any trouble starts (his long fingers will gain purchase until he can use Sundering to form his gliding wings). His statistics are on page 35. For J'zell, use Illiam's statistics but give her Hand-to-Hand (3/+1) and change her Sundering Aspects to Chaining and Animation. She will primarily use Chaining to cause damage hand-to-hand (see guidelines in the **Tribe 8 Rulebook**, p.182).

The Serfs will be armored and equipped as in Scene Two, but they will attack with fanatical courage and determination (they worshipped J'zell as a demigod). The two monstrosities use the statistics given on page 47; the Gek'roh uses the statistics given on page 41. They will fight until they are literally hacked to pieces. It will take the Gek'roh two rounds to smash through the doors.

## ACT TWO — SHIFTING LOYALTIES

Part two of *The Enemy of My Enemy* deals with the rescue of Jacques, the Joshuan encountered by Sacha and her cell, from the Dahlians who are holding him captive. It will also give the Players the opportunity to capture (or kill) Ariel and strike a deal with Judge Sakai that could see them pardoned for their criminal activities (assaulting members of the Watch, saving Sacha from the Z'bri, and obstructing justice by interfering with Ariel). Illiam is also keen to see Ariel brought to heel and will use the opportunity to help the Players and bring them under his influence. Jacques will be found — with a little help from Dahlia — and the Players will have a brief conversation with the Trickster Herself. The finale comes with the Players encountering Ariel and her followers, and bringing them to justice. Whether she is taken to Sakai dead, alive, or at all, is up to them.

## BACKSTORY

Once she has been rescued from the Skyrealm and everyone is gathered at Rolf's house on Hom, Sacha will tearfully tell her story (as outlined in the *Backstory* for Act One). She will emphasize the importance of discovering a member of Joshua's tribe and beseech the Players to find and rescue him. Rolf will be stunned by these revelations. Sacha's skin, however, bears mute testimony to the truth of her exile and he will volunteer to stay with her and nurse her back to health. It will fall to the Players to find and rescue Jacques.

Ariel, for her part, has not been idle. After whipping the Watch into a frenzy over the events in the square, lying to Jen and her warriors about the reasons for their mission in the Skyrealm, and overturning Sakai's sentence on Sacha (which she had no authority to do), she has become a renegade. She has deduced, from conversations with Illiam and with the Joanites who captured Sacha, that the Dahlians have found a Joshuan. She has decided to find this Joshuan and offer him (or her) to Tera Sheba. Ariel hopes that giving the Joshuan to her Fatima will win her a pardon.



William has decided to end his relationship with Ariel and to help the Players find her. He will provide whatever aid he can, both to preserve the secret of his relationship with Ariel and to ingratiate himself with the Players, who have proven their worth (as potential tools) by rescuing Sacha, killing J'zell and escaping her Skyrealm. He also delights in the prospect of corrupting such a brave cell of Fallen. Help from the Z'bri always has its price.

Lastly, Sakai has taken it upon himself to deal with Ariel — after all, it was his sentence that was essentially overturned by the Players. His spies have spotted Ariel heading west and so he has decided to follow, using Jen and some hand-picked Joanites for the task. He also has it in mind to recruit the Players. After all, a band of outcasts is the perfect tool: expendable and unlikely to be believed if they try to reveal his tribe's dirty laundry. He knows nothing about Jacques, but would be very interested were he to find out.

## SCENE ONE: SEARCHING FOR TRUTH

*Karl was nervous. He'd never really felt at home in the Abyss, the most infamous of Bazaar's Emporiums. Too many places for an enemy to hide, too easy to be ambushed.*

"Are we there yet?"

*Wulf shot him an annoyed glance.*

"For the twentieth time, no." The big man stopped, grabbing Karl by the arm. "Look," he growled, "I know where we're going and I know who we need to talk to."

"Okay, okay," Karl replied, "but let me ask you one thing."

"What?"

"Are we there yet?"

*Wulf grunted in disgust, then turned on his heel and continued on. Liza was waiting impatiently. Karl checked his sword again and jogged to catch up with his companions. He never saw the blow coming. Slamming into the back of his knees with a whack, the wooden staff whirled as he hit the ground.*

*Rolling away to regain his footing, Karl glanced at his friends. They were backing towards him, weapons drawn as they faced their attackers.*

"Great," he muttered under his breath as he stood and drew his sword, "the Watch."

*Karl recognized the soldier Wulf had beaten back in the square.*

"We can do this the easy way or the hard way, filth," the soldier spat. "Me, I'm counting on the hard way."

"Wulf, don't you know this guy?" Liza's tone was conversational.

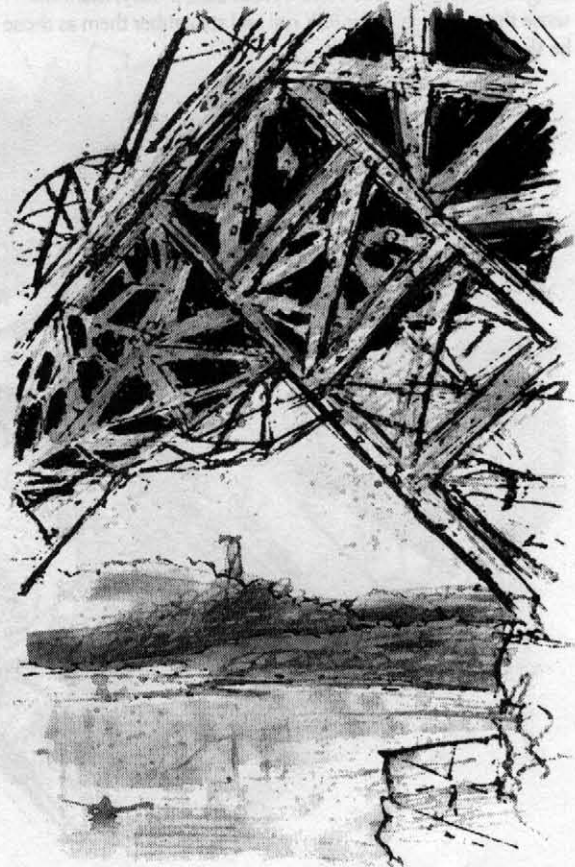
"Yeah. I guess I didn't hit him hard enough the first time. Just give me a minute," he growled, "and I'll take care of it..."

## WEAVER'S TIPS

The first task facing the Players will be to find out just where Jacques is being kept. If the Players have any contacts, by all means allow them to make use of them. If they have none, or if the ones they have are not likely to know about the comings and goings of the Dahlians, then Rolf will be able to suggest someone who can help — a Doomsayer named Montfort.

Montfort is a loner who spends most of his time on Hom watching the comings and goings between Vimary and the island home of the Fallen (see *Resources*, below, for more on Montfort). He will be able to tell the Players that a couple of days ago a wagon, driven by two Dahlians he recognized, crossed the South Tier Bridge onto Vimary. The Dahlians are Jev and Darun. He also knows that Medusa's, a brothel in the Abyss, is a favorite hangout of theirs when they are on Vimary. Medusa's and the Abyss are described in *Resources*, below.

While the Players travel to Medusa's they will be ambushed in one of the Abyss' many narrow lanes by a party of guards from the Watch. After their escape, Ariel branded the cell fugitives and the Watch are keen to bring them in and make them suffer for humiliating the law. Match the numbers of Joanites to the size and capabilities of the Players, but the fight should be tough. The Watch means business and they won't mind killing the outcasts if they resist arrest, although they would prefer to capture them.



## 2. The Enemy of My Enemy

After dealing with the Watch, the cell will have no trouble finding Medusa's. Darun will be there but Jev will not (he's delivering Jacques to Dahlia). Darun is sitting at a corner table. He is in a drunken stupor, only paying attention to one of the establishment's pleasure boys. He will be surly and aggressive if approached and may become violent if harassed. He knows that Jev is bringing the prisoner to the area of Duskfall Forest near Griffentowne, but will not willingly part with this information — intimidation or trickery are possible, however. Darun also feels no remorse for the deaths of the Dreamweavers and some Players may be tempted to exact some vengeance for them. Combat may attract unwanted attention from the Watch, however, or from the guards in Medusa's.

Illiam may also serve as a source of information. When the Players leave Medusa's, they will be approached by one of Illiam's Serfs (who will not volunteer a name), disguised as a Squat. He will tell them that her master wants to speak to them. If they accept, he will pull open his shirt to reveal a molded copy of Illiam's face, through which the Iv'chet will speak. In a speech that obviously sends his Serf into throes of sweet agony, Illiam will explain that he had a visit from Ariel earlier in the day. Ariel wanted to know what the prisoner Sacha had said. Illiam told her that she'd raved, as J'zell tortured her, about a "child of the lost Fatima," Dahlians, and Ariel. Ariel told him not to expect to hear from her for the next couple of days, since she would be heading to the west of Vimary to find this person. Illiam will ask for nothing in return for his kind grant of information. Players listening to the discourse, however, will be affected by Illiam's Sangis Atmosphere (see **Tribe 8 Rulebook**, p. 183). Illiam will sense those who fail their PSY roll and remember them as those he should corrupt further.

## RESOURCES

Montfort is a Doomsayer who often watches the traffic between Vimary and Horn, monitoring any important comings and goings. His cell — the Walkers — are especially interested in Joshua and the Joshuans, because they regard the Eighth Tribe as Joshua's children. If the Players mention to him that they are looking for a Joshuan, Montfort will become quite excited and offer any assistance he can.

The Abyss is a perhaps the most dangerous area on Vimary, a den of cutthroats, criminals, killers and lowlifes. Situated to the east of the Central Bazaar, the Abyss is a maze of ruins and tunnels. Dark, dangerous and gloomy, the Abyss attracts many outcasts, especially Herites (who enjoy its atmosphere) and former Magdalites (many of whom continue to offer their services to those with a taste for the forbidden).

Medusa's is a brothel in the Abyss, run by Andora, an old Agnite who will read your fortune — if you're brave enough. Her three assistants, impressionable young Magdalite exiles, will take care of a patron's more physical needs. If things get rough inside, Andora has a varying number of burly guards (usually between three and six) who will eject anyone who tries to start a fight.

Darun is a brutish Dahlian who often travels with Jev. He knows that Jacques is a Joshuan, but doesn't know where Jev took him — not that he will offer the Players any information. Use the statistics for a member of the Watch (p. 42) if necessary.





## SCENE TWO:

## OLD FRIENDS AND NEW

*It had been a long day's travel and a good night's sleep. Liza yawned, stretched and took another swig of mead. This Griffentowne was a nice place. They'd even met up with a local — an Evan named Rinna — who'd offered to lead them into the forest. Wulf and Karl were attacking their food with gusto; Liza had already eaten her fill of bread, ham, eggs and fruit, and was contentedly finishing off her drink.*

*The door to the inn swung open. Six Joanites marched in, led by Jen. They quickly surveyed the room. Jen walked over to the innkeeper and spoke to her in a low voice. As she glanced around the room, her eyes met Liza's for just an instant. Was that a wink? Liza couldn't be sure. Wulf and Karl looked up from their breakfast, warily eyeing the soldier approaching them.*

*The innkeeper, a plump Evan, fidgeted nervously.*

*"Captain!" yelled the soldier closest to Wulf. "Over here."*

*Jen walked slowly across the room. She stopped beside her soldier and looked impassively at the outcasts.*

*"You three are wanted for questioning," she said.*

*"Questioning?" Liza asked.*

*"That's right. I believe you may have information as to the whereabouts of a fugitive. A most interesting fugitive, if you know what I mean. Please come with me. Now."*

## WEAVER'S TIPS

The Players will most likely want to head west in search of Jacques or Ariel. Eventually they will reach Griffentowne, the primary rest stop for all westbound travelers. The town is peaceful and relaxed — sleepy, even — but there is only one inn with space for a band of outcasts: the Prancing Pony. The Pony is run by Sarah and Ernie, an Evan couple. Prices at the Pony are a little above the norm, but well worth it. The beds are clean and the food is good (and plentiful).

During the Players' stay in Griffentowne, two events will occur: Dahlia Herself will join them (in the guise of an Evan guide named Rinna) and Jen will arrive with a squad of Joanite cavalry, looking for the outcasts who escaped from Ariel in Bazaar. If your Players have decided to avoid Griffentowne, both encounters could easily take place in another town or even on the road if necessary.

At the inn, Rinna will boldly introduce herself. She will offer her services as a guide, asking only a modest fee. If the Players seem uninterested, she will remind them that going into the forest to the west without a guide is close to suicidal. She'll also mention that a young Terasheban went into the forest only a day ago. If the Players still show no interest, she will go, but covertly follow the party, waiting for an opportune moment to assist. Dahlia's disguise is intentionally not quite perfect. Those with Eminences

of Truth, Illusion or Recognition can make PSY rolls against a Threshold of 6 to detect that Rinna is wrapped in Synthesis. "Rinna" will smile at those who detect this flow of Dream about her and say she is but blessed by Eva.

When Jen and the soldiers arrive at the inn, play the scene for suspense. The Players will likely feel they are in mortal danger. "Rinna" will try to vanish into the woodwork when the Joanites arrive and announce their business — she knows well that a powerful Terasheban Judge might see through Her disguise before she wishes it. As soon as no one is looking directly at her, Rinna will simply vanish into pure Dream.

Judge Sakai has ordered Jen to bring the outcasts to him. If they try to make a break for it, allow their plan a fair chance of success. If they are caught, Jen will instruct the guards to subdue, not kill them. She will take them to a secluded crossroads a few miles out of town, where Sakai and his Advocate, Ellen, are waiting. If they escape, they will be intercepted by the Joanites later that day and taken to the Terasheban. If Jen was killed in the Skyrealm, the Joanites will be commanded by Rikkon, a burly soldier who has been ordered to bring the outcasts to Sakai in one piece.

Sakai will not bother with pleasantries and will get straight to the point: he wants the Players to apprehend Ariel and bring her to him. She has started administering mob justice and attempting to overrule the sentences handed down by other Judges. This is simply not acceptable. Now she is on the run. In return for Ariel, Judge Sakai will call off the Watch and pardon the outcasts for their crimes (assisting a fugitive and assaulting the Watch, for starters). If the Players refuse his offer, Sakai will shrug and leave. Jen will urge them to accept. If they do accept, he will tell them to bring Ariel to him in Griffentowne, where he will be staying for the next few days.

## RESOURCES

This scene provides a good opportunity to showcase some of the more out-of-the-way parts of Vimary. As the party travels west, the chaos and urban decay of Bazaar gives way to a more run-down rural environment. Make sure to describe the difference in the quality of the air, the ambient sounds, the sight of planted fields and tidy settlements, all a decided contrast to the chaotic, garishly adorned concrete and brick environs of Bazaar. For more information on the geography of Vimary, see the **Tribe 8 Rulebook**, pp. 88-96.

Griffentowne is a quiet Evan settlement which may, in years to come, grow into a population center to rival Bazaar. It has a number of inns, a small but thriving community of merchants, and a growing population of non-Evans. Use Jen's statistics for Rikkon and the Joanite Cavalry on page 42 for Jen's soldiers.

Judge Sakai is stern and unforgiving and has no love for the Fallen. He has a reputation for being fair in judgment and harsh in sentencing. He will go to any lengths to protect his Fatima, his tribe and his nation (in that order). His student Ellen reveres the Judge, but has no particular hatred of the Fallen, so long as they obey the law.

## SCENE THREE: LOOSE ENDS

*Wulf spun and floated lazily. A voice that sounded distant, yet familiar, spoke to him.*

*"This is the River of Dream. Bathe in its waters. Drink its pleasures. But beware its nightmares."*

*Dahlia, he thought, that's Dahlia. What's she doing here? Not far away, he could see his companions. They all looked happy, at peace. Gradually, he felt himself drawn downwards, away from the River. Looking down, he could see a trail winding its way alongside a clear, shallow stream. It looked familiar. As he watched, he saw a small group moving along the trail. Ariel was with them. Suddenly, his vision went black and he landed back in his body with a silent whump.*

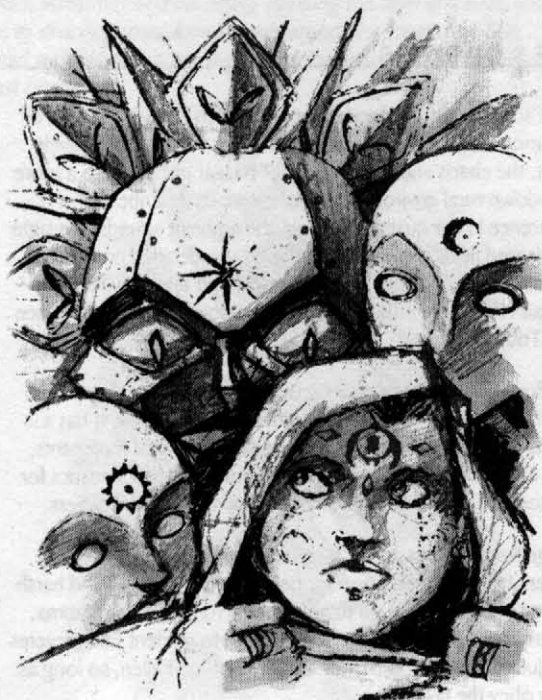
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*Wulf shook himself out of his reverie. There'd be time enough later to think about what they'd just experienced. Waiting for the signal, he hid behind a massive tree while the group approached on horseback. In this dense forest, being mounted would be a disadvantage.*

*Then he heard it. Karl's bird-call. Wulf took a deep breath and held it for a second. His heart was pounding.*

*Bellying a war cry that echoed off the trees and stopped the riders in their tracks, he exploded from the shelter of the foliage into the midst of his enemies, his first swing crushing the skull of a horse and knocking its rider from the saddle.*

*One way or another, he thought grimly as he delivered the killing blow to the unhorsed rider, this finishes now.*



## WEAVER TIPS

Heading into the forest, the Players will quickly become lost unless they are accompanied by Rinna, who will be awaiting their return from the meeting with Sakai. Even experienced scouts and guides will find trails doubling back unexpectedly and become hopelessly confused. Those who have had dealings with the Trickster may recognize Dahlia's influence (use Lore or Dreaming, Threshold 5), while those with the Eminence of Motion, Wisdom or Shadows may realize that space is literally warping around the cell; they are traveling leagues into Duskfall with every step.

Dahlia will lead the cell to Ariel and her entourage of loyal fanatics. Spiritually inclined PCs may be granted a vision of their enemies, allowing them to prepare. When the PCs catch sight of Ariel's party, they will see that Jacques is among them — in chains. Jev's body lies several kilometers away.

Presumably the Players will attempt to free Jacques — whom Ariel wishes to interrogate once they make camp — either through trickery or brute force. In combat, Ariel's followers will fight to the death. "Rinna" will again try to disappear, but Ariel can, at the Weaver's discretion, catch sight of her and see through the illusion. In this case, Dahlia will push the Players to kill Ariel, so that she may not report the Trickster's involvement.

Jacques will fight alongside the Players as best he can. Ariel will try to flee as soon as it becomes clear that her side is losing the battle, but she should be easy to catch (if she gets away, "Rinna" will be able to track her down if no one else can). They will need some proof of Ariel's capture (or death) to take back to Sakai. If Ariel is dead, Sakai will still keep his end of the bargain, but will warn the Players not to trifle with the tribes again. Next time, he won't be so generous. If she still lives, Ariel will be taken into custody and tried before the High Judges of Tera Sheba. In a final twist of irony, she too will be banished.

Either before or after this meeting with Sakai, in the denouement of the quest, Dahlia will finally and fully reveal Herself. Ideally, She will respond to a Player who has guessed Her identity, but this is not strictly necessary. If the Players interrogate Jacques, he will say that he remembers little of his travels, other than a long dream in which he talked to a woman of many faces. Players may recognize this as a description of Dahlia, and Jacques, upon seeing Rinna clearly, will recognize her face among his dream images. Dahlia will reveal Herself at that moment.

This will be a unique opportunity for the Players to interact directly with the most mercurial of the Fatimas. She will answer any question she can, although always with some degree of ambiguity. If the murder of Sacha's cellmates is brought up, She will shift the blame onto Jev and Darun — who were "over-enthusiastic." About Her treatment of Jacques, she will say the following:

"Jacques and I have been discussing his tribe — and yours. You are all free from the constraints of your former tribes, but remember that not all the Seven Sisters are your enemies. Some of my sibling are also my enemies. And you know what they say about the enemy of my enemy, don't you my friends?"



## RESOURCES

The forest is a dark and dangerous place. If your Players linger too long, or refuse all of Rinna's offers of assistance, they may well attract the attention of its predators. These include wolves and bears (see the **Tribe 8 Rulebook**, p. 191).

Dahlia is detailed in the **Tribe 8 Rulebook**, pp. 46-49. She has altered Jacques' memories of their conversation, so all he remembers is talking about the wilds beyond Vimary and the circumstances of his capture, not the detailed interrogation she administered regarding the remnants of Joshua's tribe.

Ariel is wearing leather armor and will fight (if necessary) with crossbow and dagger. Her band is composed of her eight most trusted (and fanatical) followers. Use the Joanite Cavalry archetype (page 42). Four of her henchmen are a little tougher than the rest; use the same statistics as for the others, with the following alterations:

**Royce:** A Joanite, Royce is a vicious fighter and will eagerly charge into battle. He is equipped with light scale armor (AR 10, -1 Enc.) and a longsword (AD+11, Parry -1).

**Julia:** Another Joanite, Julia is primarily a cavalry fighter but will happily kill outcasts while dismounted. She has studded leather armor (AR 8), a short sword (AD+8, Parry +1) and a spear (AD+8).

**Karrin:** An Evan, Karrin has a savage hatred of outcasts. She will stay by Ariel's side and only fight if necessary. She wears leather (AR 5) and has a machete (AD+8).

**Wil:** Wil is a bitter Agnite. He fights hand-to-hand or at range with throwing daggers (AD+3), and wears leather armor (AR 5).

## OUTCOMES & ADVENTURE HOOKS

This section provides the Weaver with four adventure outlines. Drawing on the characters and events of *The Enemy of My Enemy*, they may be played as single, stand-alone adventures or linked together to form a continuing cycle. These events follow up on Illiam's manipulations, the fate of Jacques, and provide another brush with Dahlia's obsession with Joshua and Joshuans. Other threads are left for you to use as you see fit. An outcast Ariel could make an excellent nemesis or unexpected ally; Dahlia could become a recurring helper and manipulator.

Each outline is broken into four sections: a general introduction, *Potential Scenes*, *Climax* and *Outcomes*. The introduction provides information on the events behind the scenes that precede and set up the action, including notes on the motivations of the major Players. *Potential Scenes* outlines a number of key scenes that will help move the story forward. The Weaver is encouraged to devise further scenes as necessary. *Climax* details one possible resolution of the scenario, including notes on locations, characters and alternate resolutions. Lastly, *Outcomes* contains information regarding the aftermath and consequences of the adventure. The Weaver should tailor the ideas presented to better fit with her existing Players and cycle.



## THE TASTE OF FEAR

Jacques doesn't quite know what to do with himself. The presence of a Joshuan on Hom has electrified many outcasts. The Joshuans are a lost tribe; most people have never even seen one, let alone had the chance to speak to one. They are especially important to the Fallen, many of whom consider themselves to be Joshua's "children," the inheritors of His prophecy.

All Jacques wants to do is sort out his new life among the Fallen. His village — a settlement named Mahgog — was overrun by Gek'roh, he was captured by Dahlians after witnessing them slaughter a cell of outcasts, ended up fighting alongside the Players against Ariel and her follower, and met Dahlia Himself. Needless to say, he's feeling the strain.

Duke Etarian, for his part, is growing increasingly bored and dissatisfied with life in the Skyrealm. He has instructed Illiam to find him new diversions, but in the meantime has decided to take a closer look at the Fallen. He has used Sundering to craft one of his Serfs into a tool for his amusement. Appeasement gave the Serf markings like those of an outcast; Soul Stealing created a bond between them that allows Etarian to take control of the Serf whenever he desires, or to just passively "ride" the Serf's feelings and thoughts. The Serf has been sent to Hom, with instructions to find its fleshpits and dive deep into them. Needless to say, Etarian will inevitably want to spice up his sex with a little violence.

## POSSIBLE SCENES

**A Big Night Out:** It will be late one evening on Hom when an outcast named Rico finds the Players. He has just come from Ile Perdue. Jacques has been at the club but has become drunk and maudlin. It would be much appreciated if they could take him home. When the Players arrive, they will find a group of outcasts dragging a very drunk but still resisting Jacques out of Ile Perdue. They are a group of Doomsayers who want to take him to one of their mystics. They won't let him go without a fight.

**Suspicious Minds:** The next day, Hom will be abuzz with the news that J.C., one of the Doomsayers the Players brawled with, has been found dead at the foot of the great wheel. Suspicion immediately falls on the Players. J.C. had her throat cut and a few people remember seeing a lone figure running from the wheel.

**Second Time Lucky:** That very night, another outcast will be killed (by Etarian's Serf, of course) and the body left at the Wheel. The victim is Sara, a well-known Herite with no known enemies. Asking around will reveal that Sara had spent time with friends at Junks, before leaving with a young woman nobody recognized. Some watchful outcasts saw a figure fleeing the Wheel and noticed that it was a female with a spiral tattoo on one shoulder. Sara's friends can confirm that the woman she left with had a similar tattoo.

## CLIMAX

Etarian's pet will, of course, strike again. In fact, she will try to make a kill every night until she is stopped. It shouldn't be too hard for the Players to find her, especially if they know about her tattoo. She frequents Ile Perdue or Junks every night.

However they approach her, make sure that she is able to get away. She will run directly to the wheel — Etarian is fascinated by it, for some reason. She has stashed a number of weapons there, and will arm herself with a knife, short sword and bow.

This scene should be played out as a game of cat-and-mouse, with the Players stalking (or being stalked by) a ruthless killer being controlled by a Z'bri lord out for kicks. Etarian's pet was chosen partly for her superior physical attributes — she should be a match (one-on-one) for any of the Players. She will be using guile, however, not brute force, to hunt the Players. For statistics use the Z'bri Monstrosity (see p.47), with +2 APP and mostly normal human features. If the cell has two or more former Joanites or 6+ members, use the first type; otherwise, use the second type of monstrosity.

Ideally, the final confrontation will come as she lures the Players (or is chased by them) into an old house of mirrors. She will tempt and taunt them, but finally Etarian (who has been relishing the sport) will force her to charge into the midst of the Players, concentrating her attacks on whoever looks the least physically imposing. Her death is inevitable, but as she dies Etarian will take control and congratulate them on catching his pet. He promises that they will all get to play again.

## OUTCOMES

Examination of the Serf's body will reveal that she does not, in fact, bear any typically Fallen body runes. Instead, she has a rough copies of some (placed by Etarian), good enough to pass a casual inspection. Her body shows signs of Sundering — Etarian reshaped her already muscular body into a form designed to exaggerate her sexual attractiveness. Indeed, she is quite beautiful.

Once the Serf is dead the Players will, of course, be cleared of any suspicion regarding the killings that have taken place. Jacques has decided to talk with all the factions among the Eighth Tribe. They have all asked him to join (or at least endorse) their outlook, but he has declined to do so. It seems to him that life on Hom is just as fraught with danger as his old life in the wilds.

Illiam will pay close attention to the fate of Etarian's tool. Those who failed their Atmosphere roll in his presence before will find themselves approached by modified Serfs at the first opportunity. Through them, he will explain that his master, Duke Etarian, is becoming jaded and is seeking out new pleasures. Illiam is worried because he knows that Etarian will expect him to help provide these new amusements. He can confirm that the Serf was one of Etarian's toys. He can also assure the Players that Etarian has grown bored of that particular game (which is why he sent the Serf to her death at the Player's hands). He will promise to let the Players know what Etarian is getting up to if they will agree to assist him in controlling his excesses.

## VILLAGE OF THE DAMNED

Jacques has had enough of tribal life. His village was overrun by Gek'roh (chained Z'bri); he fled for his life, but now he wants to go back and see if there were any survivors. The journey will be perilous but he is determined to go. He will ask the Players, his only real friends on Hom, if they will accompany him. He will go alone if the Players refuse to help.

Jacques' village, Mahgog, was settled by an extended family of Joshuans in the years immediately following the death of Joshua. Taking with them a number of relics, they established a small temple to their Fatima. Farming, herding and trading with the local Squats kept them alive while they sought to make some sense of Joshua's death.

The peace of the village was shattered, however, when it was overrun by a band of marauding Gek'roh. Slaughtering all they could find, not many Joshuans escaped their mad fury. Jacques was one of the few who did, leading the Gek'roh who pursued him to the camp of Jev's Dahlians, who were sharing a fire with the Dreamweavers.

A few of the villagers returned to their home and tried to continue. But it was not to be. A second wave of attackers came, humans this time. Again the streets of Mahgog ran with blood and echoed with the cries of the dying. The raiders emptied the temple of its relics and left the village in peace — the peace of the dead.



## POSSIBLE SCENES

**Wild, Wild Life:** The journey to Mahgog will take the Players through the wilds. The Outlands are largely unexplored; this is because they are extremely dangerous. Mahgog is approximately eighty miles East of Vimary. Whether traveling by foot, on horseback or by cart, your Players should encounter Squat hunting parties, packs of wolves, angry bears and other hazards. Jacques will become more familiar with the terrain and more impatient to reach his home as the party draws closer to Mahgog.

**Village of the Dead:** When the Players arrive at Mahgog, the scene will be one of devastation. Rotting corpses litter the streets and several of the buildings have been burnt down. Jacques will be distraught. Approaching the temple, he will go inside and be shattered when he sees that the relics have been taken. In a fury, he will swear vengeance on those who committed this crime. It is clear (from the bodies) that there were two attacks on the village. One would be the Gek'roh who drove Jacques out; but there was another several days later, by armed men. The first chill of winter will also be in the air around Mahgog — it is as if, with the last Joshuans dead, the community is shutting down. Nature will soon overrun this small commune.

**Sole Survivor:** There was one survivor of the attack: a bandit, left for dead by his fellows. He is near death from a belly wound and cannot be saved; the shaft of an arrow is still sticking out of his guts. He will gladly tell the cell that the bandits were intending to head north to some kind of rendezvous. He doesn't know why the relics were taken.

## CLIMAX

Tracking the bandits won't be hard. They rode from Mahgog and headed north, making no attempt to cover their tracks. They only have a day's head start on the Players, so it shouldn't take long to catch them. Their leader, Absolom, was contacted by a mysterious man named Sele; he offered a rich payment of weapons and provisions in exchange for the relics from Mahgog. Absolom readily agreed.

When the Players finally catch up with the bandits, they will be making the trade with Sele, who is accompanied by a half-dozen well-armed guards. No tribal markings are evident on him or his party. Jacques will gasp in astonishment as he surveys the scene; the bandits have two prisoners chained up in the back of a cart. He recognizes them as Bernadette and her son Henri, both former residents of Mahgog.

The exchange will be handled quickly. Sele and his party will leave with the mule carrying their booty firmly in tow. The bandits will not tarry either; after grabbing new swords and axes from the cart Sele gave them, they will head east. Jacques will insist on following the bandits, having sworn vengeance on them. Observant Players, however, may notice that "Sele" is in fact Darun; the "overzealous" Dahlian. Players will have to choose between Jacques, vengeance and their own curiosity.

This scene should resolve as a dramatic chase, with bandits and outcasts jumping from horse to horse (to cart), ducking trees, charging across narrow bridges and avoiding obstacles as they try to kill each other. The bandits will fight to the end, expecting no mercy from their opponents and giving none in return.

## OUTCOMES

The most likely outcome is that the bandits will be killed or driven off. If Bernadette or Henri are saved, they will tell the same story: they were out trading with some Squats when the Gek'roh came. Returning to Mahgog, they were helping the other survivors to clear the streets of the dead and assess the damage when the bandits came. She and her son — and Jacques — will remain in Mahgog. It is, after all, their home. Jacques will tell the Players that their help and friendship will not be forgotten. The journey back to Vimary will be as hazardous as the trip out.

And what of Darun and his band? Their tracks lead to Vimary, but pursuit will be difficult in the extreme. All Dahlians, they will use their Eminence of Motion and other tricks of Synthesis to evade pursuit. Tenacious hunters may catch them, however, and recover the few relics they carry. These are various weapons that hold residual Synthesis. An expert will be able to tell that they once held great power, but are now empty of spiritual essence. They are dead relics of a dead Fatima.

Darun himself believes he is serving his Fatima and lives without remorse over the Joshuan deaths he has caused. Whether the PCs choose to believe him or Dahlia's denials is up to them.

When the Players make it back to Vimary, everyone will want to know what happened to Jacques. If the Joshuan was killed, the outcasts will be saddened but glad that he came to Hom for the short time that he did. If he survived (and the Players tell the truth), their fellow outcasts will respect his decision for the time being; the PCs may well be approached later on to lead pilgrimages to Mahgog. If the PCs recovered the Joshuan relics (and didn't give them to Jacques) they will be among the holiest items on Hom. Doomsayers will treasure them and rumors will begin to circulate that they can be empowered by those whose faith is strong enough.

If the Players ever return to Mahgog, they will find the community almost completely reclaimed by the vegetation and marauding of Gek'roh. Weavers should note that the ruins of Mahgog, although not Jacques or his companions, will play a significant role in *Children of Lilith*, a Tribe 8 cycle supplement to be released at the end of 1998.

## MADMEN AND MARTYRS

Back in the Skyrealm, things just keep getting worse for Illiam. Etarian's boredom and dissatisfaction continue to grow. The latest thing to catch the Duke's attention are the handful of outcasts (none of them particularly sane) who have begun preaching about the return of Joshua and the message of his prophet (Jacques). He has decided to have a little fun with them, and with Illiam as well.

He has begun abducting the zealots and leaving behind clues to make it look as if Illiam has been murdering them. He is aware of Illiam's constant petty scheming and plotting and has decided to see how his loyal servant will cope with being a pawn in someone else's game for a while. Interestingly, Etarian has not harmed a single outcast. Indeed, he finds their company refreshing and their conversation stimulating. He might get around to killing them eventually, but he's having too much fun for that at the moment.

The zealots are a varied bunch. Uniformly deranged, most of them never even saw Jacques when he was on Hom, much less had the chance to speak with him. Nevertheless, they are convinced that Jacques was a sign of Joshua's return. The other outcasts tend to ignore them, while the crowds in Bazaar (where they go to preach) regard them as another form of entertainment. The Watch aren't concerned so long as they don't cause a disturbance and the merchants love them because they draw good crowds. Everyone regards them as harmless, amusing crackpots.

## POSSIBLE SCENES

**Another Day, Another Martyr:** Another mad preacher has gone missing! Petra was an old outcast who lived in an alley. For the last week she had been singing and preaching about the return of Joshua and how he would reward all his good children with new shoes. Now she has vanished. Examination of her "home" will reveal plenty of bloodstains. Her friends will tell garbled stories of a tall and gaunt horror, blood spraying the walls and bizarre-looking servants. Anyone who has had direct dealings with Illiam will feel his taint in the chamber on a PSY roll (Threshold 4). Etarian has left this essence behind on purpose.

**Justice, Not Law:** Jen will approach the Players. She is concerned about the disappearances from Bazaar — Petra was the fifth in two weeks. (If Jen was killed in an earlier scenario, use Guillaume, a Joanite with similar sentiments — use Jen's stats if necessary.) The Terasheban and the Watch don't care (the victims are only outcasts), but Jen knows something is preying on the helpless and she can't just stand aside and do nothing. She will ask the Players if they know anything useful, and will promise to keep them informed if they will do the same for her.

**Guilty Until Proven Innocent:** The atmosphere of paranoia that is beginning to descend on Bazaar is taking its toll. The outcasts are accused of bringing the Z'bri down into the midst of the tribes and attacks on them are increasing. The Players may have to rescue a preacher from the hands of an angry mob before it exacts its own form of rough justice.

## CLIMAX

Finally, Jen will decide to do something. She will ask the Players for backup — she's intending to disguise herself as a zealot and wait to be attacked (or captured). Her plan is for the Players to observe and guard her, but not to intervene unless she calls for help. If the Players agree, they will spend a couple of days watching Jen act like a madwoman before she is carried off from her alley one night by a group of Serfs. One has been remade into a crude likeness of Illiam; others will slaughter a small pig and spray its blood all over the alley walls. They will carry Jen off to Etarian's Skyrealm.

Once inside, Jen's captors will take her into the Skyrealm. They will be giggling and casting glances over their shoulders; nevertheless, they should be easy to tail. As they approach the first set of stairs, they will be surprised by none other than Illiam himself. Illiam has become suspicious about the disappearances and has decided to try to find out what is going on.

The Serfs will drop Jen and scatter; she will set after them immediately. Illiam has secured all the exits to the floor (his paranoia is steadily increasing), so the Serfs are trapped. Once they realize this, they will turn on Jen (and the PCs, if they reveal themselves) in an attempt to save their miserable lives. The combat should be brief but intense. Illiam will take savage delight in torturing his doppelganger and interrogate him.

## OUTCOMES

After questioning the Serfs (if any are taken alive) it will be clear that the entire affair was Etarian's doing. The prisoners are taken to Etarian; the Serfs don't know what happens to them after that. Illiam will be almost speechless with rage. Etarian has outmaneuvered him; he didn't even know that these mad outcasts were being brought into the Skyrealm, let alone that he was being framed for their disappearances.

Illiam will dramatically tell the Players that the time has come for him to put his plan into effect and deal with Etarian once and for all. He will be waiting for the Players to offer their assistance; if no such offers are forthcoming, he will arrogantly dismiss them. If they offer to help, he will be delighted and tell them to await his summons. If they decide to kill or threaten him, Illiam will beg for his life. He will also ask them who they would rather have ruling this Skyrealm — a mad old horror intent on pitting the tribes against the outcasts, or their good friend Illiam. He will also point out that if they kill him, another Z'bri will take his place. Surely, it's better to deal with the devil you know than the devil you don't.

Jen will be disgusted by Illiam's posturing but will offer her assistance to the Players should they request it. She hints that there are other Joanites who think as she does — that it is not the Eighth Tribe but the Z'bri who are humanity's real enemies.



## THE BEAST ETARIAN

Illiam has made his play against Etarian — and failed. His plan was to use a Sundering ritual (a variation of Chaining secretly taught him by J'zell) to hold Etarian in his present physical form — a weak pleasure body — and then kill him. Unfortunately, Etarian was able to switch into a more powerful form before he was imprisoned. Illiam then fell in combat before his master and now awaits his fate in a dank cell in the Skyrealm, thoughts of vengeance and escape filling his mind. Etarian has grown bored with the outcasts he has captured and has thrown them into the cells as well. He is enjoying the fear and misery of his captives and has decided to savor their suffering for a few days while he decides how best to dispose of them.

Meanwhile, Jacques has returned to Hom, bringing Henri with him. Bernadette was killed by a pack of Gek'roh that attacked their homestead in Mahgog. Jacques has realized that there is no future for himself and (more especially) Henri in the ruins of a town full of ghosts. He promised Bernadette that he would settle down on Hom and raise Henri as best he could, and that's precisely what he intends to do.

But his presence has inspired yet another group of outcasts. Enraged by the Z'bri attacks on the outcasts (regardless of what the Players have said about Illiam and Etarian), a cell of Jackers have decided to take matters into their own hands and storm the Skyrealm. There is method in their madness, however, and they have enlisted the aid of Hagbard the Keeper. He will get them into the Skyrealm and provide them with some crude bombs that they hope will eliminate the Z'bri.

## POSSIBLE SCENES

**Uncle Zed Wants You:** The Players will be approached by Zed, a Jacker. Zed wants to know about their adventures in the Skyrealm. He will listen impatiently; if they mention any conversations with Illiam, he will ask quite bluntly why they stopped to talk to the freak instead of just killing him. He then explains that his cell is planning to assault one of the Skyrealms and he wants the Players to help. He won't take refusal well. If they agree to help, however, he will be quite charming.

**A Friend In Need:** With the last of his strength, Illiam has managed to free one of the outcasts. Obviously possessing the luck of the damned, the outcast (Petra) will escape to Hom and make her way to the Players. Singing and raving in a thin, shrill voice, she will describe where in the Skyrealm the prisoners are being held and speak with great affection of that nice monster (Illiam, of course) who told her to find the Players. Although Illiam cannot yet link through Petra as he can a Serf, she bears marks of his care and can serve as a mystical connection to him.

**Jailbreak:** The Players will need to penetrate the Skyrealm one more time, if only to rescue the outcast prisoners (about whom Zed will be brutally indifferent). The Jackers will want to find Etarian; Hagbard has given them some crude pipe bombs and a charge of "see four." The realm will be a charnel house; Etarian, still trapped in his one body, is on the brink of total insanity and has hunted down and slaughtered all his Serfs.

## CLIMAX

Etarian is roaming his Skyrealm, raging at his inability to leave his form and looking for things to kill. The Players (and the Jackers, and the prisoners, and Illiam) will do nicely. Allow the outcasts to reach the cells before Etarian arrives. The prisoners, half-starved, incoherent with fear and delusions, will mill about as the Players, the Jackers and Illiam argue about Illiam's fate. Etarian will snatch a prisoner and take control of her form through Soul Stealing. She will approach one of the Jackers and bury a knife in his face. Pandemonium will erupt, with the prisoners running amok in complete terror, Illiam trying to flee and the Jackers either throwing pipe bombs, looking for the Z'bri or attacking the Players (for leading them into a Z'bri trap).

Etarian will toy with the humans as best he can, trying to get at Illiam. His vassal must undo the ritual that binds him and he will do anything to stop his escape. Use the following statistics for Etarian (trapped in his combat form):

**Attributes:** AGI +2, APP -3, BLD +3, FIT +1, INF +2, PER +2, PSY -3, WIL +3, STA 40, UD 11, AD 8

**Skills:** Athletics 2/+1, Combat Sense 3/+2, Dodge 2/+2, Hand-to-Hand 3/+2, Notice 2/+2, Sundering (Appeasement, Soul Stealing) 4

**Notes:** Claws/teeth (UD + 10), tough hide (AR 15), will use Sundering to control opponents or do direct damage (see *Tribe 8 Rulebook*, p. 183)

For added drama one of the Jackers could always set the timer on the "see four." There is enough to clear half the floor of the Skyrealm.

## OUTCOMES

There are a number of possible outcomes to this scenario. The least desirable is that Etarian manages to kill everyone. You should allow your Players to escape, although some casualties are very possible if the Players really mess up. They can also realize that all Etarian really wants in the immediate is Illiam and may be able to negotiate their way out. In this case, of course, they will have to deal with Etarian at a later date.

If Illiam survives, the Players will have made a troubling ally for the time being. He will take Etarian's place and will concentrate on rebuilding his strength (Etarian has seen to the Serfs) and cementing a working partnership with the Players. Of course, the Players may decide that the chance to kill Illiam is too good to pass up. In this case, let events run their course but remember that this is Illiam's home and he knows its layout and secrets very well indeed.

If they survive, the Players will receive a hero's welcome back on Hom. Once again, they have proven their bravery and resourcefulness, and their standing will be considerably enhanced. All the factions will want them to join and for a while at least, they will be feted by the movers and shakers of the Eighth Tribe.

### 3. Non-Player Characters and Archetypes



## ARIEL DAN'ON, JUDGE OF TERA SHEBA

Ariel was born 23 summers ago, the daughter of two prominent Judges. There was never any doubt that she would join the ranks of the Judges herself. Everything seemed to be going perfectly in her well-ordered life of protection and privilege, until one fateful day when she was 14. Her best friend and confidant, a Magdalite named Porsh, went into exile with her parents, who had been judged by Ariel's own father and found guilty of aiding the enemies of the Seven Tribes. They had sheltered an outcast who had come to them for help. Ariel couldn't understand why Porsh said that she hated her, and the Fatimas, nor why she just didn't stay behind on Vimary.

In time, however, Ariel came to understand what had happened. Porsh and her parents had been corrupted. It was the fault of the outcast that her best friend had joined the Fallen. Her hatred for the outcasts grew, exceeding even her love for her Fatima, to the extent that she has made a deal with a devil — the Z'bri Illiam. Ariel justifies this to herself by maintaining that the Fallen, not the Beasts, are the most pressing threat to the Fatimas. A charismatic woman able to recognize weaknesses in others, she has had little trouble gathering enough fellow fanatics around her to put her schemes in motion.

**Highlights:** Charismatic, intelligent, fanatical

### ATTRIBUTES

AGI	0	APP	0	BLD	0	CRE	+1	FIT	0
INF	+2	KNO	+1	PER	0	PSY	-1	WIL	+1
STR	0	HEA	0	STA	25	UD	3	AD	4

### SKILLS

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Archery	2	0	Law	2	+1	Melee	1	0
Grooming	2	0	Leadership	2	+2	R/W (Sheban)	2	+1
Human Per.	1	-1	Lore (Fallen)	1	+1	R/W (Tribal)	2	+1
Interrogation	2	+1	Lore (Z'bri)	1	+1	Ritual	2	+1

### SYNTHESIS

Synthesis Skill Rating:	2
Eminences:	Truth, Wisdom
Aspects:	Truthsaying

**Equipment:** Robes, lantern-cane (Acc -1, AD+5), hand crossbow (DM x6, 4/8/16/32 range).



## ILLIAM, AMBITIOUS IV'CHET

Illiam is not your average Joh'an (Skyrealm Z'bri). In fact, Illiam is not your average Z'bri, period. As a youngster, Illiam witnessed — and participated in — some of the bloodiest, most carnal atrocities of the Rose of the Flesh camp. When the Fatimas came, he fled in terror. Illiam realized two things at that time. Firstly, that he did not want to die, and would do anything to save himself. Secondly, that in time the Z'bri would be defeated by the humans. They had been unable to hold them in the camps and, with freedom, their strength would only grow.

Consequently, he is desperately trying to establish himself as a kind of neutral power, straddling the gap between the Z'bri and humanity. The first step in this plan was to leave the Ziggurat and join the Joh'an. He entered the service of Etarian, an old Joh'an whose power was waning. Illiam has insinuated himself into a senior position within Etarian's household — all the better for his intended betrayal. He wants to corrupt as many Fallen and tribals as he can, gaining allies this way. After hearing of Ariel's fanaticism from one of his spies, Illiam approached her with his proposal. Now he is looking for a group of outcasts to strike a similar bargain with. Illiam is, however, something of a coward and will not place himself in jeopardy unless he sees no other way to achieve his goals.

**Highlights:** Cunning, devious, cowardly

### ATTRIBUTES

AGI	+1	APP	+2	BLD	0	CRE	+1	FIT	0
INF	+2	KNO	+1	PER	+2	PSY	0	WIL	+2
STR	0	HEA	+1	STA	30	UD	3	AD	4

### SKILLS

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	2	+2	Human Per.	3	0	Melee	1	+1
Dodge	2	+1	Investigation	2	+2	Seduction	2	+2
Etiquette	2	+2	Lore (7 Tribes)	1	+1	Ritual	3	+1

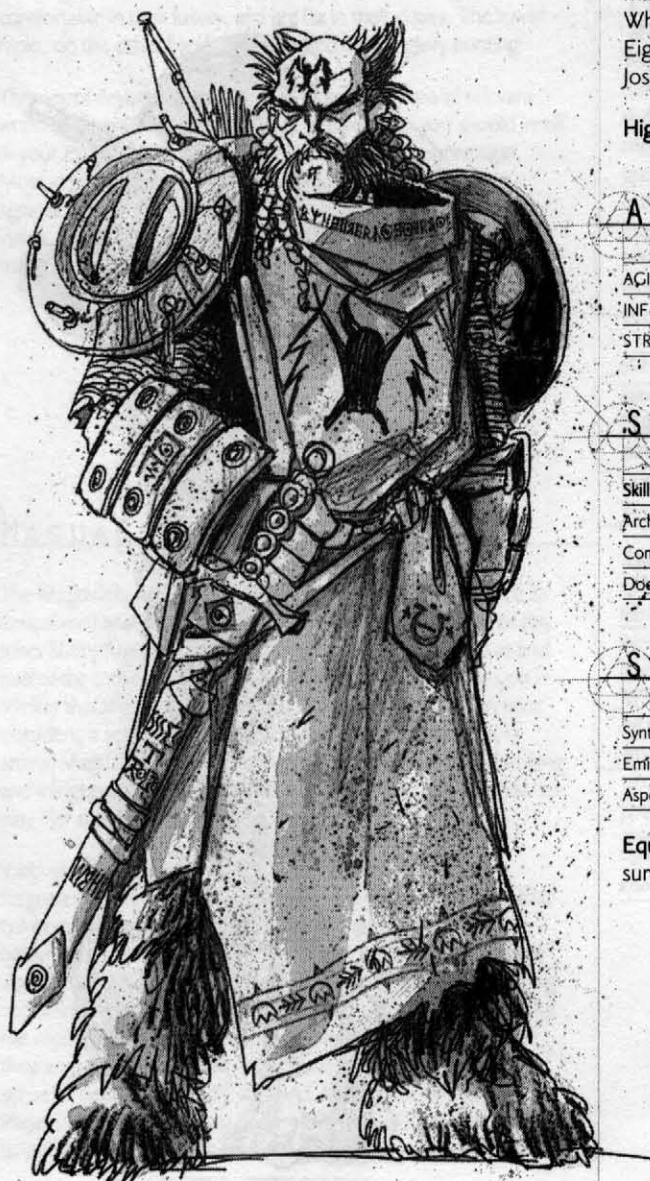
### SUNDERING

Sundering Skill Level:	3
Atmosphere:	Sangis
Aspects:	Appesement

**Equipment:** Bone rapier (AD+9), tough hide (AR 5).



### 3. Non-Player Characters and Archetypes



#### JACQUES, LOST JOSHUA

Jacques was an angry young man. Born in the Fallibility of the Flesh camp, he was angry about being born a slave, angry at not being old enough to play a part in the liberation of the camps, angry at the betrayal of his Fatima. He knows Joshua must have been betrayed, for there is no other way Tibor could have defeated him. He was angry that he couldn't prove it. Jacques drove himself hard as a young man. His Fatima was the Ravager, so he strove to become a ravager. He learned the skills of a warrior, but lacked the inner calm one needs to become great. He practiced the skills of Synthesis, but Joshua's death robbed Jacques of any true power.

Now, he is an old man. Living in the village of Mahgog (settled by a number of Joshuans who had no interest in living among the Seven Tribes), he seeks to understand the fate of Joshua and find a way to be at peace with himself. He has been meditating in Mahgog's temple, which houses a number of Joshuan relics. When exposed to them, he will also become interested in the Eighth Tribe, many of whom consider themselves the children of Joshua.

**Highlights:** Worldly, angry, energetic

#### ATTRIBUTES

ACI	0	APP	0	BLD	+1	CRE	0	FIT	0
INF	+1	KNO	+1	PER	0	PSY	0	WIL	+2
STR	0	HEA	+1	STA	35	UD	5	AD	6

#### SKILLS

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Archery	2	0	Hand-to-Hand	1	0	Riding	2	0
Combat Sense	2	0	Lore (Joshua)	3	+1	Survival	1	0
Dodge	2	0	Melee	2	0			

#### SYNTHESIS

Synthesis Skill Rating:	0
Emfinences:	Vengeance
Aspects:	none

**Equipment:** Sword (AD+8), studded leather armor (AR 8), survival gear.



## JEN LUTHER'ON, JOANITE CAPTAIN

Jen is a good soldier, brave, steady and honorable. These traits will certainly be her downfall. All her life, all Jen wanted to do was to be Joan. She has striven endlessly to emulate Joan's courage, obedience, honor and skill as a warrior. Most would say she has succeeded. She commands the respect and obedience of her troops and has been graced with Joan's favor several times, winning tournaments and defeating enemies of the Seven Tribes. She is well known for her dogged determination in following orders and bringing lawbreakers to the justice of the Terashebens. A clan-mate of Watch commander Yasmin Luther'on, she has significant family prestige behind her as well. Yet in her heart, she has felt the first stirrings of discontent.

Six moons ago, Jen led a team of warriors into the Abyss. Their orders were to apprehend an outcast. Though she was obeying the orders of Ariel, a young Judge, as was right and proper, she did not feel that it was honorable to raid people while they slept. The slaughter did not sit well with Jen, nor did the courage of the outcast; even under Ariel's most brutal torture, she did not betray her tribe. Joan taught Jen that the Z'bri were the enemy, not her fellow humans, even if they were outcasts. A strongly conflicted woman, the time is fast approaching for her to choose between obedience and honor.

**Highlights:** Brave, loyal, honorable, conflicted

### ATTRIBUTES

AGI	+1	APP	0	BLD	0	CRE	0	FIT	+2
INF	+1	KNO	0	PER	+1	PSY	0	WIL	+1
STR	+1	HEA	+1	STA	30	UD	6	AD	7

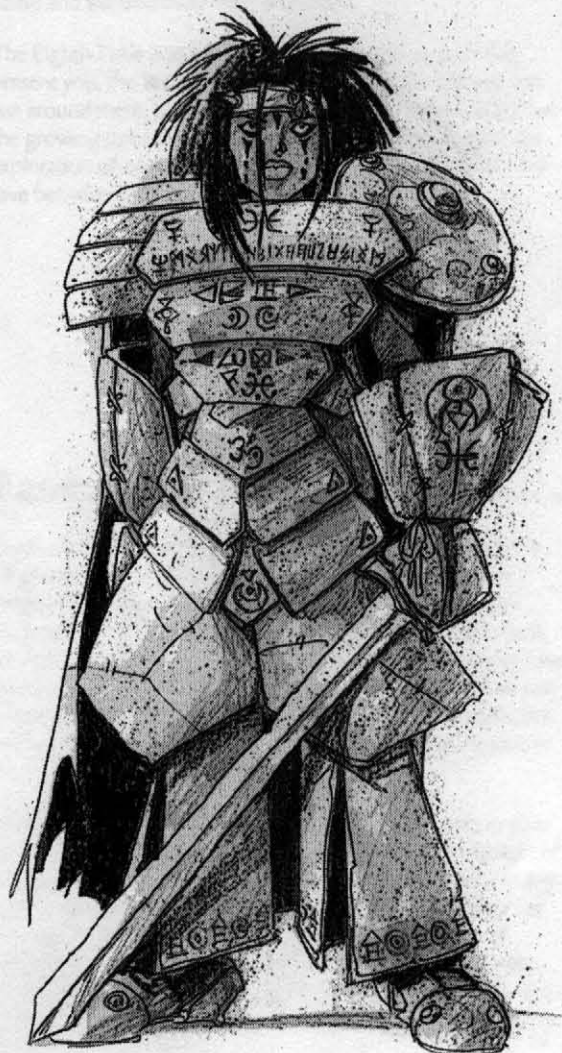
### SKILLS

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	+2	Leadership	2	+1	Riding	1	0
Combat Sense	2	+1	Melee	3	+1	Ritual	1	0
Dodge	2	+1	Notice	2	+2	Tactics	2	0
Hand-to-Hand	2	+1						

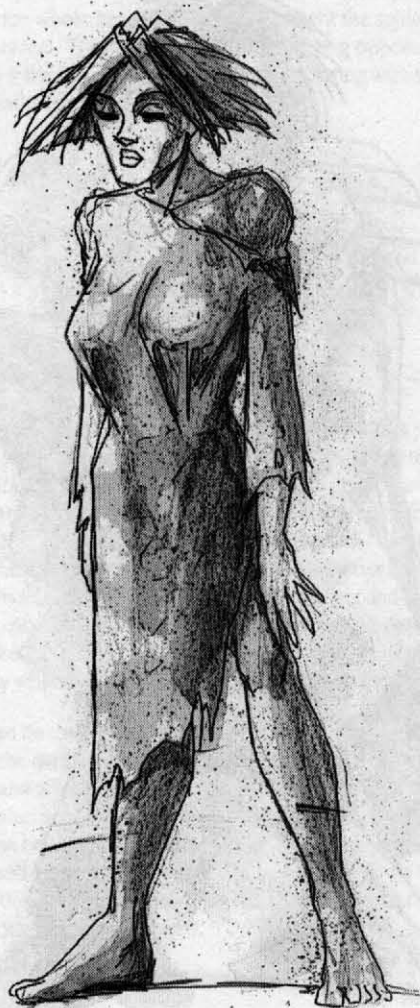
### SYNTHESIS

Synthesis Skill Rating:	0
Eminences:	Devotion, Fury
Aspects:	none

**Equipment:** Sword (AD+8), heavy scale armor (Enc. -2, AR 14).



### 3. Non-Player Characters and Archetypes



## SACHA, SPY AND OUTCAST

Sacha is a spy. A Yagan, she was content to learn the ways of her tribe and accept her place in tribal society. But as she grew, she became increasingly troubled by the Eighth Tribe. Here was a group that rejected the wisdom of the Fatimas and turned their backs on their saviors. Increasingly, she felt that something should be done about them. At the same time that these feelings began to awaken inside her, it became clear that her future within her tribe was not bright. A little naïve and something of a dreamer, she had not applied herself to her studies and was not being looked upon favorably. It was then that she met Ariel.

Ariel, easily recognizing a misfit when she saw one, was quick to fill Sacha's head with visions of greatness, of helping to stem the tide of the Fallen. Ariel offered her a life of excitement and drama, of purpose and passion. The reality turned out to be a little different. Life as a spy among the Fallen was lonely, frightening and difficult. In time, she began to identify more closely with her adopted cell (the Dreamweavers) than she did with her own tribe. Their adventures in the wilds filled a need in her soul, as did their trust and ease with one another.

**Highlights:** Sincere, passionate, naïve

## ATTRIBUTES

AGI	0	APP	0	BLD	0	CRE	+1	FIT	0
INF	+1	KNO	0	PER	+1	PSY	-1	WIL	+1
STR	0	HEA	0	STA	25	UD	3	AD	3

## SKILLS

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Dodge	2	0	Melee	1	0	Survival	2	+1
Haggling	2	+1	Mythology	1	0	Theatrics	2	+1
Investigation	1	+1	Notice	2	+1			

## SYNTHESIS

Synthesis Skill Rating:	0
Eminences:	Fate, Death*
Aspects:	none

\*Note that Sacha will eventually be cast out (or leave) her tribe after her rescue from J'zell's Skyrealm. She will lose her Eminence over Death and gain a new one based on her faction (either the Doomsayers, or that of a Player Character she becomes friends with).

**Equipment:** none.



## ROLF THE DREAMER, DOOMSAYER

Rolf is a survivor. Once an Agnrite Breeder, his crime was wanting to learn about the times before the Fall. His banishment quickly taught him what it took to survive as an outcast and he swore that he would never abandon his friends as his friends had abandoned him. Now, eight summers later, Rolf is a hardened man. He looks upon the tribals as simple-minded fools who willfully blind themselves to the reality of what the Fatimas are doing. He is well-known among the Keepers, many of whom are friends. Rolf and two friends (Deb and Marc) formed the Dreamweavers to map and explore the wilds around Vimary. They recently accepted a fourth member (Sacha) into their cell; she seems to be fitting in very well indeed. Rolf was badly injured in the Dreamweavers' last expedition (his forearm was hurt), so was unable to accompany them on their latest trip.

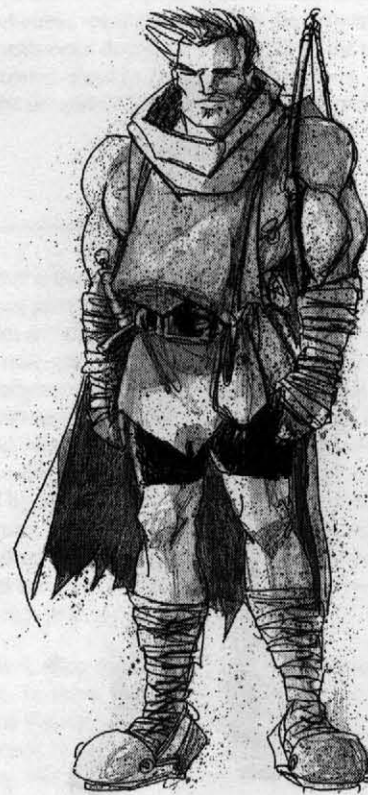
**Highlights:** Brisk, moody, cynical

**Eminences:** Inspiration, Shadows

**Attributes:** BLD +1, FIT +1, KNO +1, WIL +2, STA 35, UD 5, AD 7

**Skills:** Archery 2/0, Combat Sense 2/0, Dodge 2/0, Lore (Joshua) 1/+1, Melee 2/0, Navigation (land) 2/+1, Sneak 1/0, Survival 2/0, Synthesis (Wonder) 2

**Equipment:** Sword (AD+8), bow (DM x7, 5/10/20/40 range).



## HAGBARD, KEEPER

As a child, Hagbard was surrounded by a constant flow of wonders from before the Fall. His parents were Keepers (and traders) of note and they instilled in him a hunger for knowledge and a thirst for ever newer and more exotic artifacts. Hagbard is now a man of many talents. A Keeper of great skill, he is also an explorer and adventurer, loving few things better than a trek through the wilds to an as-yet undiscovered site from the World Before. He is never happier than when he is planning, organizing or leading one of his expeditions into the unknown. Hagbard takes too many risks and is becoming more than a little foolhardy. One day, he simply won't come back from one of his trips. That's what he says. Those who know him say that he's far too clever to succumb to a fate like that — but braver, stronger and smarter Keepers have explored the wilds and not lived to tell the tale. Whether Hagbard will join them remains to be seen.

**Highlights:** Clever, impetuous, overconfident

**Attributes:** CRE +1, FIT +1, KNO +2, STA 25, UD 5, AD 3

**Skills:** Combat Sense 2/0, Drive 1/0, Firearms 2/0, Hand-to-Hand 2/0, Navigation (land) 1/+2, Read/Write (Keepspeak) 2/+2, Survival 2/+1, Techlore (Computer) 1/+2, Techlore (Electronics) 1/+2, Techlore (Mechanics) 2/+2, Technosmithing (Jury Rig, Ignite) 3

**Equipment:** Rifle (DM x25, 25/50/100/200 range), miscellaneous trinkets.





## BARREN AGNITE

The Barren are, for the Agnites, the lowest of the low. Men and women who are unable to breed, they are treated poorly by their brothers and sisters, and many leave Playground. They may be found throughout Vimary, traveling with Dahlian caravans, setting up stalls on the edges of Bazaar, raising children in the households of the influential, or in any other position they can find for themselves. Many are bitter about their fates; some of these turn their back on Agnes and become outcasts. Most, for good or ill, seek to faithfully serve Her in any way they can.

**Highlights:** Bitter, determined, proud

**Eminences:** Capriciousness, Inspiration

**Attributes:** KNO +1, PSY -1, WIL +1, STA 25, UD 3, AD 4

**Skills:** Cooking 1/0, Craft\* 2/0, Craft\* 1/0, Etiquette 1/0, Human Perception 1/-1, Melee 1/0, Navigation (land) 1/+1, Survival 1/0

\*Choose one at level 2 and one at level 1.

**Equipment:** Dagger (AD+3) or club (AD+5), craft tools, traveling clothes.



## DAHLIAN DANCER

Exotic, mysterious, mistrusted — all these words and more are used to describe the enigmatic Dahlian dancers. Second only to the Magdalite Concubines in their ability to inflame the passions of those who watch them, dancers of both sexes ply their trade in a hundred tents and shows all over Vimary. Of course, no Dahlian ever devotes her life to only one pursuit, but almost all spend at least a year or two learning Dahlia's dances and performing for the eager crowds. In this way, they learn how to inflame and excite desire — and how to frustrate and deny it.

**Highlights:** Enticing, elusive, erotic

**Eminences:** Illusion, Motion

**Attributes:** AGI +2, APP +1, FIT +1, STA 25, UD 3, AD 3

**Skills:** Acrobatics 1/+2, Athletics 1/+2, Dance 2/+2, Dodge 1/+2, Human Perception 1/0, Seduction 2/+1

**Equipment:** Dancing costume, cosmetics



## EVAN NURSE

Of all Eva's children, it is perhaps the Nurses who are the most like Her. Charged with raising the young and instructing them in the ways of the Fatimas, the Nurses can be both gentle and cruel, playful and stern. Usually of middle to late years, Nurses have learned the necessity of obeying the laws without question, and it is this message more than any other that they strive to pass on, if necessary by beating it into their young charges. They are often sought out as midwives, wet nurses and child-rearers, especially by prominent (or wealthy) Terasheban, Joanites and Yagans.

**Highlights:** Stern, conservative, obedient

**Eminences:** Life, Empathy

**Attributes:** INF +1, KNO +1, PSY +1, STA 25, UD 3, AD 3

**Skills:** Cooking 2/0, Healing 1/+1, Herbalism 1/+1, Law 1/+1, Lore (child-rearing) 2/+1, Lore (tribal customs) 2/+1, Mythology 2/+1

**Equipment:** Medical supplies



## GEK'ROH (CHAINED Z'BRI)

The Chained Z'bri are among the most vicious, unsubtle predators ever to have walked the earth. Created when a Z'bri is bound into the body of an animal, the Gek'roh are not simply "possessed" beasts. Their bodies are altered to hone their lethal capabilities. Increased muscle mass, heavier bones, enlarged fangs and claws; anything the creator can think of may be tried. The excruciating pain of this process usually drives the subject insane. They are then not so much trained as starved and beaten into submission, until they are ready to be assigned their patrols or simply unleashed when needed.

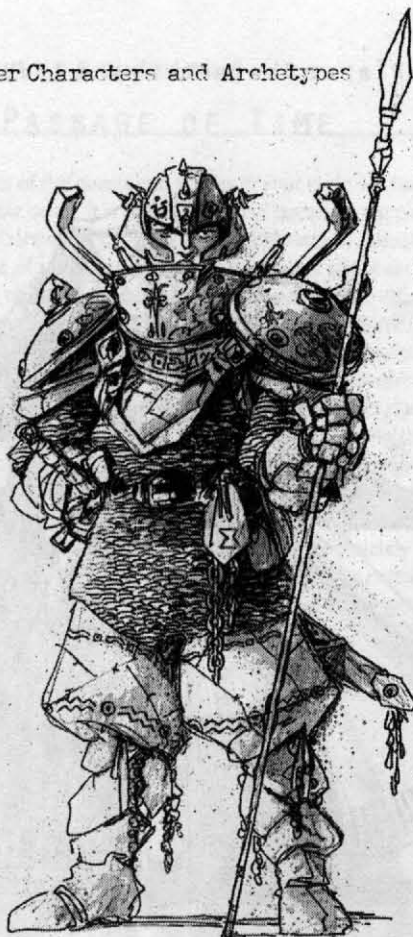
**Highlights:** Cunning, sadistic, insane

**Attributes:** AGI +2, BLD +2, FIT +1, INS +2, PER +2, WIL +1, STA 40, UD 6

**Skills:** Athletics 2/+1, Combat Sense 2/+2, Camouflage 2/+2, Dodge 1/+2, Hand-to-Hand 3/+2, Sneak 2/+2

**Equipment:** Claws/hooves/fangs (UD +10), tough hide (AR 10)





## JOANITE CAVALRY

The Joanite cavalry consider themselves to be an elite force. Their training includes mounted combat, precision riding, jumping and elementary horse-care skills. Each rider is given a horse and is responsible for its well-being. They are typically assigned to the towers for up to six months at a time. Other duties include wilderness patrols, ceremonial duties, escorting senior priests, and patrol duty in Bazaar. This last duty is roundly despised by the cavalry, who feel it is beneath their dignity, especially since when they serve in Bazaar they are technically part of the Watch and under its command.

**Highlights:** Arrogant, daring, aggressive

**Eminences:** Devotion, Fury

**Attributes:** FIT +1, PER +1, PSY+1, STA 30, UD 5, AD 5

**Skills:** Animal Care (horse) 1/0, Animal Handling (horse) 1/0, Combat Sense 2/+1, Dodge 1/0, Hand-to-Hand 2/0, Melee 2/0, Riding 2/+1

**Equipment:** War horse, long sword (AD+11), spear (long) (AD+12), light chain armor (Armor Rating 10)



## JOANITE WATCH

Foot patrol in Bazaar is one of the Joanites' many duty rotations, but it is considered to be a "soft" duty given to soldiers still recovering from injury or illness. It is also something of a dumping ground for warriors with question marks over their integrity, combat skills or obedience. The only thing that keeps Joan from exiling the lot is the fact that they are very good at keeping the peace in Bazaar. This is because many are running a lucrative protection racket and are heavily involved in almost every form of crime that goes on in Vimary's hub.

**Highlights:** Brutal, arrogant, corrupt

**Eminences:** Devotion, Fury

**Attributes:** BLD +1, FIT +1, PER +1, STA 30, UD 7, AD 7

**Skills:** Combat Sense 1/+1, Dodge 1/0, Hand-to-Hand 2/0, Interrogation 1/0, Intimidate 2/+1, Melee 2/0, Streetwise 1/0

**Equipment:** Sword (AD+8), poleax (AD+12), scale armor (Armor Rating 14)



## JOANITE WEAPONSHAPER

The Weaponshapers are often regarded as warriors who were not deemed skillful or brave enough to bear arms for their Fatima, or who are too old or infirm to continue doing so. While this may be true of some, it is also true that they are the finest weaponsmiths on Vimary, and hold vast amounts of arcane knowledge about forging and metalwork. Without the metal weapons they forge, the Z'bri would overrun Vimary in a day — or so the Weaponshapers say. It cannot be denied, however, that they play a vital role in the defense of the Seven Tribes.

**Highlights:** Stoic, proud, determined

**Eminences:** Devotion, Fury

**Attributes:** BLD +2, FIT +1, KNO +1, STA 35, UD 6, AD 7

**Skills:** Combat Sense 1/0, Dodge 1/0, Craft (weapon making) 3/+1, Intimidate 2/+2, Lore (weapons) 2/+1, Melee 1/0

**Equipment:** Any weapon, any armor



## JOH'AN

The Joh'an, or Skyrealm Z'bri, are an interesting mix of misfits, political refugees and mad horrors. They have chosen, for reasons known only to themselves, to leave the Ziggurat and live above the streets of Bazaar. Most turn to art or politics to keep boredom at bay. The "artists" reshape their Serfs extensively, often remodeling them on a whim, or engage in orgies, mutilations or sacrifices reminiscent of the Camps. The "politicians" endlessly scheme and plot against each other. A truly bizarre collection (even for the Z'bri), they are the horrors that outcasts are most likely to meet and deal with. These Attributes represent the Vassals of the most powerful Jo'han Lords.

**Highlights:** Twisted, maniacal, inhuman

**Attributes:** AGI +1, CRE +1, FIT +1, INF +2, KNO +1, PER +2, PSY +1, WIL +1, STA 30, UD 4, AD 4

**Atmosphere:** varies by house

**Skills:** Combat Sense 1/+2, Dodge 1/+1, Hand-to-Hand 1/+1, Human Perception 3/+1, Melee 1/+1, Notice 3/+2, Sundering (two Aspects) 2

**Equipment:** Wide variety of weapons and trinkets.



### 3. Non-Player Characters and Archetypes



#### MAGDALITE DIPLOMAT

Magdalite Diplomats are viewed with suspicion and in some cases with outright hatred. They live and serve among all the tribes as emissaries and go-betweens. Some even elect to live among the Z'bri, filling a vital need for communication between the monsters and their former slaves. Those who serve among the Z'bri are not allowed to return to the streets of Vimary, but they all serve their Fatima loyally. The Diplomats are highly intelligent, highly motivated individuals who have decided that the life of a spy is infinitely preferable to any other. Their cunning and resourcefulness should never be underestimated.

**Highlights:** Cunning, resourceful, loyal

**Eminences:** Conflict, Sensuality

**Attributes:** CRE +2, INF +1, PER +2, STA 25, UD 3, AD 3

**Skills:** Disguise 1/+2, Etiquette 2/+1, Forgery 2/+2, Human Perception 2/0, Interrogation 1/+2, Lore (any one tribe or faction) 2/0, Notice 2/+2

**Equipment:** Dagger (AD+3), writing materials



#### MERCHANT

The merchants of Bazaar are a tough breed. Their life is one of almost constant struggle. Rich or poor, young or old, merchants are always on the lookout for a good sale, an easy mark, or an edge on their competition. There is rarely a quiet moment in Bazaar, and the merchants fight a constant battle against pickpockets, thieves and gangsters. At night, most merchants pack up their stalls and head for the safety of their homes. A brave few remain open well into the night, serving the collection of outcasts, Squats and other riffraff that emerges from the shadows.

**Highlights:** Greedy, friendly, ruthless

**Eminences:** varies by tribe

**Attributes:** CRE +1, INF +1, PER +2, STA 25, UD 3, AD 3

**Skills:** Etiquette 1/+1, Haggling 2/+1, Human Perception 1/0, Streetwise 2/+1, Theatrics 2/+1, Trade 1/0

**Equipment:** Various goods, table or stall



## PELLIS ARTISAN

These Yagans are the historians and scholars of the Seven Tribes. Skilled tanners and leather workers, the Pellis Artisans are responsible for the removal and maintenance of the skins of prominent citizens of the Seven Tribes. Each skin tells the story of its owner; together, the skins tell the story of the tribes. The artisans tend to be aloof and distant, many viewing their fellow citizens as literally no more than uninteresting footnotes in the history of the Seven Tribes. Many are fascinated by the outcasts; their skins are like exotic texts in a foreign language. Many would eagerly seize the chance to skin one.

**Highlights:** Distant, mysterious, unemotional

**Eminences:** Fate, Death

**Attributes:** CRE +1, KNO +2, STA 25, UD 3, AD 5

**Skills:** Craft (skinning) 2/+2, Dreaming 1/0, Melee (dagger) 2/1, Mythology 2/+2, Notice 1/0, Read/Write (Tribal & Yagan) 2/+2, Ritual 2/+2

**Equipment:** Specialized dagger (Acc +1, AD+3), tanning and leather working tools



## SQUAT

Most tribals consider Squats to be either hopeless wretches or savage, bestial barbarians. Many fall somewhere in-between, surviving in the Outlands and the hidden corners of Vimary by a combination of resourcefulness and ruthlessness. Squats sometimes come to Bazaar to trade and sometimes raid outlying settlements. While they are not skilled soldiers like the forces of Joan, they are impressive if only because of their sheer ability to survive in a world that is universally hostile to them. They receive neither pity nor quarter from their civilized cousins, and give none in return. Only a small Fallen minority have made any real friends among the Squats.

**Highlights:** Surly, dirty, tough

**Eminences:** none

**Attributes:** AGI +1, FIT +1, PSY -1, STA 25, UD 5, AD 4

**Skills:** Archery 2/+1, Athletics 1/+1, Combat Sense 1/0, Dodge 2/0, Haggling 1/0, Hand-to-Hand 2/+1, Notice 1/0, Melee 1/+1, Survival 2/0, Streetwise 1/0

**Equipment:** Knife (AD+5), short bow (DM x7, 5/10/20/40 range), traps and other survival gear.





### TERASHEBAN ADVOCATE

Advocates are hungry: hungry for knowledge, hungry for responsibility, hungry to serve their Fatima. Universally ambitious, the Advocates are still perhaps the most moderate of Terashebans. They are assigned to the staff of a Judge, who is expected to teach them the finer points of tribal law and how to apply it. Still learning the laws and exploring their bounds, Advocates love to debate points of law, matters of politics and anything else which takes their interest. If an outcast were to try finding a friend among the Terashebans, approaching an Advocate would be a wise move.

**Highlights:** Inquisitive, alert, ambitious

**Eminences:** Truth, Wisdom

**Attributes:** CRE +1, KNO +1, PSY +1, STA 25, UD 3, AD 3

**Skills:** Human Perception 1/+1, Interrogation 1/+1, Law 2/+1, Read/Write (Sheban & Tribal) 2/+1, Theatrics 1/0

**Equipment:** Law books



### THIEF

People come to Bazaar for many reasons. Some come to sell, some to buy, and some to steal. Pickpockets, confidence tricksters, muggers, gamblers — all have a common goal: to take the marks for all they're worth. And some days, they're worth plenty. Most thieves are smart enough to pay their tithe to the Watch; those who don't are often found wandering the back streets in a daze, missing one or both hands. Some end up beaten to death in back alleys. Others simply disappear. So long as a balance is maintained, the thieves will continue to thrive and prosper.

**Highlights:** Sly, cautious, dishonest

**Eminences:** varies by tribe

**Attributes:** AGI +1, CRE +1, PER +1, STA 25, UD 3, AD 4

**Skills:** Dodge 2/+1, Gambling 2/+1, Melee 1/+1, Notice 2/+1, Sleight-of-Hand 2/+1, Sneak 2/+1, Streetwise 2/0

**Equipment:** Dagger (AD+3) or club (AD+5), gambling equipment (dice, cup & ball, etc.)



## Z'BRI SERF

The Z'bri Serfs live miserable lives of abuse and slavery in service to the monsters they worship as demigods. The Serfs are pretty evenly divided between those who try to stay out of trouble and those who try to worm their way into the good graces of their masters. Neither group meets with any real success, but the Z'bri find their efforts at self-preservation endlessly amusing. Some Z'bri have realized just how much they depend on their Serfs for their continued existence; they are easily identified by the horrific ways in which they maltreat their human cattle.

**Highlights:** Servile, fearful, devious

**Eminences:** none

**Attributes:** PSY -1, STA 25, UD 4, AD 4

**Skills:** Combat Sense 1/0, Dodge 1/0, Hand-to-Hand 1/0, Melee 1/0, Sneak 2/0, Theatrics 1/0

**Equipment:** Dagger (AD+3) or club (AD+5)



## Z'BRI MONSTROSITY

The Monstrosities are both terrible and pathetic. Terrible, because they are merciless killers. Pathetic, because of the hideous forms they have been shaped into. Most are either created from Serfs who were physically imposing or simply unreasonably aggressive, or from several Serfs (often, from several Serfs who hated each other). These first are usually humanoid, impressively armored and bristling with fangs, antlers, knobs of bone and massive muscles. The second are grotesque freaks, looking like anything the creator can imagine. Where there are statistics in brackets below, use the first figure for the former and the second for the latter.

**Highlights:** Vicious, aggressive, self-pitying

**Eminences:** none

**Attributes:** AGI +1 (0), APP -1 (-2), BLD +2 (+1), PER +1, PSY -2, STA 30 (25), UD 9 (6), AD 7 (6)

**Skills:** Athletics 2/0, Combat Sense 2/+1 (1/+1), Dodge 2/+1 (2/0), Hand-to-Hand 3/+1 (2/0), Melee 1/+1 (2/0), Survival 1/0

**Equipment:** Claws/hooves/fangs (UD +5) or Machete (AD+8), tough hide (Armor Rating 5)



# TRIBE 8

## TRIBE 8 IN 98

Can't get enough of Tribe 8, the new tribal roleplaying game from Dream Pod 9? Well don't worry, we have a whole slew of products in store for you. Check out what's coming to a game store near you:

## TRIBE 8 PRODUCTS

### Tribe 8 Rulebook

DP9-801; 208 pages; \$29.95; AVAILABLE NOW.

The Tribe 8 Rulebook contains everything needed to run and play Tribe 8. The first half of the book is composed entirely of source material. These chapters go over the history, factions and setting of the game in the words of characters inhabiting its fictional world. Readers will meet the Seven Tribes who rule the land, the supernatural horrors of the Z'bri, and the Fallen — the outcasts who are the heroes of the game. The second half of the book provides all the necessary rules and advice to run the game. Tribe 8 uses Dream Pod 9's successful Silhouette RPG game engine, augmented with a new and dynamic system for Synthesis, the dream magic of Tribe 8. The Tribe 8 Rulebook also includes a complete system for Character Perks and Flaws for extra character depth.



### VIMARY SOURCEBOOK

DP9-802; 128 PAGES; \$19.95; IN STORES IN OCTOBER 1998

The core sourcebook for the whole Tribe 8 game line, this book gives a wealth of information on Vimary, the game's main setting. Learn more about the tribes and their secret history; visit the twisted lands of the monstrous Z'bri; see the initiatives of the Fallen outcasts; learn the fate of the secretive Keepers. Plentiful characters and adventure resources will help any and all Tribe 8 Weavers.

## CHILDREN OF LILITH

DP9-804; IN STORES IN DECEMBER 1998

"Children of Prophecy," the first cycle in the Tribe 8 storyline, hits high gear with this campaign supplement. A new Fatima appears among the Fallen, gathering them together into a powerful force and challenging the Seven Tribes. Will Lilith the Liberator bring lasting freedom to the Eighth Tribe or bring about their destruction?



## COMING IN 1999

- The Tribe 8 Companion (DP9-805): Advanced rules, magical artifacts, information on the lost tribes and much more.
- The Beasts Unleashed (DP9-807): The Z'bri strike at Vimary and the Fallen are all that can stop them. A Tribe 8 campaign supplement.
- The Word of the Pillars (DP9-808): Learn the secrets and the ways of Tera Sheba the Wise and Joan the Warrior in the first of the Tribe 8 Wordbooks. This product will include the complete history of the two Fatimas and their tribes, background on the most important tribe members, and special rules for each tribe.

## TRIBE 8 JEWELRY COMING SOON

Georgia Panaritis, the premier creator of RPG-related fine jewelry, will be producing pieces related to Tribe 8 in the coming months. Under the name Java's Crypt, she already produces a wide variety of brooches, pendants, earrings and key chains related to many major gaming lines. Check out her web site at <http://www.cam.org/~java/TheCrypt/>.

For more information on Tribe 8, visit Dream Pod 9's web site at [www.dp9.com](http://www.dp9.com).



Chapter Three, *Non-Player Characters and Archetypes*, provides notes and statistics on a large number of NPCs. Some of these are important players in *Enemy of My Enemy*, while others are generic character types (like a Joante warrior or Evan healer). You can use these as a resource in your own quests and cycles. Just what Skills does the Magdalite spy you just introduced have? Use the archetype as a guide.

Finally, the **Assistant** is packaged with the **Tribe 8 Weaver's Screen**. Beyond keeping your notes (and die rolls) hidden from view and giving Players something pretty to look at, the screen also puts all the important game tables at your disposal, making Weaving that much easier.

## CYCLES: DEVELOPING AN EPIC

Individual game sessions and stories can be very enjoyable, but **Tribe 8** really comes alive when these moments are part of a greater whole. This larger story, stringing together many quests and subplots, is called a cycle. Experienced roleplayers may be more familiar with the term "campaign," but we feel cycle is more evocative and true to the nature of T8 stories.

At its base, a cycle is quite simply a series of related quests and stories, but it can be much more. We use the term cycle because it harkens back to the heroic cycles of legend and gives you an indication of how to play. The idea of cycles is central to a tribal style of roleplaying because it allows the Player Circle to tell tales that are not strictly linear, that advance through time in an "elastic" manner, and that deal with more than just the lives of a few characters. These are stories of legend that change the heroes and the world about them. The specifics of cyclical play are detailed on pp. 7-8.

## GETTING STARTED

Before sitting down to play your first session in a cycle, you need to get a few preliminaries out of the way. Although it is possible to just play a "one-off" game and develop a cycle from it, it's usually best to do some planning ahead of time. Of course, different people need different amounts of preparation. Some go to the extent of planning out many sessions and quests, detailing locations and many characters and preparing handouts even before characters are made. Others just take few mental notes and jump into play with both feet. Usually, somewhere in the middle is best.

Before you get the Circle together to design the tribal cell and characters, you should get a few notes together and make preliminary decisions about most of the elements below. Remain open to change, however. During the process of creating their characters and their cell, the Players will express what they want to see in a cycle and it's part of your job to give it to them. If your cycle concept truly limits the type of characters and backgrounds make sure to tell the Players before they begin making their cell. Once the cell is created, you should adjust your cycle ideas to incorporate the heroes.

It is usually sufficient to have a few pages of cycle notes. You can then add details as you play, making notes for individual quests and subplots, and adding them to the cycle file. When ideas occur to you during play (as they surely will), make sure to quickly jot them down in your file. That way, you can create a consistent long-term story without closing the door to new possibilities and plot lines inspired by the Player Circle.

In one form or another, your preparatory notes should deal with the following topics:



## PLOT

The most obvious precondition for a cycle, its plot is quite simply the series of events in the cycle. It's probably not a good idea to lay out all the events to come at this early stage since the actions of the characters will surely take the tribal cell in a direction you can't yet anticipate. You should know, however, what story you want to tell in a general sense. Very often, the plot will consist of an external event that impacts continuously on the Players' tribal cell and motivates them to act. An example of a plot might be as simple as "Tera Sheba and Her tribe try to eliminate Horn and the cell gets in the way. At first they use subterfuge and manipulation, moving on to physical force and other means later on. The plan can be stopped in several ways, including gaining allies among the other Fatimas."

You need to keep in mind that almost all **Tribe 8** cycles will be about the growth of the Players' cell. The key is to create a story that will help motivate and shape that growth, providing both roadblocks to overcome and resources to tap into. Especially in the beginning of the cycle, the Players will probably not have a clear idea of where they want to go with their cell, so you can give direction by giving them some allies and antagonists. The Players will decide how they wish to react to the story you present them with and you should then adjust things to suit their style of play.

You can also sketch out a few possible quests (maybe one-sentence summaries) and plan out the first storyline.

## THEME

Theme is an important if sometimes ephemeral component in a good cycle. A theme is an idea or question that the cycle tries to address, often by showing contradictions in the idea or by exposing different points-of-view on the question. It is what the cycle is "about" in a larger sense. The legend of Arthur, for example, is on the surface about a king who is betrayed by his wife and his best knight and then dies as his kingdom falls. Thematically, the legend is about honor, duty, love and betrayal. Like all great cycles, it reflects several related themes and this is why we remember it so well.

Theme provides an important link between the story and the Players themselves. While the world of **Tribe 8**, with its dream magics, twisted monstrosities and biomechanical goddesses, may be very alien to us, the ideas of freedom, enlightenment and honor are not. If you give your story a theme, it will be familiar to your Players and they will know how to react and be able to develop their characters.

Following are some of the most important themes in **Tribe 8** along with story implications. There are many more themes you can use, however.

**Birth of a Nation:** The Fallen are a young people who have yet to fully define themselves. Many stories can be told around this theme as the PCs become involved in the process of defining just what the Eighth Tribe is. External threats should play a role here — especially in the form of tribals who deny the Fallen's legitimacy — but the ultimate challenge should come from within the nascent tribe. The Fallen must work together or they will ultimately be destroyed.

**Destiny:** The Fallen are the children of prophecy. The Doomsayers most especially are trying to fulfill Joshua's dying pledge and define their role in the world according to their destiny. Stories of destiny should focus on the move toward a greater end — characters who start small and go on to greater things. Note that destiny need not mean total predestination — roleplaying is about choice and Players should feel that they have a say in their characters' future. External events can help guide PCs toward their destiny, however, be they enemies who dog them, recurring omens or the expectations of those around them.

**Discovery:** Vimary is only a small part of a world plunged into darkness and even it is barely known by its inhabitants. There are treasure troves from the World Before, whole lost cities and the entire River of Dream waiting to be discovered. Stories of discovery can play on both the attraction of the unknown world and the restraints from home. Traditional treasure hunts can be fun, but Weavers should remember that discovery is a two-edged sword. A lost community revealed for all to visit may end up destroyed, leaving the PCs to wonder whether discovery was worth it.

**Family Ties:** Family is a powerful theme both within the fictional world of **Tribe 8** and for Players themselves. The Fallen have been cast out by tribe and family and stories based around the resulting emotions and conflicts can be very powerful. Many PCs will feel betrayed by those who loved them, but what bonds remain? If a character's brother is in danger, does it matter that he is tribal and she is Fallen? The PCs' cell is also a nascent family unit. Stories that highlight these new bonds — and contrast them to older ones — can be very powerful. If a Player must choose between her cell mate and her brother, what happens?

**Freedom:** Ultimately, **Tribe 8** is about freedom. The Fallen dare to live outside the Fatimas' grace and not to cower before the Z'bri. The Players should seek out their own brand of freedom, taking charge of their lives and building their future. Freedom has its price, however. Weavers can let Players revel in their freedom from constraints, but some consequences should come into play. One interesting question is the Players' responsibility toward those still in chains. Freed from the Fatimas, is it their duty to free others? What if these people do not wish to be liberated?



## ATMOSPHERE

Atmosphere is a close companion to theme in the process of actually telling a story. It is the mood you set during play. Try to think what type of emotions you want to evoke among the Player Circle and you will have a good idea of the atmosphere you should aim for. Do you want to frighten and disturb them? Then horror is the atmosphere for you. Do you want to tell a high heroic tale with great heroes and dangerous monsters? Then action-adventure may be a better choice.

Because a cycle is a long-term story, it does not need to maintain the same mood all the time. There's nothing wrong with having stories that change the pace (such as a brief interlude of humor in a dark, brooding cycle) and sudden shifts in mood can also be used to great effect — paranoia and hatred taking over a friendly meeting can make for an exciting scene. You should, however, try to give the cycle a consistent overall atmosphere that the Players will remember. This will help them get into character by adopting the right mind-set and help keep your stories focused.

**Dark (or Low) Fantasy:** The basic atmosphere for **Tribe 8**, Dark Fantasy focuses on heroic but not perfect characters within a hostile world. Creeping terrors lurk in the shadows, but "real-world" problems like disease, intolerance and famine are also grave concerns. Stories of Dark Fantasy tend to start small (hence the other appellation of "Low Fantasy") and draw attention to the pitfalls of the heroic journey. Like Odysseus, the heroes of a **Tribe 8** cycle will have to go through hardship, see their plans have dangerous side effects, and suffer for their faults, before they ultimately triumph over a dangerous world. Fantastic elements like the Z'bri, Fatimas and River of Dream share the stage equally with more mundane challenges like betrayal, plagues and hatred.

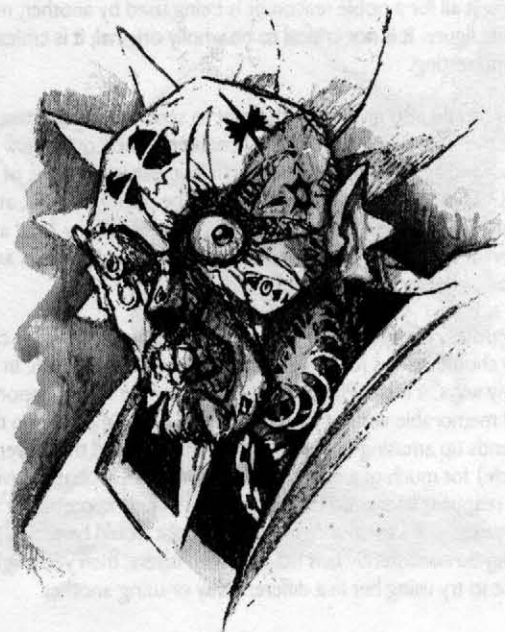
**High Adventure:** Whereas heroes in a Dark Fantasy tale fight for every bit of light in a world of shadows, those in tales of High Adventure set the whole world ablaze. These stories place an emphasis on action and reward daring. Heroes can raid the Z'bri Ziggurat or the Watchtower of Joan and come out victorious. This does not mean that character interaction is unimportant, just that it will share the stage with a certain amount of swashbuckling. Mundane problems should take a back seat in these stories, however — wounds are healed with time, disease and winter are just challenges to be overcome. The real threat is the nefarious villain.

**Horror:** If High Adventure is a step into the light, then Horror is one into the darkness. In Horror stories, the heroes struggle to maintain what hope they have in a very hostile world. Their own weaknesses and faults also usually come to light, becoming the fodder on which their enemies feed. A good Horror story will not simply feature a world of fearsome monsters, however. Rather, a relatively normal setting will become corrupted by something hidden or barely understood; the fears and flaws of the various NPCs and PCs will become its weapons — leading to infighting, intolerance and hatred. The Z'bri are excellent horror antagonists — providing both the monstrous aspect and psychological terror needed.

**Intrigue:** Intrigue stories focus on human rather than supernatural fears and enemies. Like in a Horror story, the heroes' own flaws and indiscretions will be used against them by a largely unseen enemy — but this enemy and her tactics will be all too human. Betrayal, paranoia, secrets and intolerance are the weapons in this conflict. Players will have to become familiar with the arts of manipulation and rumor in order to defend themselves and defeat their opponent. Supernatural threats and abilities can play a role in tales of intrigue, but they generally are framed within a conflict between humans. The Seven Tribes — most especially Terashebens, Magdalites or Dahlians — are excellent enemies in intrigues.

**Spiritualism:** The other core atmosphere for **Tribe 8**, spiritualism entails a focus on the hidden world of dreams, magic and omens. Symbolism and destiny become very important in these tales, with everyday events — like a sudden rain or the birth of child — being portents of things to come. In spiritual stories, heroes are quite explicitly on journeys of self-discovery. They must understand their role in the greater picture and their own inner power. Spirit guides and wise mentor figures may appear to offer assistance. External enemies like raging spirits and Z'bri monstrosities are important, but the ultimate enemy is the characters' own reluctance to accept their destiny. Morality and enlightenment are also critical in spiritual stories — lapses in behavior will have quantifiable repercussions.

**Wonder:** Vimary and its environs are full of mysterious and fantastic locales and inhabitants and while they can be the source of danger, they can also be the source of a great deal of wonder. Tales of wonder will focus on discovery, emphasizing the fantastic elements of the game setting. Unlike most other heroic journeys in which the heroes will journey from a safe and bright place into darkness, in these tales the home front is generally darker than the wondrous outside world. While dangers may lurk among the fantastic finds, the ultimate enemies are those who cannot accept the beauty of the world as a whole — the small-minded people who stayed home.



## THE CAST

With very rare exceptions, every memorable scene in a cycle will involve interaction between the Player Characters and one or more NPCs. While vibrant descriptions of locales, dreams and other narrative tools are important, roleplaying truly comes alive when characters speak and interact. With this in mind, Weavers would do well to dedicate some time to the cast of their cycle — from the major antagonist to secondary “bit parts.”

It would be ludicrous to plan out all the NPCs in a multi-quest cycle (or even in a single quest). Especially if the Players spend any time in a well-populated area like Hom or Bazaar, there are bound to be dozens of merchants, street prophets, town guards and others they just cross on the street. A PC may choose to strike up a conversation with any one of these and, as Weaver, you will be faced with making up these characters on the spot. In order to help you deal with these situations, pp. 40-47 of the **Weaver's Assistant** provides archetypal inhabitants of Vimary with basic game statistics. By adding a little flair, these can become quick characters met in an inn or on the streets of Bazaar.

Some characters should be planned out in advance, however. The most important is surely the main antagonist (see **Tribe 8 Rulebook**, p. 187, for indications about antagonists), but major allies (like mentors or immediate family) should also be well thought out. Providing full game statistics for these characters is not always necessary, but you should at least take some notes about their proficiencies. You can use the archetypes as a base for statistics when needed. You should, however, get a good idea of these people's personalities. You will want to portray them in a consistent and memorable way, so take ample notes. Is the main villain a subtle manipulator or a grand-standing megalomaniac? Is the PCs' mentor a stern wise-woman or a soft-spoken matron? You can use these stereotypes as a baseline and then introduce a few variations to bring the character to life — maybe the grand-standing archvillain is doing it all for a noble reason or is being used by another, more subtle figure. **It is not critical to be wholly original; it is critical to be interesting.**

You should also give some thought to secondary characters. Will the main nemesis need any henchmen who could show up again and again? Are you planning a love interest for one of the PCs? These types of NPCs should also be planned ahead, at least in part. Take a few notes about their personality (and a few relevant Skills) and see how they develop. You can always add detail as the cycle progresses.

Regardless of the amount of planing you do for the cycle's cast, you should always remain open to change and evolution. In many ways, it is the Players who will determine who is important and memorable among your NPCs. If a bard you create on the fly ends up amusing and entertaining the cell (and the Player Circle) for much of a session, then you should probably have her reappear later on. The Players will certainly appreciate it. Conversely, if a mentor figure you thought would be critical to the cycle consistently falls flat with the Players, then you might want to try using her in a different way or using another

character altogether. You can use the early sessions of a cycle to introduce a variety of secondary characters and see which ones spark interest — these can then become more important as play continues.

On final note about cast: make sure all your Players have characters to interact with. Unless a Player clearly and purposefully shies away from socializing with NPCs (and even then), make sure to give everyone at least one NPC they can relate to. These characters need not appear in every session or even in every quest, but they should exist. Character interaction is so important to Player enjoyment (in many ways, it is the definition of roleplaying) that to allow a single Player to monopolize the cell's access to NPCs is a sure recipe for dissatisfaction.

## THE SETTING

With the more general elements taken care of, you can start thinking about the more immediate elements of the cycle. The setting of your games is one of the most important of these and one of the elements often overlooked by inexperienced Weavers. This book provides information on the basic setting of the game and future supplements will give you even more detailed places to tell your stories, but it is generally best if you make the setting your own. The Player Circle will have made a decision about the cell's home earlier on, now you should add some details and flesh it out.

In establishing your cycle's setting, you should try to detail some of the more important locations. Hom and Bazaar will form the nucleus of most **Tribe 8** cycles, and while both are detailed in the rulebook, it is up to you make them come to life. If this means you change a few aspects or add more details, then do so. The portrayals in this chapter (pp. 8-17) should provide you with ample inspiration. Keeping track of locations may seem daunting, but a few notes on cue cards should do the trick, containing such information as a brief description, important NPCs or even story suggestions.

## BEGINNING A CYCLE

One of the final considerations in planning your cycle is to give some thought about its opening story or quest. The beginning of a cycle will have a tremendous impact on its progression and development, and it is usually best to start with a simple story that will bring the cell together and establish some of the major NPCs and themes. Don't worry too much about railroading your Player Circle; the opening story needs a certain amount of direction, especially if playing **Tribe 8** for the first time. Otherwise, if you dump your characters in the middle of a power play between the Yagans and Terashebens, and a Z'bri plot to attack Hom, your Players may feel out of their league.

The opening story should introduce the characters to each other, their immediate surroundings, and their possible antagonists. At the end of the first story the characters should be presented with a number of different paths to take, allowing the Player Circle to decide where they go based on their experiences (and whatever hooks you planted) in the first story.



## POSSIBILITIES & HOOKS

Nothing captures the imagination of Players more powerfully than feeling that they're the masters of their own destiny, free to go wherever they want and pursue their own goals. While this is the core of roleplaying, it does put a burden on you as Weaver. Unless you're psychic, guessing what your Player Characters will want to do is hard. Even asking them during character generation robs a bit of the spontaneity of roleplaying. The best way to do this is use hints and hooks. By carefully hinting at things, or leaving hooks, the Player Circle will more often than not follow them without knowing that this is what they are doing. Usually having events occurring in the background that the Player Characters hear about as rumors is the best means to achieve this. NPCs and subplots are two other excellent means. Being subtle and working up a hook over the course of many gaming sessions is also key. An obvious hook will feel contrived and the Players may feel forced into following it. One that is composed of fragmentary pieces of information (rumors, overheard conversations, chance meetings, etc.) will have the illusion of being real, thereby allowing you some control over the direction of the cycle.

## CONTINUING A CYCLE

While a cycle's quests take center stage in its development, a good Weaver also pays attention to how the various quests lead to each other, and to the downtime between stories. Linking quests that form a cycle involves more than tacking on quest after quest; it requires some careful scripting to ensure that the cycle remains alive and dynamic. It is usually good to have a pause between quests, giving the characters a chance to relax and recuperate from their previous adventures. Downtime, as this is called, can either be narrated or roleplayed. While narrating downtime, allow the Players to list what their characters will be up to, such as improving their Skills, dealing with NPCs, etc.

Roleplaying downtime is best done in a "solo" session, with only the character in question and you, the Weaver. This allows you to run a story focused entirely on that character without having to worry about the other Players becoming bored. Use these sessions to deal with elements of the character's background that are often overlooked, or those that the Player wants to develop.

## ENDING A CYCLE

While it is often with regret that we read the last line, or see the credits roll by, a story must eventually come to a close, and a cycle is no different. While it is often only necessary to know the broad strokes of your cycle's storyline, knowing how it is to end is more critical. There is nothing worse than having an involving cycle end in an anticlimax, something that will only cheat you and your Players from any sense of closure. At the same time your ending cannot be so heavily scripted that you force your Players into it. A careful balance is needed.

The ending should provide a sense of closure, achieved by the tidying up of details in which almost every question raised during play is answered (those that are not provide you with openings for a new cycle). It is usually best to start by stating the basic goal of the cycle; for example if the cycle is about discovery, you could envision the ending being the characters moving to a newly discovered city to start anew. How the characters discover this city, or what obstacles they have overcome are unknown, but the ending is not.

## CHARACTER DEVELOPMENT & SUBPLOTS

Most stories in **Tribe 8** will take the form of quests in which the tribal cell must overcome a challenge that is to some extent external. The characters usually end up facing grave dangers from enemies and travel into unknown — and often deadly — territory. It's quite possible, however, to tell a good story that involves nothing more nefarious than a visit from an old friend or a sickness in the family. These "home front" stories are often less dramatic than quests, but they can be just as rewarding. Indeed, these tales tend to focus a great deal of attention on the lives of the characters themselves, something always appreciated by the Players. These stories work best when they're foreshadowed during earlier quests as subplots and finally come to a head. For example, a character may learn that her sister is sick just before embarking on a quest and visit her over the next several months. In a "home front" story concluding this subplot, a healing ritual is held and the character must come to terms with having left her sister alone during her absences.

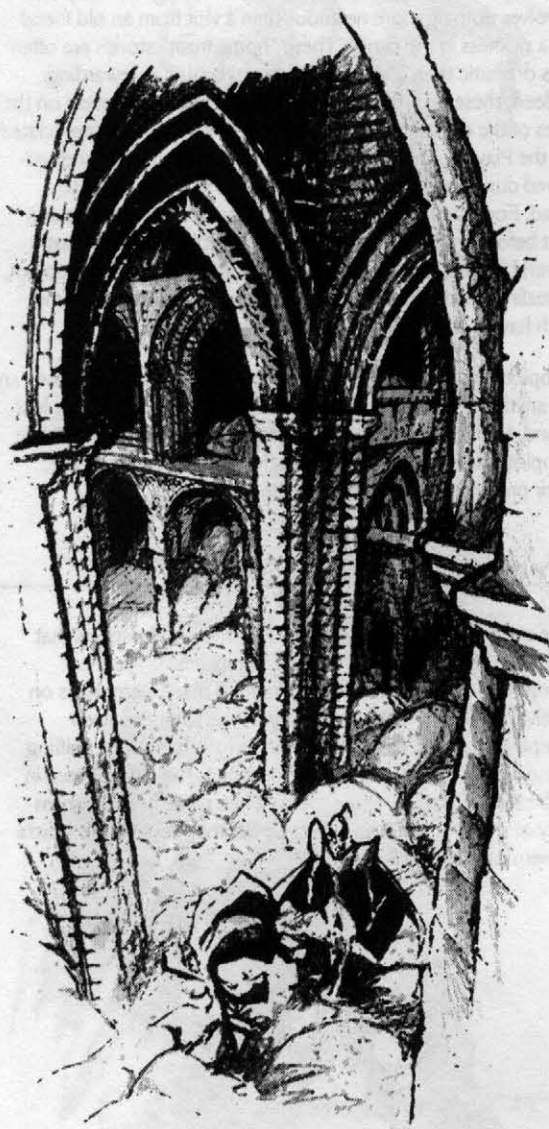
Subplots are best used as diversions from the main cycle and can be anything from a romantic interest, to the search of long lost friend, to the character cell opening up their own tavern. While subplots play a secondary role to the main plot of the cycle, their presence breathes life into the setting.

## CYCLICAL PLAY

The use of "cyclical play" in **Tribe 8** is one of the aspects that distinguishes it from other roleplaying games. While most campaigns exist in a linear time-frame, **Tribe 8**'s emphasis on mythological and tribal storytelling allows for more open roleplaying styles. Techniques such as foreshadowing, shifting perspectives and flashbacks (see next page) all have a place in **Tribe 8** if you decide to use them. While some of these styles may or may not suit your Player Circle, they could add an extra dimension to **Tribe 8** games.

## THE PASSAGE OF TIME

While most of the quests and stories in your cycle will happen one after the other, it is possible to have quests taking place in the past (flashbacks) or the future (flashforwards). Usually, these types of sessions work best if the Players adopt secondary characters designed especially by the Weaver for the occasion. These sessions could help provide background relevant to the quest at hand, or even show the results and repercussions of a present course of action. For example, in a quest involving a search for a relic from the Age of Camps, the Weaver could have a flashback dealing with the creation of the relic, giving the Players a unique perspective for the quest at hand. Likewise, a flashforward of the relic falling into the hands of the Z'bri and the havoc it causes could urge the characters forward. These flashbacks or flashforwards need not be true, completely accurate events, but are there to help you highlight certain aspects that cannot be done literally or to give a new perspective on them.



## SHIFTING PERSPECTIVE

Similar to the above technique, shifting perspectives involves the Player Circle adopting other characters for a scene or two. The PCs could take over the role of tribal priestesses passing judgment, Squat raiders, Keepers or, rarely, even the Z'bri. The purpose of doing this is to provide them a brief insight into to the motivations and experiences of their antagonists. While this requires a mature Player Circle, shifting perspective is a lot of fun, and a welcome break from playing the normal characters.

When shifting perspective, the Weaver must exercise a lot more control and direction over the Player Characters, and it usually works best if not all the characters change personas for the scene, but instead take the role of the Weaver's NPCs.

For example, if one member of the cell is captured by the Z'bri, instead of taking that Player aside, the Weaver (having planned this out) hands over control of the Z'bri abductors to the other Player Characters after having briefed them. This allows for all the Player Characters to be involved in the subsequent scene and gives them an opportunity to play the Z'bri.

## FORESHADOWING

A commonly used technique in other media, foreshadowing is harder to achieve in roleplaying due to its interactive nature. This does not mean it is impossible, it just requires patience. Foreshadowing works best on a symbolic level, using key recurring elements that have little meaning when isolated, but when combined, help reinforce the quest's theme or atmosphere or to highlight future events. In a story focusing on freedom, the subtle use of cages and enclosed claustrophobic spaces could intensify the theme. Likewise the recurring motif and description of a religious procession could be used to foreshadow the death of a major antagonist or ally when the characters find themselves participating in it one way or another.

## PORTRAYALS

**Tribe 8** is a game of limitless possibilities. The Weaver and the Player Circle can explore the ruins of the World Before, roam through endless tracks of wilderness in search of the Z'bri or maneuver through the intrigues and plots of the Seven Tribes. This all may seem daunting at first, so finding a place to start is essential; a means by which the Weaver can open a window onto **Tribe 8** that her Players can understand and build upon. We include below a list of suggestions and hints that the Weaver may use to jump-start her cycle or to flesh out some of the details found in the **Tribe 8 Rulebook**. Think of these portrayals as script notes, or snap shots: they are here to inspire and help, but never to dominate the Weaver. In the end, **Tribe 8** is a game of myth, legend and fantasy where everything can be both true and false. It's up to the Weaver to decide.



## PLACES

The setting of **Tribe 8** is made of ruins and forests. The World Before, our world, exists only in echoes and crumbling buildings. Like silent sentinels, the objects of the past taunt the tribes with their silence and mystery. The past should be described with both awe and fear by the Weaver. The wrecks of cars and other machines should be fantastic to the tribes, but also relics of a society supposedly punished by the Z'bri.

Look out your window, then imagine how the same scene would look in **Tribe 8**. The streets would be cracked and overgrown with vegetation. In the middle of the street, a tree could be seen growing from the wreck of a car; lamp-posts and street signs are either rusted and adorned with tribal markings or long gone. The buildings all around are in various states, some nothing but rubble, others their facades faded long ago and broken glass littering their interior. If it were not for the trees and vegetation, the smell of decay and rot would be almost overpowering.

Yet not everything is covered in gloom. In the shadows of the ancient buildings you'd see the tribes gather. Tents and huts would decorate the street, the sounds of life drifting through the empty buildings. A shrine to Eva, a small water fountain, trickles somewhere in the lobby of an office tower. Across the street a Joanite hunting party would pass, dressed in armor made of leather and steel, and soon vanish into the surrounding wilderness.

## BAZAAR

Bazaar is the hub of tribal activity and is always bustling. Visually, Bazaar is one of the most unique areas in **Tribe 8**, a strange balance between the past and present. The streets are filled with tents and small markets, while rope bridges and raised platforms create various levels where the tribes can trade with each other. During the summer months, the tribes trade and gather along the many streets and alleyways of Bazaar, and it is common to see the various tribes represented: Yagan funeral processions, Joanite Watch patrols, Dahlian tricksters, Evan farmers, etc. Indoors, in the Emporiums or surrounding buildings, lie the homes and gathering places of the tribes. Think of the bustling markets of the Middle East when visualizing Bazaar. Add in the skeletal buildings, the broken neon lights, the tribal motifs and decorations adorning the walls, the merchants selling food, tools, and pleasures, and a complete picture of Bazaar will start to form.

Weavers can use Bazaar in a number of different ways. As the central focus of tribal life, the Player Circle can interact with all sorts of characters here: from members of the Grand Council, to priests of the various Fatimas, to the lowly merchants and patrons of the market at the heart of Bazaar. Being members of the Eighth Tribe, the characters should be tolerated (but no more) in Bazaar; some merchants will not serve them, while others will open their arms and show them some kindness in secret. Even so, the threat of violence should never be too far removed — there are countless alleyways where screams are seldom heard.

At night, the whole atmosphere around Bazaar changes. Most tribals head home, leaving only a few of the permanent establishments open during the evening. With the tribes gone, Bazaar becomes home to the Squats and Keepers, not to mention the occasional Z'bri traveling from Skyrealm to Skyrealm.

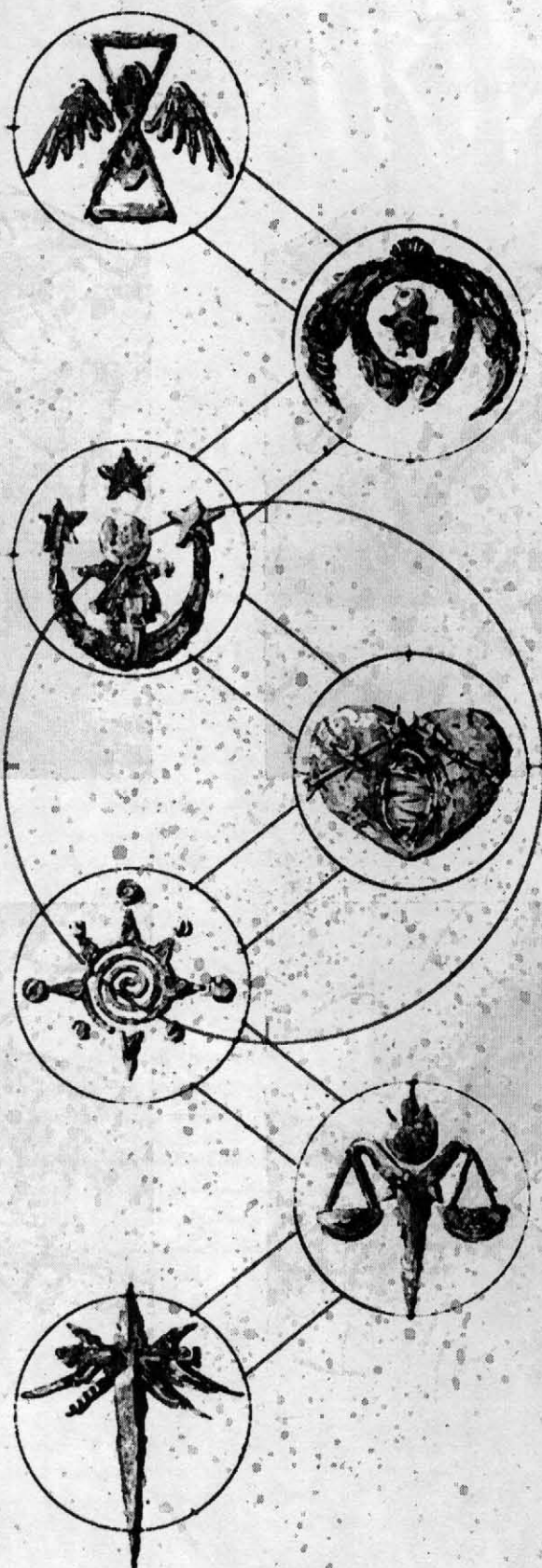
## HOM

While Bazaar is the tribal center, Hom is the bastion of the Fallen. Equal parts shanty town and ghetto, Hom is a community of exiles and outlaws. Isolated from Vimary by the Great River, the residents of Hom live under the watchful eye of the tribes. Its labyrinthine streets are filled with vagrants who stand in stark contrast to the growing and proud Eighth Tribe. Dives, taverns and dens of debauchery are all part and parcel of Hom, but even so there is a positive energy in the air. Every building is decorated by the Eighth Tribe, ranging from graffiti, to murals and sculptures — each trying to capture the essence of their collective destiny. Piercing and tattoo parlors can be found, as well as bars and clubs that would put to shame even the most hard-core industrial bar of today.

Even for its uplifting atmosphere, Hom is still a place of exile and depression. To some, the burden of being cast out is too much to bear, and they spend their days lashing out, or join the darkest groups of Doomsayers or Jackers, looking for an end to their misery. The abandoned warehouses and ancient buildings that dot the island of Hom hide this despair, but it can still be felt. It is only the spirit of the Eighth Tribe that allows its members to ignore the suffering around them and strive towards the future.

In visualizing Hom, picture the dilapidated husks of buildings transformed into homes, the stench of rot and despair hanging heavily in the air. Then imagine the Eighth Tribe: proud and defiant, banners and murals decorating the ruined walls, small groups gathering here and there — outcasts one and all — but all the time looking far into a future that is theirs. Close your eyes, hear the sounds of Hom; music echoing from jury-rigged stereos, a Doomsayer preaching the end of things, a Keeper bartering for an old CD. Invoke the sights: groups of Fallen dressed in leather and rubber, tattoos and scars adorning their flesh; a small Squat family begging and covered in filth; in the distance, the outline of Bazaar and the Great Hill. Hom is a place of both life and death.

Hom makes for an ideal starting point for a **Tribe 8** cycle. In the relatively safe environs of Hom, your Players can become comfortable with their characters and build contacts with the other Fallen. Yet, there should be some undercurrent of tension, or the characters will never want to leave Hom and explore the world around them. This tension could be internal or external, but eventually it should motivate them to leave Hom and venture into the future.



## INTRODUCTION

So you have just finished reading your copy of the **Tribe 8 Rulebook** and your head is bursting with ideas of quests and characters in and around Vimary. You may, however, be having trouble getting started. What should you do first? How can you build your quests into a consistent and fascinating heroic cycle? You need something to get you started.

This **Weaver's Assistant** is designed to give you just that kick in the proverbial pants, to jump-start your cycle. In the following pages you will find a variety of tools, tips and ideas to help shape your T8 games. You will find a ready-made quest (and several follow-up stories) so that you can get going immediately. We have tried to make everything as user-friendly as possible so that you can use this product without having to do a lot of extra work yourself. We do hope, however, that it will also help spark your own creativity. The best roleplaying cycles are always those you create yourself, so use this product as an example and resource, but by all means, do it yourself too.

## CONTENTS

This chapter, *Weaving Revisited*, is intended to be a complement to Chapter 12 of the **Tribe 8 Rulebook**. The latter went over the steps of creating a heroic quest, the basic story type for T8, and gave you some information about the machinations of the Fatimas. This chapter proceeds to give advice on creating cycles, whole series of quests. It also gives you some information about "Children of Prophecy," the first volume in the continuing story of **Tribe 8**. This will help you anticipate and understand some of the changes to come in the game setting.

The bulk of this chapter is taken up by what we call "portrayals." These are essentially Weaver's stage directions for the various elements of **Tribe 8**. The sections reviews both people and places, giving you a quick summary of what they are and advice on how to use them in your stories. The **Tribe 8 Rulebook** examined all these elements in the words of various characters from Vimary; these notes build from those texts. They should help you decide if a Yagan or Magdalite is best suited to be the antagonist in your cycle or just how to include the Keepers and their tunnels in your games. The portrayals should not be taken as inalterable canon, however. If you want to use elements differently to suit your own style and preference, go right ahead.

Chapter Two, *Enemy of My Enemy*, is a complete **Tribe 8** quest suitable for a starting Player Circle. This story focuses on the machinations of a Terasheban Judge and a Skyrealm Z'bri, with the Players caught in-between. You can use this quest to start your cycle, as a later part of it, or use it to inspire other ideas. This story introduces themes that will be developed in later supplements. The chapter concludes with a series of quest outlines that follow up on *Enemy of My Enemy*. By developing these you can create a whole mini cycle.