



TRIBE 8

RPG DEMO GAME

REFERENCE CHARTS

Attribute Descriptions

Name	Abbreviation	Description
Agility	AGI	Physical prowess and coordination.
Appearance	APP	Physical beauty
Build	BLD	Physical size and mass
Creativity	CRE	Mental innovation and quick thinking
Fitness	FIT	Physical conditioning
Influence	INF	Charisma and persuasiveness
Knowledge	KNO	Education and logical thinking
Perception	PER	Alertness and ability to discern details
Psyche	PSY	Mental health and empathy
Willpower	WIL	Mental endurance and conviction

Dream Travel (Yagans; CRE, variable Threshold)

Dream Travel allows the dreamer to leave her body and travel as a specter, observing the world and entering the dreams of others. If used to enter someone's dreams, Dream Travel requires a successful opposed roll against the target's PSY (no modifiers). Once there, the Yagan can manipulate the dreams by rolling CRE opposed by the target's WIL. While in someone's dreamscape, the Yagan can try to gather information from the sleeper. The Yagan can also dominate an animal, temporarily possessing its body. While traveling, the Yagan's body is utterly vulnerable to attacks. MoS determines the duration of travel.

Basic Margin of Success Equivalencies

MoS	Description	Information Gained	Duration
1	Marginal Success	vague information	1 round
2	Moderate Success	basic information	3 rounds
3	Complete Success	detailed information	1 scene
4	Fantastic Success	repressed memories	1 day
5	Legendary Success	no secrets	1 week

Skill Level Values

Skill	Training	Description
0	Untrained	Little or no skill.
1	Rookie	Basic training. Hobbyists & other amateurs.
2	Qualified	Standard level for those earning a living.
3	Veteran	Hotshots and old professionals.
4	Elite	True professionals.
5+	Legendary	The best of the best. Living legends!

Typical Thresholds

2	Routine
3	Easy
4	Moderate
5	Challenging
6	Difficult
7	Very Difficult
8	Extremely Difficult
10	Near Impossible
12+	Pray for Divine Intervention!

Dream Travel Thresholds

Threshold	Effect
4	travel about immediate area
5	enter a dreamscape; possess an animal
6	enter the River of Dream
7	travel to the Fold

Basic Synthesis Threshold Modifiers

Group Ceremony (6+ people)	-2
Use of ceremonial tools	-1
Fast Casting (1 round)	+1
Fast Casting (1 action)	+2

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Game Basics

Tribe 8 is based on the **Silhouette** rule system, which uses six-sided dice (D6). When two or more dice are rolled simultaneously, their results are **not** added together. **Instead, the highest value rolled is considered to be the outcome of the die roll. If more than one "6" is rolled, each extra "6" adds one (+1) point to the total.** If every die rolled turns up "1," the die roll is a Fumble, explained below. Unless mentioned otherwise, **all** die rolls are rolled in this way.

Modifiers can be added to the total of a die roll. If negative modifiers lower the total below zero, the final result is zero. Modifiers are not applied to the dice roll on Fumbles. A **Fumble** is a mistake or mishap that often spells disaster for a player. Fumbles result in an automatic failure (0) as well as other results left up to the Gamemaster (known as the "Weaver" in Tribe 9).

Action Tests

Many actions involve an element of chance. In such situations, an **Action Test** is called for. Action tests consist of a die roll whose result is compared to a fixed value called a **Threshold**. Threshold values reflect the difficulty of the task. Higher Thresholds indicate more difficult situations. If the die roll — with appropriate situation modifiers added — is greater than the Threshold, the test succeeds. The degree of success is defined by the **Margin of Success (MoS)**: a value equal to the die roll (plus modifiers) minus the Threshold. The magnitude of the Margin of Success reflects the success of the test. For example, a MoS of 1 is a marginal success, while a MoS of 6 would be a spectacular one.

If the die roll with modifiers added is less than the Threshold, the test fails. The degree of failure is defined by the **Margin of Failure (MoF)**: a value equal to the Threshold minus the die roll (plus modifiers). If the total die roll and the Threshold are equal, a draw occurs. In roleplaying situations, draws are interpreted as ambiguous results. In combat, draws favor the defender.

When two or more individuals oppose each other's actions, an **Opposed Action Test** is called for. Each opponent makes a roll using the appropriate Attribute or Skill. The highest result wins the test. The lower roll is considered the Threshold for calculating the MoS and MoF. If more than two PCs are involved, separate Margins of Success are worked out between each of them as needed. Tied rolls result in draws, wins for the defender.

Attributes, Skills and Skill Tests

Attributes are zero-average ratings (a rating of zero representing a "normal" person) used to describe the character's innate mental, physical and social capacities. An Attribute's default value is zero.

Skills represent a character's learned abilities and are gained over the course of a lifetime. Skills are not zero-average. Each Skill is also tied to an Attribute and cannot be taken at a level higher than that Attribute plus 2 — if your Agility is +1, you cannot have the Dodge Skill at higher than level 3.

Skills are used to determine the outcome of skill tests, a form of action test. **In a skill test, the number of dice rolled is equal to the skill level of the person involved.** If the PC is unskilled, roll two dice and take the **lowest** number. The level of the relevant Attribute (positive or negative) is then added to (or subtracted from) the number rolled.

Combat

Drama centers around conflict, which often manifests itself as open combat. A well-placed fight can spice up an adventurer's life by adding an element of risk.

Initiative

Initiative determines who acts first in a combat round. To determine initiative, all combatants roll a Combat Sense opposed Skill test. The combatant with the highest result acts first, the next highest is second and so on. Those with tied results act simultaneously. Anyone who fumbles the test is confused for a moment, and cannot do anything except duck. The roll for initiative is repeated at the beginning of every combat round.

Actions

During a round, a character may perform one action (e.g. hit with a sword, fire a bow) at no penalty. If the character chooses to perform additional actions (e.g. ride a horse while firing a bow), **all** actions are penalized by -1 per extra action. An action is defined as anything initiated by the Player which requires a Skill or Attribute roll.

Close Combat

Armed close combat attacks use the **Melee** Skill, while unarmed attacks use the **Hand-to-Hand** Skill. To attack in close combat, the attacker must defeat the defender in an opposed Skill test. The attacker rolls his Skill in the attack form being used. The defender either rolls his Dodge Skill (to avoid being hit), **Melee** Skill (to parry with a weapon) or **Hand-to-Hand** Skill (for unarmed blocks). If the attacker wins, the attack hits the defender. If the defender wins or the result is a tie, the defender avoids the blow. If the attacker fumbles, the attack fails. If the defender fumbles, the attack succeeds unless the attacker also fumbled.

Ranged Combat

Ranged attacks are done using the **Archery** Skill (for bows, slings and other tribal ballistic weapons), **Throwing** (for spears, knives and other thrown weapons) or **Firearms** (for small arms from the World Before). The attacker rolls her Skill in the attack form being used. The defender rolls her Dodge Skill. If the attacker succeeds, the attack hits. If the defender wins or the result is a tie, the attack misses.

Injuries

If an attacker hits an opponent, she does an amount of damage equal to her weapon's **Damage Multiplier** (written as AD + x, meaning the Character's **Armed** Damage statistic plus a weapon-specific number) times her **Margin of Success**, or (if fighting without a weapon) her **UD** (Unarmed Damage) times her **Margin of Success**.

Damage = Weapon Damage Multiplier x Margin of Success

This damage total is compared with the wounding scores of the victim — a hit that does an amount of damage equal to half of the victim's **Stamina** is a **Flesh Wound**, a hit that does an amount of damage equal to the victim's **Stamina** is a **Deep Wound**, and a hit that does damage equal to or exceeding double the victim's **Stamina** is an **Instant Kill**. These scores are represented in the following format (for a character with a **Stamina** of 30): 15/30/60. If an injury does damage less than half the target's **Stamina**, the target suffers a minor injury that is somewhat painful but has no game effects.

Wounds and Action Penalties

Severe injuries are very painful and crippling. These effects are simulated by an action penalty associated with injuries. Each injury applies a penalty to **all** Attribute, secondary trait and Skill tests due to pain and trauma. These action penalties also affect the **Healing** rolls of anyone who attempts to treat the character. Action penalties result from **Flesh** or **Deep Wounds**. **Instant Death** kills.

Flesh Wounds represent painful but non-life-threatening injuries such as deep cuts and minor concussions. Each **Flesh Wound** applies a -1 action penalty. **Deep Wounds** are more severe injuries. Compound fractures of major bones, punctured or crushed organs, damage to major blood vessels and severe concussions are all **Deep Wounds**. **Deep Wounds** apply a -2 action penalty.

Characters engaged in prolonged combat can easily suffer multiple wounds. Action penalties are always cumulative. Note that injuries do not get worse by the mere fact that another injury is inflicted. In other words a character who suffers two **Flesh Wounds** is **not** considered to have a **Deep Wound**, despite the fact that the total penalties are the same.

Armor

In game terms, personal armor is rated by its **Armor Rating**. That rating is added to all three of the character's wounding scores. For example, a character with wounding scores of 13/25/50 wearing leather armor (**Armor Rating 5**) would have effective wounding scores of 18/30/55.

Synthesis and Sundering

Mystical powers play a large role in **Tribe 8**. The basics for all of the powers are the same as any skill test: roll dice versus a **Threshold** and use the **MoS** to determine effects. When in doubt use a **Threshold** of 4. While there are at least three **Aspects** associated with each **Tribe** or **House**, those listed in this package are only those required to run the demo. The brackets which follow the name of each **Aspect** indicate the **Tribe/House** which is able to use the **Aspect**, the **Attribute** which is rolled to check for success, and the recommended **Threshold**.

When spirit and material interact, amazing effects are possible, and dreams literally become reality. This process is known among **Tribals** as **Synthesis**. The **Fatimas** grant specific abilities, known as **Aspects**, to select members of their own tribes. **Synthesis** is modified by **PSY** and the roll represents the ability to enter and manipulate a trance-like state. The **MoS** can be applied to a **Skill** or **action** or can be used as an abstract indicator of degree of success.

The **Z'bri** powers of **Sundering** are the antithesis of **Synthesis**. Whereas **Synthesis** opens the dreamer to the **River of Dreams**, **Sundering** accesses the **primordial Seed**, nature red in tooth and claw. No bonuses can be achieved from **group actions**.

Animation (Melanis; CRE, Threshold 5)

Animation allows the **Melanis** to create tools and artifacts from biological material. Living books, breathing walls, doors that open by themselves are only a few of the effects possible. **Animation** can also be used on living targets, thereby controlling their limbs and actions. To do so the **Melanis** must roll an opposed action test against the **Target's BLD**; the **MoS** equals number of turns the target's limb is in the **Melanis' control**. A **Z'bri** must touch an object to **Animate** it.

See reference chart section for details of **Dream Travel**.

The Past is Dead...

The enigmatic Keepers speak of a World Before. They guide us to look beyond the thick branches and deep woods that coat our land and see the concrete and iron monoliths that rise to the skies. They point to the dead cables and labyrinthine tunnels that run under the soil to the skeletal bridges that now reach only halfway across the river, and they see evidence of a great civilization. I don't know where the truth lies, but it was across this land that disaster struck.

The Z'bri came from elsewhere and descended on the World Before like a plague. They were powerful, mad and magical lords drunk on pleasures so inhuman that they caused civilization to collapse. Endless tombs dotted the lands and the survivors were herded into camps to dance, scream and die for the pleasure of the mad Z'bri lords. This bondage was seemingly endless, blasting away the memories of the World Before.

There were those who kept freedom alive, however. They prayed to the One who guides us all and whispered forbidden memories to one another. When even their hope was on the verge of being washed away forever, the Goddess chose to manifest Herself.

She sent eight strangers — known to us as Nomads — to the camps of Vimary. They taught the prisoners how to summon avatars of the Goddess and sacrificed themselves in these rituals. Thus were born the Fatimas and they were glorious indeed, imbued with holy power and divine righteousness.

First came Baba Yaga the Crone, wizened and old even at the instant of Her birth, who rose with the specter of death about Her. She knew the ways of spirit and spread the word of freedom to the other camps. Next came Eva the Mother, gentle and caring, who brought life and energy back to a dead land. Then came Magdalen the Lover, erotic and mysterious, who empowered those who had been victims.

Next came Tera Sheba the Wise. Stern and cold, She brought order and law to the downtrodden. Almost simultaneously, Dahlia the Trickster brought hope and wonder. Mary the Forgiver brought the promise of peace and care after a dire struggle.

Finally came Joan the Warrior and Joshua the Ravager. Iron and fire were they, and as they raised their swords, the struggle for liberation began in earnest. We would have our freedom, but at a terrible price.

The victory against the monsters was neither easy nor complete. In the end, Joshua and His tribe were slaughtered in a final conflict with the Z'bri overlord. The horrors were pushed back to the north of Vimary, but they were not destroyed. Even the giddy days right after Liberation were bittersweet as Mary, most gentle of the Fatimas, was struck down by a mysterious ailment, only to be reborn as Agnes the Child. The seven surviving Fatimas gathered together their chosen children and formed the Seven Tribes — the new Nation of humanity.

We were liberated, but not yet free.

Your Future Begins Now.

The world of **Tribe 8** is both similar to and very distant from our own. After a devastating crisis that saw the world overrun by supernatural entities known as the **Z'bri**, humanity is only just barely recovering. A generation or two ago, seven tribes of humans freed themselves from the concentration camps of the Z'bri thanks to the leadership of the **Fatimas**, avatars of the Goddess who burn with arcane power. Each one represents a powerful human archetype — from the warrior to the child — and leads a tribe of Her own.

These Seven Tribes control about a third of a large island known as **Vimary**. The Z'bri still control a portion, and the rest is wild and unkempt. The Fatimas have set up a tribal society, based around kinship and common worship of the Goddess and Her avatars. Those outside the Seven Tribes are seen as doomed and worthless, or as vile pup-

pets of the Z'bri horrors. Those within the tribes who are loyal and rise in the priesthood gain access to a great power known as **Synthesis**: the ability to tap into Dream and accomplish magical feats. This is the **Fatimas'** ultimate gift.

But there exists a prophecy, believed to be uttered by Joshua, the Eighth Fatima who died during the uprising against the Z'bri. It speaks of an Eighth Tribe arising among outcasts. These **Fallen** will complete the liberation of humanity, the prophecy claims, perhaps overturning the other **Fatimas** and completing the destruction of the Z'bri. Many outcasts claim the title of the Eighth Tribe, but now more and more are appearing with a legitimate claim. These people have retained (and augmented) their power of **Synthesis** after their banishment, built a community known as **Hom** and are ready to challenge their oppressors.

Tribe 8 is their story.



Those Who Are Blessed

Agnes the Child: The youngest of the Seven **Fatimas**, Agnes represents all that is beautiful and innocent about a child, as well as everything that is capricious and petty. The **Agnites** are explorers and traders, but their disturbing play claims many victims. Agnes was born from the corpse of **Mary the Forgiver**, a **Fatima** felled under mysterious circumstances.

Baba Yaga the Crone: The oldest of the **Fatimas**, **Baba Yaga** is a withered crone of metal and leather with dominion over death and fate. The **Yagans** are the fortune-tellers and morticians of **Vimary**. They are learned and wise, but distant and feared by many.

Dahlia the Trickster: **Dahlia** is devious and beautiful. She and her tribe of **Dahlions** travel in caravans and believe in altering perceptions through games, tricks, drugs and other means. Those who learn from Her games come to worship Her, those who fall victim learn to hate Her.

Eva the Mother: **Eva** is a nurturing mother who has dominion over growth and agriculture. It is thanks to the **Evans** that the tribes can eat, as they grow bumper crops through the worst weather. **Eva** is a smothering parent, however, often choking the freedom out of Her children.

Joan the Warrior: **Joan** is mighty and stoic. The strong right arm of **Tera Sheba the Wise**, She and Her **Joanites** are warriors without compare. They are reputed to be both honorable and without compassion, ready to destroy all if so ordered.

Magdalen the Lover: The most beautiful of the **Fatimas**, **Magdalen** and Her **Magdalites** embody all the raw passion of sex and the intimacy of love. Her tribe serves as concubines and diplomats, advisors and holy prostitutes.

Tera Sheba the Wise: The closest things to leaders among the **Fatimas** and the tribes, **Tera Sheba** and Her **Terashebans** (or **Shebans**) are stern and perceptive. The **Fatima** believes in cold justice and the absoluteness of the law, and She is infamous for Her intolerance and power mongering.

Those Who Are Outcasts

Fallen: A collective name for outcasts from the Seven Tribes who have retained a powerful connection to **Synthesis**. The **Fallen** claim the title of the Eighth Tribe, but are not organized enough to unite as of yet. There are four loose factions of **Fallen**: the **Doomsayers**, the **Herites**, the **Jackers** and the **Lightbringers**.

Doomsayers: The **Doomsayers** are very concerned with prophecy and clairvoyance. They believe that a proper interpretation of the **Prophecy of Joshua** is critical to the future of the **Fallen** and the rest of humanity.

Herites: **Herites** are bonded by their hatred of the **Fatimas**. They believe the "Seven Deaths" must be eliminated for humanity to be free, and the sooner the better.

Jackers: **Jackers** are radically anti-Z'bri. They believe in finishing the job begun during the **Liberation** and often try to hunt down the horrors themselves. Many **Jackers** are former **Joanite** warriors.

Lightbringers: **Lightbringers** are the closest thing the outcasts have to leaders. They believe in building a full tribe out of the **Fallen** and uniting humanity.

Those Who Are Abominations

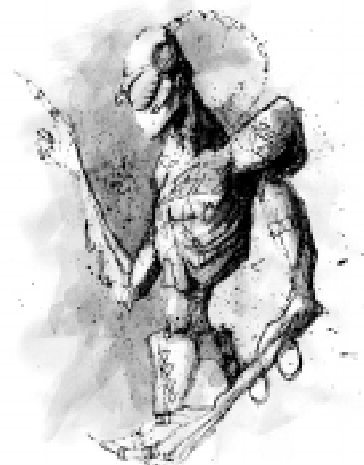
Z'bri: Spiritual entities wielding vast arcane powers, the **Z'bri** are murderous monstrosities that tore the **World Before** asunder. Some claim they are more complex, having a morality all their own, but most people in the tribes see them as pure evil. The four **Houses of the Z'bri**, each ruled by their own **Prince**, are the **Flemis**, the **Koleris**, the **Melanis** and the **Sangis**.

Flemis: The ambassadors of the **Z'bri**, the **Flemis** are bloated and pasty in appearance. They seem to form a hive mind of sorts and are highly dour and stoic.

Koleris: The most savage of the **Z'bri Houses**, the **Koleris** are monstrous warriors. Prone to fits of rage and bloodlust, their bodies are constantly in motion, bony spikes growing and retracting with their fickle moods.

Melanis: The most mysterious of the **Z'bri Houses**, the **Melanis** are mystics and scientists. They are mistrusted by even their own people and hide behind dark cloaks and in fortified keeps.

Sangis: The leading **House of the Z'bri**, the **Sangis** are tall and disturbingly beautiful. They are seductive and depraved and take great pleasure in the suffering of others.



Serpents: a Story of the Eighth Tribe

Prelude: Deception and Dissent

Mar'kkm'kay, a lower-class Melanis charged with employing infiltrators and spies to gather information about Tribal and Fallen society, is remarkably unsubtle in his techniques. Deciding that the Broken Boughs, a certain relatively non-influential cell of the Fallen, would be ideal for his uses, he's decided to try to blackmail them into submission. Placing an artifact of Joshua in their possession as they sleep, Mar'kkm'kay sends one of his underlings to alert the Watch to the 'outcast thieves' who have obviously been desecrating temples to get their hands on sacred artifacts. The news has spread ahead of the approaching coterie, however, and an ally of the Fallen Cell has run ahead to warn them of the impending danger...

Scene One: Awakening

The Broken Boughs are sleeping in their home when they hear a desperate knock at the door. When one of the cell enters the main room to answer the door, she spots a strange artifact — what appears to be a piece of a shattered sword blade, covered in Tribal and Joshuan runes — lying out on an otherwise empty table. The knock sounds again, getting louder and more insistent until someone answers the door. As soon as the lock is pulled back, Christof — an ally and friend of the Boughs — bursts into the room, still trying to catch his breath. The tall, older man gasps out a warning that a troop of Shebans and Joanites have 'found out' about the group's possession of the artifact, and they are on their way to take the cell into custody. Questioning Christof will reveal that he saw a troop of about twenty warriors making its way across the bridge, and that they will be there quite soon. The Tribals are apparently under the impression that the Cell committed theft and murder to obtain the strange artifact sitting in the middle of their main room. Christof doesn't know much more about the matter, and is genuinely shocked to see that they actually have the artifact that they've been accused of stealing.

Should the Players choose to run immediately, they will be able to evade the oncoming force. Should they wait around and debate their choices, a number of possibilities arise. Staying to fight (or debating for longer than five minutes) will see the PC Cell confronted with an armed troupe of approximately 14 trained warriors. The fact that the PCs are on their home turf does grant them an advantage (+1 modifier to all AGI-modified rolls), but some careful tactics will be required to survive the encounter. Turning themselves in is an option as well, and the next scene assumes that the Shebans have taken the Cell into custody. If the Cell has escaped, move directly on to Scene Three, with the introduction of Bairn where appropriate before the scene begins.

Joanite Warriors AGI +1, BLD +1, FIT +1, PER +1, Stamina 35 (28/45/80), UD 7, AD 7. Combat Sense 2/+1, Dodge 1/+1, Hand-to-Hand 2/+1, Melee 2/+1. Sword (AD+8), Armor (AR 10)

Scene Two: Intervention

As they are led away from their home, the PCs notice that a crowd has begun to gather in the street. Originally just gawkers, the mood of the gathered throng begins to change as the PCs are led out, their hands bound. If the PCs do nothing to stop the crowd, the tension grows. Soon the bystanders are pelting the Joanite warriors with debris of all sorts, from rotting fruit to rocks and handfuls of gravel. The crowd gets uglier and uglier as the Joanites struggle to get their captives down the street towards the bridge, and it's not long before a full-scale riot breaks out.

Observant PCs (Natan or Danyel, making a Notice roll vs. 4) spot a man in the middle of the crowd who seems to be taking great care to incite the riot and keep it going as long as possible. As soon as the crowd swarms the troupe of warriors, the man is behind the PCs, releasing the ropes that have bound their wrists and pointing down an alley-

way towards safety. The man, a fellow by the name of Bairn, will accompany the PCs as long as they permit.

Scene Three: A Proposition

Once the Cell stops to rest and regroup somewhere the members consider safe, the man reveals himself to be a serf, a servant of the Z'bri. He claims to have freed them on orders from his master, a Melanis beast named Mar'kkm'kay. Reciting what feels very much like a memorized speech, Bairn informs the Boughs that Mar'kkm'kay sent him to both plant the artifact and alert the Watch to the fact that the PCs had it in their possession. As Fallen, they are already criminals, and members of the Seven Tribes believe that the Fallen are capable of just about anything. Bairn reminds the PCs that they are already being chased by the Watch, which will not stop until the Fallen have been cleared, or until they've been killed.

Once all that has been said, Bairn offers the PCs a proposition from his master. Mar'kkm'kay wishes to employ the PCs as spies, working as his eyes and ears within the Fallen, reporting information back to him on a regular basis. Should they accept his offer, he'll return the artifact and convince the Watch to call off their manhunt. If they refuse, Mar'kkm'kay will ensure that the Watch finds them and has them executed. He'll give the PCs half a day to decide, and he will send another messenger at noon to hear their reply.



Should the PCs wish to make a reply in the affirmative right away, Bairn will happily take them to the Duskfall forest to be introduced to his — and soon their — master. If they interrogate the serf, they'll find that Bairn knows little more than what he told them, except for the fact that both the Joanite shrine from which the artifact was stolen and Mar'kkm'kay's home are situated in the Duskfall forest, a gloomy woods not far to the northwest.

Again, there are a number of options available to the Players. Asking around and doing some research on the artifact and the charges against them will uncover the following facts:

- the artifact is a splinter from the blade of Joshua, usually kept in one of Joan's shrines in the Duskfall
- the artifact was stolen from the shrine late last night
- despite the fact that one of the guards reported seeing what he thought was a Z'bri at the shrine, the Watch decided that a group of Fallen were to blame.

If the PCs go to Deus, one of the leaders of the Fallen, he will ask them to return the artifact to the shrine, as the anger of the Tribes would certainly begin to extend itself towards all of the Fallen, not just their one small cell. Should they decide to go to the shrine to return the artifact, they encounter the Joanite guards described below. If they travel directly to Mar'kkm'kay's home, they encounter him in Scene Five.

Scene Four: The Temple of Sorrow

The shrine is not terribly difficult to find; in fact, the artifact (assuming that the PCs still have it in their possession) seems almost eager to be returned, and gives the most spiritually inclined PC (once she touches or somehow manipulates either the artifact or a map) an eerie flash of

insight, pinpointing the location of the shrine within the forest. The shrine itself is an imposing-looking temple, constructed from ruins of the World Before and overgrown with ivy vines. Two guards remain on duty at the door (see Joanite statistics in *Scene One*). The interior is one vast, empty room, and the dust that coats the floor has obviously been recently disturbed. The walls are carved with the symbols of Joan and Joshua, and a single block of stone stands as the altar at the far end.

If the PCs return the artifact to the altar, Mar'kkm'kay is waiting for them once they exit the shrine.

Scene Five: The Devil's Due

Mar'kkm'kay greets the PCs with eloquence and aplomb, his twisted and unnatural frame wrapped in a concealing black cloak. He asks them again whether they will help him by spying on their people. If they finally agree, he brands his seal, an endless spiral, upon their upper arms with one touch. If they refuse, he attacks. The battle should be difficult, but not impossible. Once the tide begins to turn against him, the Z'bri will try to talk his way out of trouble.

Aftermath: Swelling Tides

The ending is malleable, depending on the intentions of each particular gaming group. Should there be interest in an ongoing campaign, have Mar'kkm'kay escape to torment the PCs at a later date, when he has regrouped his forces and increased his strength. If the flavor of the game is bent towards the heroic, then Mar'kkm'kay will die with the drama necessary for a perfect finale.

There have been a number of opportunities throughout the game for the PCs to take up Mar'kkm'kay's offer and turn traitor against their fellow Fallen. Should they take this offer at any point, they are inducted into his household in a brief ceremony. Afterwards, Mar'kkm'kay instructs the Cell to gather information on the various factions of the Fallen — their specific beliefs and the individual leaders — and sets up a system by which one member of the Cell is to report to him at regular intervals.

If the Broken Boughs do not accept his offer, and in fact succeed in returning the artifact and clearing their names, they will be hailed by Deus, leader of the Lightbringers, as heroes of the Eighth Tribe. They will find that their opinions carry a good deal more weight among the Fallen, and they are acknowledged as having averted a real and dangerous crisis.

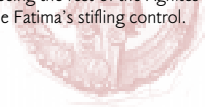
Both of these outcomes can be used as the springboard to a longer campaign, and this cycle can easily be run with characters of the player's own creation. We encourage you to check out the **Tribe 8** line of products for more information on Vimary and the world of the Fallen!



Player Characters: The Broken Boughs

Natan Toybane: Agnite/Herite

Banished by Agnes because he "just wasn't fun anymore," Natan tends to be a solemn and serious boy. It's only now, making his home amongst the Fallen, that he feels free enough to be a child for real. A meager 15 years old, he's devoted his life to freeing the rest of the Agnites from the Fatima's stifling control.



Cassandra Yanig'on: Yagan/Doomsayer

Cassandra had spent the better part of ten years studying the various collections of prophecy that had been kept from the World Before and written during the Liberation, until the day came when she asked one too many questions about the wrong people. Now languishing in exile, she has become more convinced than ever of the corruption of the Seven Tribes and the truth behind the Prophecy of Joshua.

Jahanna the Reaver: Joanite/Jacker

Jahanna was a Templar of Joan, her blade swift and bright in the sun, her arms strong as the trees, until she fell deeply in love with a Magdalite man and began to neglect her duties to spend time with him. She feigned illness in an attempt to get herself transferred to a post near his home, and found herself exiled for daring to love a person more than her Tribe and her sacred duty.

Danyel Demorion: Magdalite/ Lightbringer

A sensuous and hedonistic man, the Concubine found himself falling in love, for the very first time, with a Joanite Templar. When he heard that she was to be outcast for loving him, he renounced his tribe and followed her into exile. He dreams of the day when the Tribes and Fallen are reunited for good under the aegis of the Goddess.

Natan Toybane:

Eminences: Inspiration, Freedom

Attributes: AGI +1, APP 0, BLD -1, CRE +2, FIT +1, INF 0, KNO 0, PER +2, PSY 0, WIL -1, Strength 0, Health 0, Stamina 20, Unarmed Damage 4, Armed Damage 3. 20/40/80

Skills: Camouflage 2/+2, Disguise 2/+2, Dodge 1/+1, Hand-to-Hand 2/+1, Notice 1/+2, Read/Write (Tribal) 1/0, Sneak 2/+1, Streetwise 2/0, Throwing 2/+1, Trade 2/0,

Equipment: Dagger (AD+3), collection of trinkets, yo-yo (add three more items of player's choice, subject to Weaver's veto)

Cassandra Yanig'on:

Eminences: Fate, Mystery

Attributes: AGI 0, APP 0, BLD 0, CRE +1, FIT -2, INF 0, KNO +1, PER +1, PSY +2, WIL +2, Strength -1, Health 1, Stamina 30, Unarmed Damage 2, Armed Damage 2. 15/30/60

Skills: Dreaming 2/+2, Healing 2/+1, Herbalism 1/+1, Lore (Prophecy) 2/+1, Read/Write (Tribal) 2/+1, Teaching 1/+1, Synthesis (Dream Travel) 2

Equipment: Medical supplies (herbs and bandages), staff (AD+5), books of lore (add three more items of player's choice, subject to Weaver's veto)

Jahanna the Reaver:

Eminences: Devotion, Bravery

Attributes: AGI +1, APP +1, BLD +1, CRE +1, FIT +2, INF 0, KNO +1, PER -1, PSY +1, WIL 0, Strength 1, Health 1, Stamina 30, Unarmed Damage 7, Armed Damage 7. 29/44/74

Skills: Combat Sense 1/-1, Dodge 2/+1, Hand-to-Hand 2/+1, Healing 1/+1, Human Perception 1/-1, Interrogation 2/+1, Melee 2/+1, Navigation (woods) 2/+1, Tactics 3/+1, Synthesis 1

Equipment: Long sword (AD+11), scale armor (Rating 14), machete (AD+8) (add three more items of player's choice, subject to Weaver's veto)

Danyel Demorion:

Eminences: Sensuality, Unity

Attributes: AGI 0, APP +2, BLD 0, CRE +1, FIT 0, INF +1, KNO +1, PER +1, PSY 0, WIL 0, Strength 0, Health 0, Stamina 25, Unarmed Damage 4, Armed Damage 4. 13/25/50

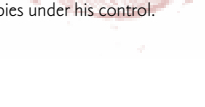
Skills: Dance 2/+2, Combat Sense 1/+1, Etiquette 2/0, Gambling 2/+1, Hagglng 1/+1, Hand-to-Hand 1/0, Human Perception 2/+1, Melee 1/0, Notice 1/+1, Ritual 1/+1, Seduction 2/+2, Slight-of-Hand 2/0, Streetwise 2/+1

Equipment: Playing cards, Knife (AD+5) (add three more items of player's choice, subject to Weaver's veto)

Non-Player Characters

Mar'kkm'kay: Melanis Iv'chet

A minor member of the Melanis House, Mar'kkm'kay has been assigned to find Tribals and Fallen to be spies for the Melanis within the Nation. He tried subtlety for a while, but found the results of careful planning and slow intrusion to be entirely unsatisfactory. He has decided to resort to more dramatic tactics in an effort to increase the number of spies under his control.



Bairn: Warrior Serf

A devoted servant of Mar'kkm'kay, he has been the Beast's mouthpiece and go-between for decades now. He looks perfectly human, but his identifying tattoos change with need; he can appear as a member of the Fallen or any of the Seven Tribes with but a touch from his master.



Mar'kkm'kay:

Attributes: AGI +2, APP -2, BLD +3, CRE +3, FIT +2, INF +2, KNO +4, PER +2, PSY +3, WIL +3, Strength 3, Health 3, Stamina 55, Unarmed Damage 8, Armed Damage 8.

Skills: Combat Sense 2/+2, Disguise 2/+3, Hand-to-Hand 2/+2, Human Perception 3/+2, Interrogation 2/+3, Lore (Fallen) 2/+4, Melee 2/+2, Mythology 2/+4, Notice 3/+2, Ritual 3/+4, Tactics 2/+3, Sundering (Animation) 2.

Bairn:

Attributes: AGI 0, APP 0, BLD +3, CRE 0, FIT +2, INF 0, KNO 0, PER +1, PSY 0, WIL -2, Strength 2, Health 0, Stamina 40, UD 10, AD 7.

Skills: Combat Sense 2/+1, Dodge 2/+1, Hand-to-Hand 3/+1, Sneak 2/0.

Equipment: Mace (AD+9), winter cloak, animal traps, satchel with supplies