

Children of LILITH



A Tribe  Cycle



Dream Pod 9



Children of Prophecy



Part Two

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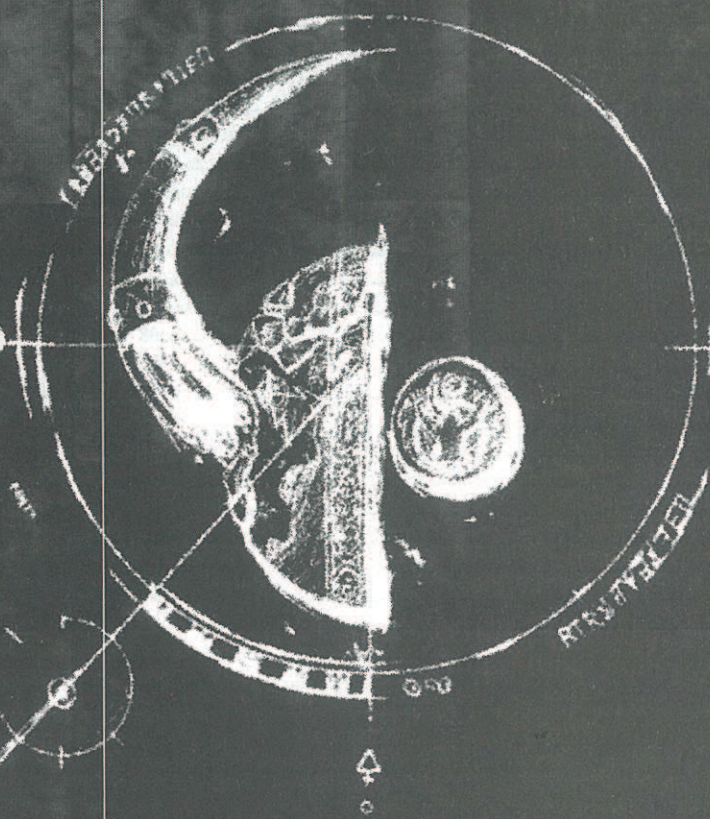
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Prelude:

She comes from the South,
From the lands of woe and death.
She waits for the brave,
To free Her from a holy womb.
She is our past returned,
And our future reborn.
— The Chant of Jonhur



Vision of a Goddess

It is cold, but I don't feel it. It is dark, but I still see the land below me.

Whispers from a dawn yet to be draw me on, and I float with the wisps of chill clouds.

Her voice is love, warm and reassuring. I am unafraid.

Searching, I head towards the hint of new day; a great day.

All around me, shadows loom against the night. Foul cries of creatures not fit to be beasts of the Mother haunt me as I silently advance.

The pungent smell of life, the salty taste of blood, assaults me as I drift.

I follow a deeper blackness that sinks into the shadows of the nighttime world.

A great black bird, an owl, glides on still wings below me. Or is that my shadow that races across field and shining river? I am drawn on; the dream shifts.

The ancient ruin sits by a moonlit lake. I am above a crest of mountains and then I am across the flickering water, riding an unfelt breeze. She is here, amongst the silent stones of a place that once was. She is singing out words I cannot quite hear, so I draw closer.

The snow is blindingly bright. Dark shapes lope across its cleanness, dragging their taint with them.

"Father."

The word hangs still and bold, a cry of the heart that licks like a forgotten childhood scent against my mind. Remorse, despair, loss. They sweep over me as the wave of emotion swallows me in its embrace. Time is forgotten for a while.

Then I wake. My spirit is my own again, my thoughts free. I am filled with peace at Her touch.

"Come, child. Their sacrifice must not be in vain. They have waited so long, and now they are dead."

I see an island, my island, Hom. A bright light dances high into the sky. A pillar of flame licks the clouds.

"The prophecy has come, and all who would bear witness are lost to the Beats' claws. You must take their place."

The dream shatters. I stretch, with my eyes closed tight against forgetting.

"Come, child. The prophecy is here."

My eyes flutter against the daylight, and the image of flame burns me with every blink.

— The Vision of Jonhur, Chosen of Lilith





Destiny's Child

Know that I am a Doomsayer, once of Baba Yaga. This proof I give to you did not begin in the way I have transcribed it. No, it began elsewhere — beyond this world. My words are to keep your blind eyes open, so that they do not close in your ignorance of the Goddess' plan. For the last two seasons, the stars have been aligning and telling strange tales. I have been contemplating these and many other signs, trying to fathom their meaning. Now I have the answer.

I have seen the moon grow dark, as it did when the Eight were first born. I have heard the great broken body of Joshua stirring in His ancient tomb. My dreams have shown me our salvation, for the time of the prophecy comes, and the fulfillment of that prophecy is the child of Joshua. The Mother-Goddess has shown me a holy resting-place, where Joshua's daughter has waited for two generations to rise up and lead Her father's Tribe in His name. For Lilith comes, and with Her, the Eighth Tribe is born.

— Jonhur the Chosen

Judgment Days

A Tribe 8 Cycle Book

Children of Lilith is the first Tribe 8 Cycle Book, a product designed to give you a complete cycle to play. This story centers around the rise of Lilith the Liberator, the daughter of Joshua the Ravager and the Fatima of the Fallen.

Only this brief prelude is in the typical narrative style of Tribe 8, although bits of narration appear in the other chapters. The bulk of the book strives to be as user-friendly as possible, giving plenty of advice and options to Weavers and providing all the tools to play this cycle. The cycle itself consists of four major quests, each featured in one of the first four chapters. Chapter One also contains an overall introduction to the cycle.

Chapter Five includes character backgrounds and game statistics, along with details on locales and organizations important to *Children of Lilith*. These can be used separately from the cycle as well.

This has been a hard year for us Fallen. Once we were just ignored or spat upon, but our presence is now the focus of active persecution by the Tribes. Oh, I say the Tribes but it is clear that I mean the Shebans and Joanites — the Pillars of the Nation. I have heard word and rumor of what the Sheban judges have been saying, or should I say declaring, for the Tribes and for us. High Judge Verra Thaim'on leads the way to placing Sheban law over all the Tribes under the banner of "universal justice." This will surely see our loose ties with the Tribes come to an end. A mixed blessing, I agree, but we are still too young as a nation to survive without their limited help and protection.

Other Judges go even further in their views about what should be done with the Fallen. I have been told by a Magdalite diplomat that High Judge Cylix grows ever distasteful of the constant reminders of our existence visible from his courtroom window. If the memories of the Z'bri and the camps were not still so strong, I am sure he would advocate death rather than banishment. We must grow up soon, or we will be lost.

— Altara Ven, member of the Eighth Tribe

Judicial Favor

Honored Judges, it is time for action. We must remind the Fallen of the Fatimas' grace. I have personally witnessed their heretical talk. I have seen the hate in their eyes. Will they rise up against the laws of the Seven Sisters? With respect, I acknowledge the great efforts of the Joanites who serve admirably and with distinction to carry out the just law. But, your honors, rebellion is on the tongues of the Fallen and we must be more than watchful. I ask the court's permission to form a special inquiry with appropriate sanctions to limit the threat of the Fallen. I submit that this is in the vein of Universal Justice and the court's previous decisions for Vimary and the Seven Tribes.

— Mezat Ever'on, Sheban Inquisitor

Other Sisters, Other Sights

We are agreed, and this is our record of what was said, for none to dispute.

We have seen our new Sister and read the flow of fate. It is not our place to interfere in our Brother's legacy and so we shall not. So we stand away and watch. We are the Fates, and it is our place to be one with Dream. To this, we are agreed. To this, the others must obey. To do otherwise is to defy both the Mother-Goddess and ourselves.

— Baba Yaga the Crone, speaking to Her fellow Fates at the Pool of Enlightenment

My Brother, I feel your pain. I see the Daughter-Child rising from the ashes. Oh my Brother, is this what you spoke of as we watched you bleed? You must know that much has changed. Is this wise? You must now understand the actions of the past. Why challenge the authority that is all that keeps us from the wilds? I know that the pact we have with the Z'bri Houses is built on the blood and souls of your people. But Brother, what has been done is done. We must keep the Tribes safe. There is no changing the past, but soon we will correct those wrongs to bring about a brighter future. You know that my arm is loyal to our Sister Sheba. I cannot change that now, or the past will rise up and overwhelm me. My duty is my meaning. Warn your child, dear Brother. I fear for Her. Tell Her She is loved by Her closest Aunt. I wish that we were not bound so to fate. You will always have my love. I owe you that much.

— Joan's silent confession



Chapter 1:

My Lady of the Dance, I am pleased to report that we have discovered the relics you said would be in this forbidding wasteland. Also, the recent appearance of Jacques, the Joshuan, has led many of the Fallen to claim that the time of prophecy is at hand. The stage is set. The players are in fine tune. Please come quickly, my Lady, as only you can. I wish greatly for this jest to be underway.

— From the letters of Brehnsun, Dahlian Spy



INTRODUCTION TO CHILDREN OF LILITH

Children of Lilith is the first cycle book for **Tribe 8**, and covers the rise of an eighth Fatima — Lilith the Liberator. She has supposedly come to guide the Fallen and fulfill the Prophecy of Joshua, Her father. It is also a continuation of *Children of Prophecy*, the first volume for the **Tribe 8** storyline, which began in *The Enemy of My Enemy* from the **Weaver's Screen & Assistant**. Having played *EoME* is not essential to play this cycle, although information in it precludes some of these events. See p. 10 for guidelines on integrating *The Enemy of My Enemy* and *Children of Lilith*.

If you intend to play *Children of Lilith*, read no further. The following information is for the Weaver only.

Children of Lilith details the events surrounding Lilith's reign over the Eighth Tribe, a period of just over a year. This book is broken up into four quests, along with sections of source material concerning Lilith, important personalities in Hom and Vimary, two locations, artifacts and new Synthesis powers. The first and last quests are the "bookends" of Lilith's rule, detailing the Her rise and fall. The other two quests cover important milestones in Lilith's reign and include various other hooks. These are short sections detailing other events that can be set up to include the PCs.

Children of Lilith is not only meant to be a dramatic story, but also to act as a dynamic backdrop over which the Weaver can create her own stories. Given that Lilith rules over the Fallen for about a year, there is plenty of time in which to create stories around or tangential to Her reign. The remaining quests and cycle books in the *Children of Prophecy* volume, which will follow *Children of Lilith*, will build upon the events here.

If you do not wish to play a cycle lasting over a year in game time, but still want to use *Children of Lilith*, the flow of events can be accelerated at your leisure. You may need, however, to adjust the notes on weather and feast days included in several of the quests and hooks.

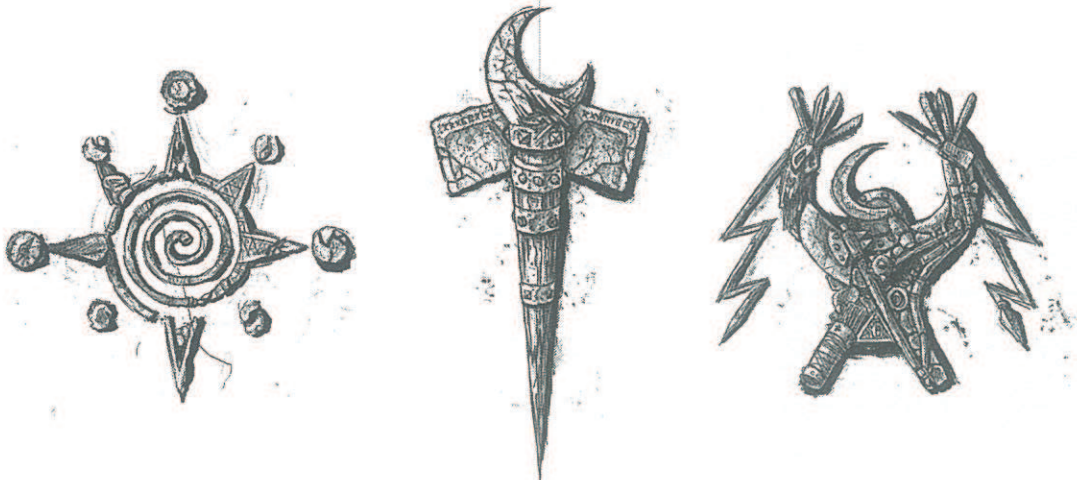
THE TRUTH OF LILITH'S REIGN

Children of Lilith centers around the Fatima Dahlia's scheme to teach the Fallen a lesson, one that they need to learn well if they are ever to find their destiny as the Eighth Tribe.

Tera Sheba is debating using the Joanites to destroy Hom and the Fallen, and with them the prophecy of their now long-dead Brother, Joshua. Dahlia disagrees with Her sister's crude solution. Dahlia's secret alternative centers on the creation of a false eighth Fatima, Lilith the Liberator, who will come to the Eighth Tribe as a savior intending to fulfill the prophecy of Joshua the Ravager. Lilith the Liberator's "construction" proves possible with the discovery by Dahlia's followers of part of Her Brother Joshua's body. The powerful Synthesis residing in the relics helps to give both life to this eighth Fatima and authenticity to Lilith's claim of being Joshua's daughter, returned from two generations in the wilderness.

The second stage of Dahlia's scheme is to manipulate the Eighth Tribe into weakening Tera Sheba's power in Vimary by focusing Lilith's followers against the Wise One through portents of the plans for Hom's destruction. Meanwhile, Dahlia intends to aggravate the state of confusion that will exist amongst the Fatimas because of Lilith's arrival. She plans to watch closely and work on the inner fears and doubts of Her Siblings to stymie efforts to attack the Eighth Tribe. Through Lilith, she will direct attacks and actions against Tera Sheba, working to bring about a shift of influence among the other Tribes. Dahlia also intends to bait Tera Sheba into persecuting the Fallen to set up for the end game, which should create a split between Tera Sheba and Joan.

In terms of the Fallen themselves, Dahlia wishes first of all to see the dangerous Herite faction of the Eighth Tribe destroyed, engaging them through Lilith in suicidal attacks on the Shebans. Over the long term, She also wishes the Fallen as a whole to learn from the "trick" of Lilith, to show them they are not as independent as they pretend to be. She hopes the Eighth Tribe will become stronger by confronting their own failings — a dangerous gamble indeed.



CONTENTS

The *Prelude* contains various narrative pieces concerning the coming of Lilith, some of which will appear in the various quests to come. *Chapter One: Joshua's Legacy* begins with a vision quest that leads the Player Characters into a long journey into the Outlands. In the finale, an attack by overwhelming numbers of Z'bri monstrosities ends in Lilith's birth. *Chapter Two: Lilith's Gift* details the events surrounding Lilith's arrival in Hom, and the bickering of the factions over Her true nature and the proper response to Her arrival. The Seven Tribes are also troubled by Her appearance, and the Pillars instigate an unprecedented attack, which Lilith halts. She then gives the Fallen a new place to call home.

In *Chapter Three: Solstice Rising* the Shebans try a new tactic, one of covert activity against the Fallen. They use inquisitors from the secretive Order of the Black Owls as their main agents. When the Fallen retaliate, they learn of dark connections, and then race is on to save Hal Ninva from a Z'bri in their midst. *Chapter Four: The Last Days* sees the major threads of the cycle come together in a mock Liberation Festival on Hom, sponsored by Dahlia Herself. Some of Lilith's closest followers finally understand Her true nature, while both the Pillars and the Z'bri try to eliminate the Liberator once and for all.

Chapter Five: Weaver Resources lists statistics and information for each of the major personalities not appearing in other *Tribe 8* books. It gives information on the Fallen's new home, Haven, and on The Institute, a curious realm caught between the Physical and Spiritual Orbs. The chapter also provides an overview of the great spring celebration, The Festival of Liberation, and details various factions, artifacts and powers that appear in the quests.

FORMATS

Chapters one through four each contain a complete quest that marks a major stage in the cycle. The first and last — *Joshua's Legacy* and *The Last Days* — begin and end Lilith's reign, each featuring a tight narrative and covering a short time span. In these, each act and event follows shortly upon the last. The second and third quests — *Lilith's Gift* and *Solstice Rising* — cover significantly more time and are looser in narrative. Each of these contains several "hooks." These are significant events that can be tuned into side-adventures for the Player Characters at the Weaver's discretion.

Each quest begins with a *Quest Introduction*, detailing where the quest falls in the bigger picture of the campaign and what has recently transpired to lead up to the present circumstances. Each quest typically contains three acts. The acts are composed of two sections: *Weaver Synopsis* and *Tips and Resources*. The *Weaver Synopsis* forms the bulk of each act, and is broken down into various key scenes. It gives the details of how to get the PCs involved, the various likely events and scenes of the act, along with the outcomes. *Tips and Resources* includes hints on staging, mood, pacing and how to keep things

on track. It also contains details on Non-Player Characters and locations. *Lilith's Gift* and *Solstice Rising* both end with a section entitled *Between Quests*. This provides an overview of events in the weeks and months between major events, tracing the growing ramifications of Lilith's presence.

Chapters two and three also include hooks, complete with possible scenes and outcomes. Hooks appear where most appropriate chronologically, usually right after *Between Quests*, because they can help fill the downtime before the next quest begins. For the purpose of the larger story, consider that these hooks take place sometime in Lilith's reign whether the you run them or not, for they add to the tale of the events that surround Lilith in this time. If you choose not to run some (or all) of them, then word should reach the PCs at some point about these events and how they were resolved.



ENEMY OF MY ENEMY

If PCs have played *Enemy of My Enemy* from the *Weaver's Assistant*, then there may be a few implications that need to be taken into account before running *Children of Lilith*. Most importantly, the Players (and their characters) will have been witnesses to some of Dahlia's earlier machinations. This may allow them to divine Lilith's nature earlier than expected. If they played the quest *Village of the Damned* (see *Weaver's Assistant*, pp. 30-31) they will also have already been to Mahgog, the site of Lilith's birth. They can hence attest to the changes therein and may find Lilith's birth even more credible. They may be familiar with some of the dangers of the journey there, although the wild Outlands will have changed some since their last visit.

Jacques the Joshuan presents an interesting opportunity. At the end of *Village of the Damned*, he retired to Mahgog with some others (assuming he survived). Depending on the Weaver's preference, Jacques could reappear during the climactic battle at the end of Joshua's Legacy, could have vanished into the Outlands, or could become an ally throughout the cycle. As a follower of Joshua, he may well accept the birth of Lilith and join Her. On the other hand, he can probably attest that the relics that form Her body were stolen from Mahgog by bandits, bandits the Player Character may know to have been Dahlian. See *Weaver's Assistant*, p. 31, for details on the bandits, and p. 36 for details on Jacques.

WEAVING THE SEASONS

Children of Lilith begins in late winter, with *Joshua's Legacy* which flows directly into *Lilith's Gift* which ends after the Spring Equinox. *Solstice Rising* begins in the week before the summer solstice and *The Final Days* sees the end of Lilith's reign almost four months later as a harsh winter sets in a month early. These two large periods allow plenty of time to run multiple quests. Since *Children of Lilith* covers an extensive period, with many changes to Lilith and the attitudes of the Fallen, it could well be extended over dozens of gaming sessions if the Weaver includes other material. One possibility for other adventures is the inclusion of other **Tribe 8** adventure products during this time, to add to the depth and continuity of a cycle.

The real purpose of this open cycle format is to offer numerous opportunities for the Weaver to write and run her own material between the quests given here. These quests could concern Lilith and the development of stories associated with the events described here, or they can be totally unrelated quests more concerned with specific personal development for characters or stories that the Weaver wants to tell. The hooks given after *Lilith's Gift* and *Solstice Rising* (see pp. 42-43 and 56-59) could be turned into much more elaborate and complex quests in their own right. Others stories that deal with the PCs' own backgrounds, individual beliefs, relationships and concerns, are all prime examples of material that can be constructed to fill in the months between the main quests.

It's also possible to skip over periods as "downtime" and just relate the events as narration so that PCs can get back into the action. There are many factions and personalities on Hom who could have the PCs employed for these periods in functions such as guarding, foraging, hunting, farming or learning and performing a trade. There is also the fortification of Hom and Haven taking place and expeditions to find good building materials. Both of these offer possibilities for PCs. The Weaver may also compress events so that the quests occur in a more rapid succession.

Finally, the four quests given in *Children of Lilith* do not have to run as they currently are. It is open to the Weaver to rewrite them using only some of the events and ideas. Later parts of the *Children of Prophecy* storyline (the first volume of the larger **Tribe 8** story), however, will assume that the major events of this cycle (e.g. Lilith's rise and fall, the appearance of Haven) occur in roughly the way outlined in the following chapters. Weavers making large changes may have to adjust some parts of subsequent products.

THEMES

Unity, freedom and destiny are the main themes at play in *Children of Lilith*. Lilith arrives as an embodiment of all these ideas: She brings the Eighth Tribe together as a real power for the first time, She liberates them from the bondage of Tera Sheba and the Seven Tribes, and She fulfills Joshua's prophecy. Over the course of the cycle, however, the Players should come to realize just how complex these issues are. Indeed, those Fallen who do not embrace Lilith are soon marginalized and hunted in the name of unity; those who seek personal freedom find Her to be an even greater slave-master than Her Sisters; and finally, She is revealed to be no agent of destiny at all. To survive, the Fallen will ultimately have to take their destiny and freedom into their own hands.

Whenever PCs encounter people, places or things that represent or symbolize one or more of these themes, something in the Weaver's description should encourage insight into one or more of the appropriate themes. For example, Ardati will be mostly seen in her role as the faithful handmaiden to Lilith, characterizing the themes of honor, duty and even love. The PCs should be reminded of her ever present place at Lilith's side or at the forge, never stooping to political or personal interest.

ATMOSPHERE

In terms of atmosphere *Children of Lilith* mixes spiritualism, dark fantasy, and horror quite liberally. Weavers can tailor events to play up one mood or another to suit their needs. The omens, portents and vision quest leading to the "birth" of Lilith, the rising of Haven, the apparent fulfillment of the prophecy of Joshua, the appearance of new Joshuan powers and many other of the supernatural events that make up the quests and hooks of *Children of Lilith* are clearly spiritual in mood.

Dark Fantasy is another important ingredient in the atmosphere, as the Players begin their rise from a humble start, and embark on an arduous journey which leads to the beginnings of greatness at the end of *Joshua's Legacy*. Their decisions throughout the rest of the story continue this theme, as they must consider the side effects of their actions, such as bringing Lilith to Hom. These include such events as the suffering of the Fallen at the hands of Inquisitor Ever'on in *Lilith's Gift* and *Solstice Rising*, and the deaths of so many "innocent" Shebans in the Summer Solstice explosion.

Horror pervades all the quests in *Children of Lilith*. It begins with the pursuit by and fight with Kynit and his spawn in *Joshua's Legacy*. In *Lilith's Gift*, the unearthly Institute becomes a place of torture and terror for the PCs, amidst the wailing of souls from the Sea of the Lost. In *Solstice Rising*, one of the PCs awakens to the nightmare of being a murderer, only later discovering that their moral weaknesses allowed a Z'bri to possess them. The return of Kynit in *The Final Days* sees the horrors of the Z'bri present for Lilith's final moments.

QUEST ONE: JOSHUA'S LEGACY QUEST PRELUDE

Children of Lilith begins with this quest, which takes the Player Characters out into the wilderness to find the Fatima Lilith — the apparent daughter of Joshua the Ravager. The first act, *Signs and Omens*, sets the tone of the tale as rumors fly through Hom, telling of various portents that seem to signify the coming of some important event. Mysteries and wildly conflicting opinions exist as to what is about to happen, with some like Chevon preaching tragedy, and others like Hal Ninva claiming that the time has come for the Fallen to unite.

The basic premise for the PCs' involvement rests on each of them experiencing visions of a new Fatima — Lilith — as described in *Vision of a Goddess* (see p. 5). Because of this, *Joshua's Legacy* is essentially a vision quest; for further information on vision quests, see *Tribe 8 Rulebook*, pp.118-119 and 187-188. After the vision, and after the PCs are convinced to go on this seemingly foolhardy venture, Act Two, *To Wander the Wilderness*, details the perils they face in their journey toward Mahgog, the site of Lilith's birth. Harsh weather, aggressive Squats and the sprawling Z'bri settlement of Aska stand in their way. You, as the Weaver, are strongly encouraged to add your own additional encounters, and advice and ideas for some encounters are seeded in the text as suggestions. The quest's conclusion, *Rise of Lilith*, sees the PCs fight off terrorizing Z'bri and finally realize the truth of their visions in the climactic and miraculous creation of Lilith. The quest ends with the PCs leading this new Fatima, who claims to be the prophesied savior of the Fallen, to the shores across from Hom, with the knowledge that they are the bringers of great change.



Joshua's Legacy presents the opening act of a carefully constructed charade created by Dahlia to fool the Tribes and the Fallen. The first step in this plan is the creation of Lilith from parts of the Fatima Joshua's body. Like all great events, however, this opening act is to be foreshadowed and suspense is to be built to maximize the impact of Her arrival. To this end, Dahlia has been spreading signs and portents. The Doomsayers in particular have been overwhelmed in the months preceding these events by their own dreams, and the dreams of those who come to them. Most of these have been orchestrated by the Lady of the Dance, to create fertile ground for the acceptance of Lilith when She arrives at the end of this act. It has also allowed Her to confuse and cloud those with true vision, like Veruka, Den-Hades and Halos, to stop them seeing through Her plans. This clouding remains in effect until Lilith's destruction.

The PCs form a key component in this deception, one which is only partly revealed to them at the end of *Children of Lilith*. Dahlia has selected them to join the Doomsayer Jonhur, whom She has been working on for years for just this purpose, on his vision quest to find Lilith. Dahlia has "granted" them all a small portion of a common vision. That vision is meant to simulate Lilith's unborn spirit calling them to Her, to get the game underway. It is a call that they are likely to find confusing but compelling.

Dahlia's plans will result in the PCs becoming famous, notorious to some, on their return to Hom with Lilith. This section of the plot is covered in *Lilith's Gift*. This notoriety means that they will find it hard to stay out of the limelight, as their faces will be recognizable over most of Hom for their recent deeds. This is something that Dahlia plans to use in later events, as She has read the hearts of the PCs and knows how to manipulate them.

Dahlia is using the PCs as tools to bring Lilith to the Fallen and so will protect them on their harrowing journey into the wilderness. This protection, however, is not an immunity from harm. Dahlia will ensure that at least a few PCs make it to Mahgog and back, but if a few brave souls are killed, captured or maimed during this quest, so much the better from Her standpoint. After all, it adds drama to the events. Her interventions will always be subtle and take the form of luck or coincidence. She will be there to convince even the most skeptical or cynical individual that great things are afoot. Dahlia will try to keep the PCs on track, through the use of dream and several physical manifestations. She will also use the opportunity to teach them a thing or two about their own fears. Since illusion and deception are Dahlia's greatest powers, She can easily toy with the PCs' perceptions of Synthesis to make them sense what She wishes. As for fears, it is best if you come up with personalized challenges for each of your PCs and tailor them into the quests. Advice on this and quests in general can be found in *What is a Quest?*, on page 185 of the *Tribe 8 Rulebook*.

ACT ONE: SIGNS AND OMENS

There is a storm showering the River of Dream. I cannot see far, and I must take great care not to get caught in the swells and currents. Much appears and vanishes in a blur, but I can say this with confidence: whatever comes, and indeed something is coming, it brings with it a new home for the Fallen. More I cannot say, but the river will reveal its gift to us soon enough.

— Veruka the Wraith, at the Hallows

Darkness comes. It chills me. My dreams are nightmares of what is to befall us. Something has stirred, and with it comes darkness for us all. I fear sleep for what I see there. Will any here heed this warning? Will any here wake from this nightmare?

Awaken now, while you can, or slumber into destruction.

— Chevon the Deranged, at the Hallows

WEAVER'S SYNOPSIS

This quest is set near the end of a relatively mild winter, although it can be placed almost any time you wish. The quest following this one is necessarily set a few weeks prior to the spring equinox, so if you wish to shift this quest you will need to consider the ramifications caused by any large delay between Lilith's return and the conflict which takes place over Her arrival (covered in *Chapter Two: Lilith's Gift*). The major focus of this act is to set the mood and get the PCs on the vision quest with Jonhur. The next act, *To Wander the Wilderness*, begins when they leave Hom.

INVOLVING THE PLAYERS

The main instruments in getting the PCs involved are the omens and prophecies that form much of the Prelude (see pp. 4-7). These visions, fragments of which each Player Character experiences, should draw them together and lead them to a meeting at the Sepulcher (see *Tribe 8 Rulebook*, p.109). Here they meet Jonhur, the Doomsayer who will be their guide. He sees more clearly than all of them, and is Dahlia's long-term puppet. Those PCs with the Eminences of Fate, Wisdom, Inspiration or Recognition may sense that Jonhur is an important instrument of destiny when they meet him (roll PSY vs. a Threshold of 4).

This journey is not something to be undertaken lightly, and some convincing is likely to be needed to encourage the PCs to take such a risk. The approach to take depends on the PC cell's interests. If the cell seeks knowledge of Joshua and Joshuan artifacts, the basics might well be enough. Jonhur often speaks about the prophecy and the return of Joshua, and he can tell them of his convictions. Those who have made the journey to Mahgog before (in *The Enemy of My Enemy*) may also be interested in finding out just what these visions mean.

Should the PCs defy the vision and decide not to go, there are a few ways to persuade them back into Dahlia's plan. A mundane (or at least unrelated) threat to the Players, which coincides with Jonhur's call to join the quest, might provide the short-term incentive of getting off Hom. A more potent motivation would come from establishing some tie between the PCs and Jonhur. If the Doomsayer has helped them in some way, this trip could be payment for that favor. If Jonhur is introduced ahead of time and becomes a friend, his call for assistance is even more likely to be heeded. Mercenary PCs could also be enticed by stories of a treasure in the Outlands or by people who will pay dearly for a Joshuan artifact.

As a last resort, Dahlia may interfere in a more direct manner. The PCs will be plagued by dreams that devolve into nightmares, forcing them to seek out help, which should lead them to Jonhur. The Trickster could also compel Jonhur to hunt the PCs down, telling them they are "chosen" and must come with him to fulfill their destiny. He will warn them that defiance will only lead to disaster, and if they refuse, you can then plague them with many horrible strokes of luck as Dahlia makes their lives miserable. Such heavy-handed methods, however, risk alienating the Players themselves, and should be used in moderation (and in conjunction with more subtle methods).



OTHER OPTIONS

Although the **Tribe 8 Rulebook** advises that a cycle should begin with a party that has an established history together, *Joshua's Legacy* provides the perfect vehicle to draw a new group of PCs together for the first time. All the PCs can be brought to the Sepulcher through the vision as well as signs and feelings. It can then actually be Dahlia who creates the PC cell, using Her insight into each PC's true fears and dreams. She can easily use appropriately tailored motives and desires to bring the separate PCs into the quest. Visions of Jonhur can be the focal point, along with distant visions of Mahgog and feelings about Lilith or even Joshua. The journey will then provide an interesting backdrop for PCs to learn of each other and form their cell. It is still important to complete the cell creation task as outlined in the main rulebook. This is to make sure that all the PCs have similar primary goals that will keep them together throughout, and after, *Children of Lilith*.

Another possibility for this cycle is to replace Jonhur with a PC, preferably another Doomsayer. Jonhur's, now that PC's, vision can be used to draw the PCs in and get her to encourage the rest of the PCs to go on this journey. This option would require extensive reconsideration and reworking of several key scenes (especially Jonhur's ultimate fate, see pp. 62-63), but would be an excellent opportunity for the Player to take an interesting and central role in your cycle.

OTHER VISIONS

As well as the vision calling them to find Lilith (p. 5), the PCs can experience other visions to do with *Children of Lilith* and their destiny. You should tailor these to the PCs to give them each separate pieces or hints of the future. With the campaign laid out as it is in the four quests, the events should be relatively easy to describe in vague visions or prophecies for your PCs.

Some of these visions might stem from Dahlia's trickery, but most should come from the stream of fate itself. These visions could be used to help PCs slowly pierce the veil of lies surrounding Lilith and survive the challenges ahead. An example of such a vision might be one of the quieter PCs seeing herself racing through the forest with Gab (the Squat guide from *To Wander the Wilderness*, see p. 16) running next to her on some very important task. When the PCs encounter Gab, this PC should be prompted to speak up and say that she feels he is a friend. Some visions could be very personal, and touch upon each PC's desires and fears. A Joanite PC who seeks glory may have a vision of receiving a sword (actually a Lilithian Blade). This vision may later come true if she chooses to side with Lilith. This selfish desire and personal promise should draw her to Lilith even if the rest of the cell has become uncertain. A PC fearful of Z'bri could be chosen as the killer in *Solstice Rising* and have nightmares about the deed well before it happens. Your choice of visions should try to focus on each Player's goals for their character. Visions are typically indistinct and confusing, not necessarily showing events as they will actually occur. A large portion of the visions should be metaphorical, as many dreams are widely regarded to be.

THE WRAITH

Veruka the Wraith (see **Tribe 8 Rulebook**, p. 104) is the mother-figure of the Doomsayers. She too has seen the storm in the River of Dream caused by Dahlia and wishes to know what is happening. She has received conflicting omens about a great event to the south. When she hears of Jonhur's visions and that he is organizing an expedition into the southern Outlands, she offers her own participation. The ancient Fallen Yagan is much too old to participate physically, but she is a skilled Dream Traveler and she will offer to keep watch upon the group as they advance. She cannot stay with the cell at all times, but she will travel to them every so often. Most importantly she will travel into the dreamscape of one or more Player Characters each night in order to consult with them. Weavers should use Veruka as a spiritual advisor, one whose maternal style contrasts with Jonhur's zeal. Note that if the cell refuses her aid, Veruka will still keep track of them and be present for the rise of Lilith in Mahgog (see *Veruka's Torment*, p. 22).

TIPS AND RESOURCES

Jonhur's record and his vision form much of the Prelude (pp. 4-7), and provide the main details of Jonhur's faith. His character write-up appears in *Chapter Five: Weaver Resources* (p. 87). Jonhur is fired up to get the trip underway as soon as possible, saying that it is sacrilege against the Mother-Goddess not to act immediately.

The main vision should not be handed out or read verbatim to the Players. It is far better to tailor it to each PC separately, and place within it feelings and images that relate to them. In addition, those less attuned to dream (with low Synthesis or Dreaming Skills) should see less of the vision, making it more fragmented and surreal. All Players should be given some clue about the Sepulcher by way of the final part of the vision. This should help them work out that they need to go there, perhaps expecting to speak with Veruka.

Before leaving Hom, the PCs need to equip themselves for the wilderness. Apart from their winter clothing and personal weapons, they will need to carry survival gear (see **Tribe 8 Rulebook**, p.134 - *Equipment and Weapons*) and food. It is also important to have hunting weapons, snares and foraging equipment, for the trip is long and they will need to gather food on the way. Jonhur has been given a large sack of dried food and fruit by the Doomsayers, which should last five people a day at most.

ACT TWO: TO WANDER THE WILDERNESS

I have found the chosen ones, and we travel under Her protection towards the rising sun. I feel Her all around, protecting us from the savage half-men of these wilds and the marauding Z'bri. The Squats live in their own filth, eating, sleeping and rooting in the mud. Their guttural bastardized tongue is hard on my ears. As winter recedes, I wonder how

many have died during the harsh months of snow. I believe the rumors of cannibalism I have heard, having spied necklaces of ears around their necks and suspicious looking meat on their crude spits. The Z'bri are another matter. Their demonized beasts roam here, howling harsh cries at night. I wonder how the Squats manage to survive around such vicious creatures.

I am most glad of Lilith's protection. Sometimes I even feel Her eyes on me and have twice, I believe, spied Her presence from the corner of my eye.

— from *Lilith the Liberator*, Chapter II, by Jonhur the Chosen

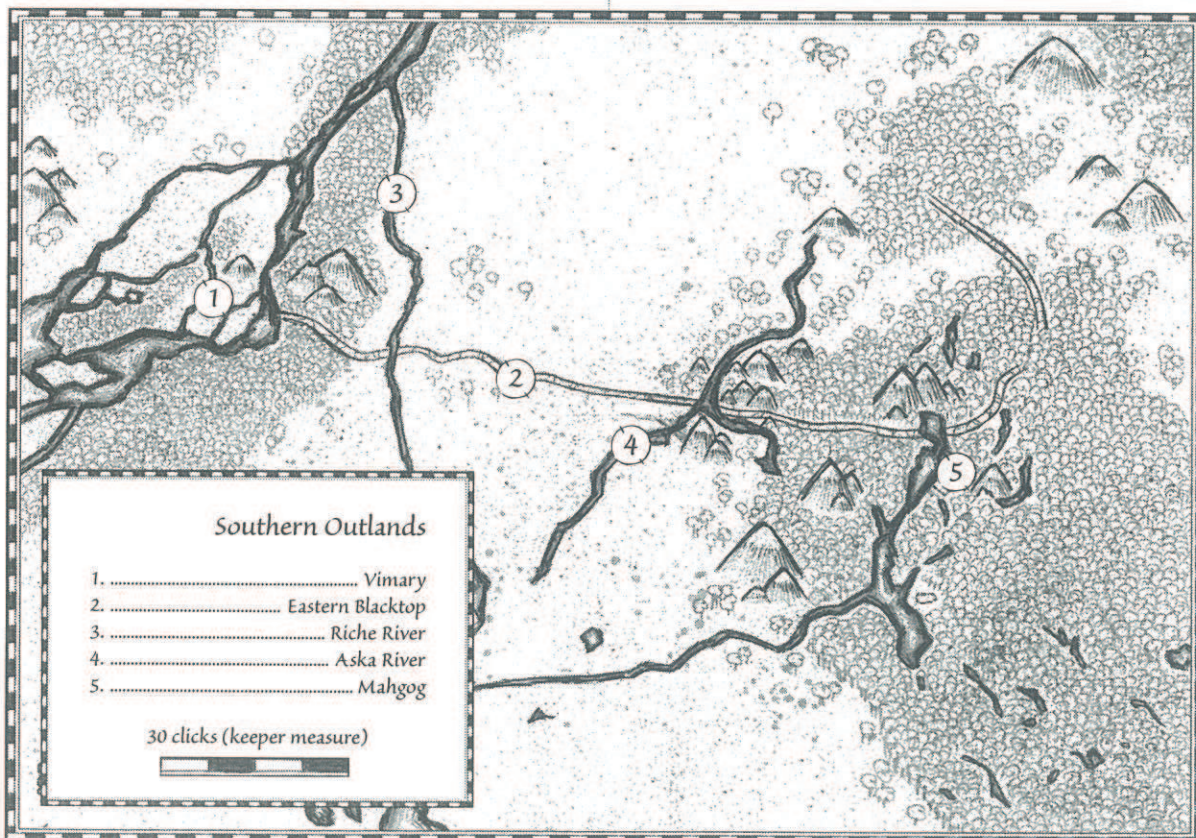
WEAVER'S SYNOPSIS

It is late winter by the time the PCs set out with Jonhur. The daytime temperature is cool and the nights are near freezing. Taking the bridge or a boat from Hom, they head southeast under Jonhur's guidance. The land is, at first, covered with rubble and ruins, but the blasted and demolished buildings soon give way to wilderness. Jonhur is looking for the great eastern blacktop, an ancient trail of black rock that rides across the far Squat Mountains. Word on Hom is that the blacktop can still be used, although it is mostly in ruin and densely overgrown. Mahgog, their destination, is over 130 kilometers from Hom. The blacktop begins in fields and rolling countryside, which eventually gives way to foothills and then finally to a mountain range. Several rivers cross the road, providing water and places to catch game.

Some consideration of the pacing of this quest is needed while running this act, to ensure that the atmosphere is sustained. The PCs are likely to be traveling through the wilderness for a few weeks, given the need to stop and hunt as well as avoid the weather and various dangers. Injury may slow them up even more. Several uneventful days are best summarized, once a pattern is established, so that the adventure does not drag.

Encounters, both those outlined here and of your own invention, should occur at certain points on the journey. It is advisable to prepare any additional events of your own before hand, and target them at specific PCs to test particular strengths and weaknesses. Do not forget that Dahlia is secretly monitoring the group's progress during the trip, and can take the form of a potential beneficiary or adversary. Those PCs who are familiar with Dahlia's tricks may notice Her use of Illusion in this case (roll on Lore or Dreaming, Threshold 5). They will suspect a Dahlian presence, but not be able to pinpoint it.

Some PCs may insist on going off on their own, or ignoring the trail and getting the group through by alternative routes. Jonhur will not be pleased, and the journey may be even more difficult, but the PCs will ultimately reach Mahgog. If they utterly abandon Jonhur, Dahlia will insure that he makes it to Mahgog, but the PCs will have a harder time. Visions about his role in fate will plague them and their paths will cross again. Jonhur could be a captive of the Squats or Z'bri whom the PCs face during their quest, for example.



SQUATS

The land east of Vimary holds several settlements and roving bands of Squats, especially between Hom and the river Riche, some thirty kilometers from Hom. Villages are typically collections of makeshift hovels or partly repaired ruins. Most Squat villages hold a dozen or so people who eke out a living by hunting, raiding each other and ambushing travelers. They rarely farm, and roam large distances to gather wild vegetables and fruit. Squats use primitive traps like covered pits and nets to catch wildlife. During the initial journey, the PCs will have to be careful to avoid running into the more aggressive Squat clans. Although there are a few communities of almost a 1000 individuals who use proper farming techniques, their lands are kept free of strangers by clan patrols (and will be avoided by Gab, see below).

During the journey, the PCs should run into friendly Squats from time to time. They may avoid any contact at all if they are adamant, although bad weather or Z'bri persecution could force it upon them. Upon seeking shelter in some ruins, the PCs may be convinced to begin trade with local Squats, who want to swap some of their food for possessions of the PCs. The PCs may also need to trade, since they are bound to run short of food eventually. Such an encounter should humanize the Squats, and prove to the PCs that not all Squats are alike, nor are they all of the same level of civility. Obtaining food should be a high priority for the PCs, and the morality of stealing food from a small Squat farm could present an interesting test for PCs at some point. Another could be having one group of Squats save the PCs from a Squat hunting party on their trail. Luther Boarhead's presence should be made apparent at some point through Squat rumors (see *Vimary Sourcebook*, pp. 53 and 115). If you plan to have a Squat attack on Hom during the next winter (see *Solstice Rising*, p. 55), then ensure that the PCs encounter some vivid personalities on their journey who will escalate the moral quandary the PCs find themselves in during that future raid. For example, during this quest the PCs could encounter a group of young Squats (eleven to fourteen years old) who attack them out of hunger and desperation. The PCs' reaction to this could weigh heavily on their hearts if they slay

some of the poor waifs or do not attempt to help them out with food. Later, when they are involved in the attack on Hom, the PCs should be given the opportunity to save the children from other Fallen or deal with those intent on revenge for the death of a friend or family member at the hands of the PCs.

GAB, THE SQUAT GUIDE

The Player's cell will encounter Gab in the first week of their journey. A Squat hunter, he discovers the PCs not far from his small village. His intentions are peaceful and he will not attack unless he has no choice. A Human Perception test (Threshold of 5) could reveal this, although roleplaying would be preferable. Just after this first meeting, a woman's scream is heard from about half a kilometer away. Gab's clan is under attack from a scout group from Luther Boarhead's warbands, who are out hunting for possible slaves. Those PCs with the Eminences of Bravery, Devotion, Empathy, Fate, Fury, Freedom or Inspiration may get caught up in the moment, due to their intuition that innocents are being victimized. For each PC who has one or more of these, Roll PSY vs. a Threshold of 4 to check whether she senses that the woman needs help. Regardless of whether the PCs decide to interfere, Gab goes off to protect his clan. He has little hope without the cell's help, however.

Scale the number of Squat opponents to the makeup of the PC cell. The fight should be arranged to let the PCs help save Gab's family, and for him to save one of them. The main purpose of this encounter is to set things up so that Gab's offer to be their guide through these lands is accepted. His knowledge is invaluable, and he can help the PCs avoid many of the more warlike Squat clans, along with the members of Luther Boarhead's warbands. Gab does not speak the language of the Tribes to any great extent, but he will make clear, through a limited vocabulary, sign language and actions, that he will go with them — and he brooks no argument. If they refuse, he will follow at a distance until they need him, probably saving them from blundering into some terrible danger not too long afterward and hopefully earning his place amongst them. Characters may make a KNO test (Threshold 5) to try and pick up some terms in Gab's language.



ASKA

About halfway through their journey, in the foothills of the mountain range, the PCs will be forced to cross the swollen Aska River. A Z'bri controlled settlement is the only crossing point for some thirty or so kilometers in either direction, and Jonhur will not be amenable to such a large detour. The PCs first discover the existence of the Z'bri construct and mine when they see the lifeless mountain on whose side they are built. An alternative is to have them see or sense one of the flying Z'bri (see below) one night prior to finding the temple. All those with Fate, Death, Empathy, Wisdom or Shadows may sense the Z'bri directly, or, if they have made their way to the mountain, the aura of destruction and great loss of life that surrounds the temple and mines (roll PSY vs. a Threshold of 5). Gab knows the rumors of the night creatures that kidnap the unwary. He will be quick to try and explain (in gestures and pidgin tribal) about them, and then show the PCs that this bridge is the only way across and that the only way to get over the bridge is to pass through the mountain tunnels. Gab also tries to express the dread that he feels about the flying night creatures and this terrible place. In the face of this, Jonhur will insist that traveling through the "lair of the beasts" is their destiny, a test to prepare them for what is to come.

TEMPLE AND MINE

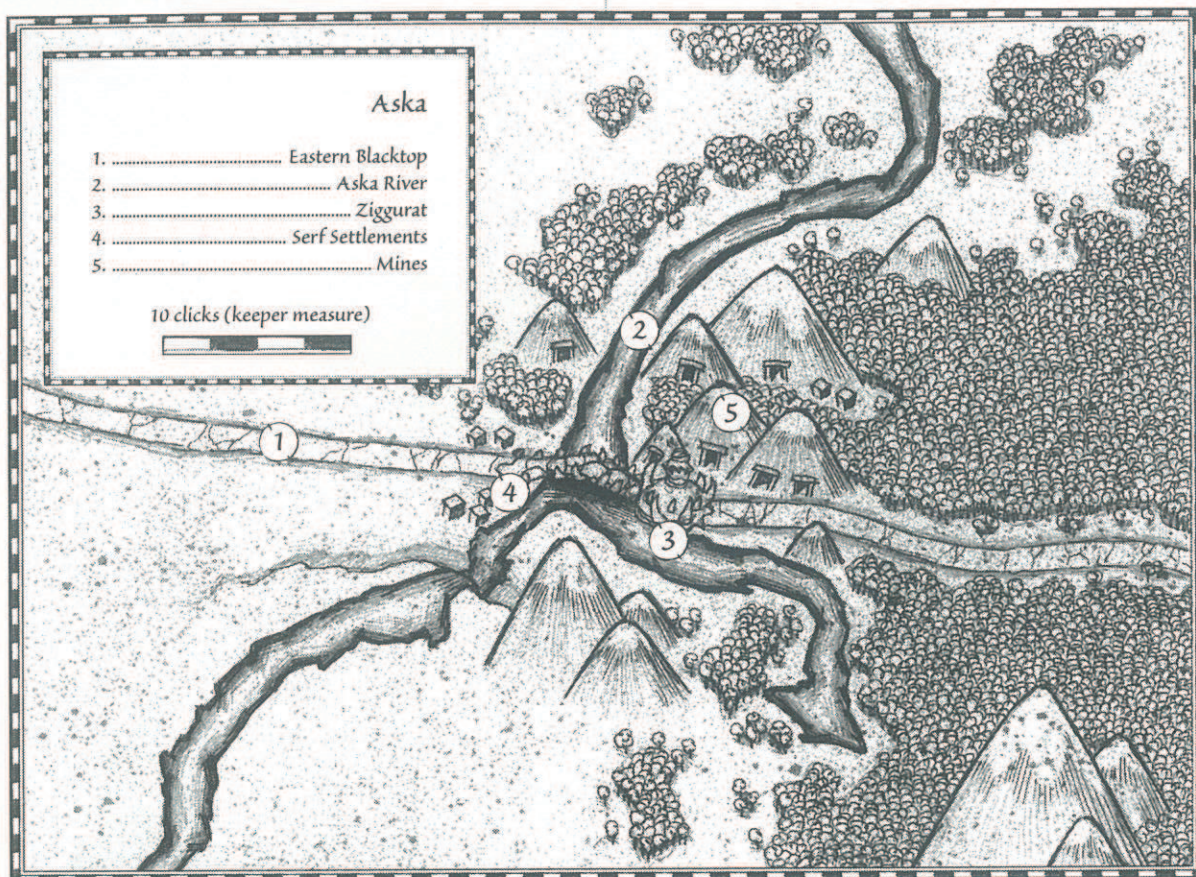
Z'bri built the settlement during the time of the camps. It is known as 'Aska' to the Squats, but the Z'bri call it Be'Dul. Although the huge ziggurat-like construct on the riverside dominates the site, the mountainside on which it is built hides the real purpose of this settlement: the great mine. Also clearly visible are thin, high arching stone and bone bridges that link the mountain and far shore to upper level of the ziggurat. The mine is mostly abandoned these days, but there are a few Z'bri overlords reigning over their Serfs who still mine and farm the area.

The nine Z'bri living here are much like the Joh'an (Skyrealm Z'bri — see **Tribe 8 Rulebook**, p. 73), in that they are political and social outcasts who live apart from their brethren in the H'l Kar. They have had little to do with them since the time of the camps. The community of some 700 Z'bri Serfs is controlled ultimately by Mur'Dk, a Melanis Lord, and his slave-master Icz'Tyr, a Koleris Iv'chet. The other high-powered Z'bri are Nbk'zzar (a Melanis Iv'chet, Mur'Dk's personal aid and the engineer of the ziggurat), and La'torn (a Sangis Iv'chet who keeps the breeding pens). The other five are three Melanis sculptors, St'g, Yv's and E'lz, who tend the slaves and gardens, and two Koleris, G'f and Styn, who lead the Over-Serfs. The Z'bri live in the temple itself and Mur'Dk resides high in the ziggurat's uppermost temple floors, where he experiments on his human subordinates. All the Z'bri are old and somewhat complacent, keeping the temple in order in the belief that it will play a part in their future return to glory. Mur'Dk and Icz'Tyr venture forth on occasion in the two flying abominations made from trios of slaves grafted and manipulated to form creatures capable of flight. They roam everywhere in these, stealing hapless Squats to join their Serfdom and creating terror.

The Z'bri Serfs are of two distinct castes. The "Under-Serfs" are poor farmers and miners, all altered by the Z'bri to facilitate their work and duties. The miners, for example, have heavily bone-plated skulls, and are typically short and stocky. About 20% of the population are "Over-Serfs," select humans who have been raised above their fellows and altered to enforce the Z'bri laws. They have been conditioned to serve all their lives, and are fanatically loyal to their Z'bri masters. All the Over-Serfs have yellow irises. Each year Icz'Tyr calls for Mur'Dk to alter more Serfs into warriors and create an army to conquer the Outlands, but Mur'Dk waits patiently for a sign that the time is right. He has allowed Icz'Tyr to send out expeditions to close down other passages across the river, however. One such passage would have been used by PCs in *Enemy of My Enemy*.

The immaculate bone and gray stone ziggurat overlooks fields and gardens, and during the day the Serfs work tirelessly to keep the plants healthy and the temple clean. Even during the winter, they are busy shoveling snow and working deep in the mines. Occasional travelers come to cross the bridge and Mur'Dk has long had a standing order to negotiate for goods in return for permitting use of the tunnels and bridges. He usually demands payment in people, but occasionally he will bargain for other goods that capture his fancy. Such a deal was made by the Dahlians to get their caravan across this pass and back again.





TERROR'S GATE

To help give the proper atmosphere to *Joshua's Legacy*, the Z'bri should first be sighted late at night as dark forms against the sky. A growing sense of unease dogs the PCs after Gab's attempt to explain the rumors and Jonhur's insistence that they must continue. When they finally catch sight of the temple and bridge, they may be overwhelmed by the ziggurat's size and the hundreds of forms moving around. This is likely to be the biggest Z'bri structure the PCs have ever been this close to, so feel free to impress upon them the dread they feel at its very presence. Describe the numerous statues and gargoyles lining the walls, the white gleam of the many bones and the bloody streaks down parts of the walls where a recent sacrifice has been made.

It is best to run this scene without any initial clashes with the Serfs or Z'bri, to help build tension. As the PCs creep across the dank, dark lands from the far side of the river, they hear the distant muffled sounds of dozens of picks and the occasional cry or scream. Rank odors of unwashed bodies and things far worse waft along the blacktop. Once near the bridge, the PCs must pass some of the Z'bri Under-Serfs who are asleep near the road. The Serfs will say nothing if the PCs wake them, but there are two Over-Serf guards who sleep at the bridge who must be dispatched or snuck past. The next obstacle is the climb along the two meter wide bridge leading into the ziggurat. Suspended above the river and with no railings it is a harrowing cross (roll

Athletics vs. a Threshold of 4). Characters who fail fall 12 meters into water and will have to swim to shore (Swimming vs. Threshold 5).

The bridge leads directly into the temple area, and a huge opening in the floor reveals a crucible-lit atrium inside the ziggurat, with a series of ledges where the Z'bri keep their slaves. A wide set of stairs descends into the rank-smelling depths.

To get out, the PCs must negotiate the temple complex and exit in a similar fashion as they arrived. The Weaver must decide what kinds of encounters to throw at the PCs as they wander through the temple. Obviously, if they engage in fighting with any Over-Serfs they are going to have to flee and keep running for some number of kilometers to escape pursuit. This place does present an excellent opportunity to let the PCs see the Z'bri body sculpting their Serfs and to witness a small portion of the inhuman conditions that the Serfs are subject to. It is up to you to make as little or as much of Askar as you choose. One possibility is having Mur'Dk capture a PC or NPC on one of his nightly hunts prior to the PCs getting to Askar, and turn this scene into a rescue mission in a race against time to save their companion from the Z'bri's terrible Sundering powers. The Weaver can also give the PCs glimpses of Z'bri life reminiscent of the camps, and use this encounter to challenge the PCs' sanity more than their skill at arms. Herites and Jackers may feel compelled to free the Serfs and seek vengeance against the Z'bri.

TIPS AND RESOURCES

The weather and the terrain are two constant concerns during this quest. The weather is cold and wet as winter recedes, with temperatures dipping to freezing at night. There is also the danger of malnutrition and illness as PCs push on without adequate rest and food. It is better for the PCs to set a more moderate pace, with plenty of trapping, foraging and hunting. As for terrain, apart from just trying to stay on the trail, the ruins and wilderness present real dangers that can be used to challenge the PCs or add drama. Things like partially collapsed bridges and rotting floors in ruined buildings should be used to remind the Players of the difficulty of the trek and the destruction of the past.

As well as Z'bri and Squats, the PCs could encounter other Fallen, perhaps linking up with them for part of the journey. Their presence can be used to prompt roleplaying, developing friendships and enmities as well as feelings such as gratitude and loss. Joante patrols, Agnite explorers and Dahlian caravans could be sighted or encountered. If any NPCs join the PCs, one or more of their deaths in the final act could add to the danger and impact of Lilith's arrival.

An option to add a degree of realism to the journey is to check for fatigue. Fatigue should be considered for those who wish to push a fast pace and/or stay up half the night on guard. FIT rolls (Threshold 3-4) are required for every couple of days of travel over six hours in duration, the MoF becoming an action penalty for those who failed rolls until the PC can sleep restfully. Penalties for poor food, existing wounds and encumbrance should be applied to the rolls. Likely daily travel speeds on foot are about 2-3 kilometers per hour — working out to about 12-18

kilometers per day. This will vary depending on the time of year, the depth of the snow/thickness of the mud on the ground, and the specific terrain.

Other potentially hostile encounters during these many days of travel could come from Skullers (**Tribe 8 Rulebook**, p. 192), Gek'roh (Chained Z'bri) and other Z'bri monstrosities roaming from the Aska Ziggurat. The Weaver should use caution in having the PCs come face to face with the Aska Z'bri themselves. If necessary, Veruka can give some aid by creating conjunctual effects or by possessing convenient animals in order to enter battle — use the wolf or gray bear statistics on page 191 of the **Tribe 8 Rulebook**. Weavers should not overdo this help from an NPC however.

Use the generic archetypes provided on page 95 (or on pages 40-47 of the **Weaver's Assistant**) for game statistics for NPCs in this act. Modify the archetypes as follows:

For **Gab**, use the Squat archetype with Lore (Outlands) 2/0, Notice 2/0, and Speak (tribal) 1/0.

For **Boarhead's Raiders**, use the Squat archetype with Dodge 2/0, Melee 2/0, and a sword (AD +8).

For the **Over-Serfs** use the Monstrosity archetype with PSY 0, and Leadership 1/0.

For the **Aska Z'bri**, use the various Iv'chet archetypes, except for **Mur'Dk**, whom you should design (if necessary) as per the guidelines in the **Tribe 8 Rulebook** (pp. 176 to 183) as a Melanis Lord. Mur'Dk uses a flying battle form with Physical stats similar to a very large Gek'roh. Icz'Tyr's form is similar.



ACT THREE: RISE OF LILITH ON HALLOWED GROUND

We were exhausted and the night was cold. In the light of the spluttering fire I watched my bloodied and weary companions haul stone after stone from the crypt entrance. The distant cries of the Z'bri chilled our blood, and we expected attack at any time. Our fear powering our desperate attempt to clear the way to a place of safety, I felt deep in my heart that salvation lay below the ancient stones.

Then, the first of many miracles occurred. My companions and I were gripped by a force of incredible spiritual power. I gazed skyward and saw the moon vanish into unfathomable darkness. A rumble began deep in the earth, then grew all about us, sending rocks and bricks tumbling to the ground. The fatigue from our many days of marching and fleeing the Z'bri melted away. The cold and hunger that gnawed at our bones vanished in the warmth that woke our weary minds. I could see righteous fire blazing in the eyes of those around me. We feared not the beasts of the darkness. We were caught up in the burning glory that sent us out into the darkness with war cries on our lips. As the first blows fell, I saw Her through tears of joy. Dream had become reality. We were saved. Lilith was with us.

— from *Lilith the Liberator*, Chapter II, by Jonhur the Chosen



WEAVER'S SYNOPSIS

As the PCs get into the deep woods east of Aska, a pack of thirty-odd monstrosities led by a Z'bri named Kynit (see p. 88), begins to pursue them. The pack catches glimpses of the PCs in the mountains near Aska, and Kynit decides to spend a few days driving them to exhaustion — before closing in for the kill.

The pace should be increased dramatically at this point in the quest, as the bestial howls of the pack fill the PCs' ears. The PCs should fear to rest, and race as fast as they are able through the mountains, heading east. They face colder nights, misty dawns and very rough paths. During what few breaks they dare take, they should find their sleep fitful (unless rolling WIL vs. a Threshold of 6) and as they go on their irritability with one other should increase. This is an effect of the Koleris atmosphere, which even from a distance is able to unsettle the PCs' demeanor. Have all the PCs roll PSY against a Threshold 6 (because of their fatigue), as per the Atmosphere rules on page 181 of the *Tribe 8 Rulebook*. Eventually, as they come to within one day of Mahgog, Kynit will unleash one lone Monstrosity to blood the PCs.

As a late seasonal sleet storm passes, the PCs finally arrive in sight of Mahgog. At this point, they should have been pushed past the point of endurance. Sore, blistered and freezing, they now head out of the forest and see the distant ruins of Mahgog across a great body of water. A fire twinkles from somewhere within it, although it is still too far to make out much detail. The best timing for this scene is at dusk, for the next sequence takes place at night. From somewhere behind them, they hear the distant calls of the pursuing pack. To the PCs' despair, the cry is returned from the other side of the lake, their ultimate destination. Jonhur rallies them for the last dash.

Jonhur pulls out a small metal flask filled with fiery alcohol for them all to sip, before leading the way. He then suddenly halts and gazes off into the darkness, a violent shudder passing through his body. A bright, bloody, red light appears reflected in his eyes, but the source of it is not apparent — which unnerves and startles the PCs. Jonhur then collapses, before rising surer and looking much more energetic than anyone else, a determined expression on his face. He directs the PCs around the lake to the ruined city. If challenged to explain the nature of his rejuvenation he will describe a distant figure of a man. It is dark, but he says he can make out the silhouette of huge wings, armor and a great sword. If the PCs refuse to go on, a similar manifestation of Joshua will appear to one of them.

The ruins of Mahgog are dark and foreboding, mostly overgrown and lit only by a half moon peering through thin, scudding cloud. The place sprawls along the shoreline, but in the dimness it is hard to see where the ruins end and the wilderness begins. Something can be heard, and maybe glimpsed, keeping track of them further back in the ruins. Giddy with fatigue and numb with cold, they traipse along the muddy road deeper into the ancient town. Finally, they come across a ruined chapel, barely recognizable as more than just another mass of overgrown rubble. Under the stones lies the crypt where the Dahlians found the relics of Joshua, which are now parts of the Fatima Lilith. The place has been influenced by the presence of these artifacts, and it has an air of otherworldliness.

Those PCs with the Eminences of Fate, Wisdom, Inspiration, Life, Empathy, Mystery or Recognition will sense that these particular ruins feel pure, an effect of Joshua's nature, which cleanses Z'bri taint (roll PER vs. a Threshold of 4). Anyone using Synthesis should feel a strange surge (+1 bonus to all rolls) because of this.

All around, the sleet falls in the wailing wind. The Z'bri shift in the darkness, crunching on masonry and occasionally letting out baleful howls. Jonhur begins frantically searching the rubble of the chapel, calling out for the PCs to bring light. He pauses to finger a piece of multicolored glass (actually once part of a stained glass window) which depicts an angel with halo and sword. Suddenly Jonhur leaps up and scrabbles across to a section of the ruins. Here he tries to remove the collapsed masonry, beseeching the PCs to assist him. When the PCs start digging out the entrance into the catacombs, those digging mysteriously receive a second wind (Fatigue and wound penalties are halved).

LILITH'S BIRTH

The finale of this scene is the high point of the quest, likely to be the most powerful experience the PCs will encounter for some time. As can be seen from Jonhur's record (p. 20), Lilith is born with many of the signs that accompanied the other Fatimas' births. This should be as much a spiritual experience as a physical one. The blurred frontier between the end of reality and the beginning of Dream gives the whole scene a surreal slant. In the broken chapel, Jonhur is driven to unearth Lilith. Meanwhile Kynit, who has been in no rush, bathing as he is in the flow of emotions from the PCs and his hunting party, becomes confused by the strange spiritual presence and flow of Dream. When the PCs start digging at Jonhur's direction, the turmoil in the spirit realm upsets Kynit's hunting party so much that he has to release them onto the PCs.

With the beasts racing out of the sleet washed darkness, Dahlia intervenes and Lilith's birth begins in earnest. Before the hunting pack falls upon them, all the PCs are suddenly lifted on a wave of Synthesis, which makes them feel unnaturally strong, powerful and brave. In game terms, Fatigue is removed, they receive +2 to any use of Synthesis, Fumbles are ignored, all the Monstrosities and Kynit are at -2 on all their rolls, and the Joante Aspect of Battle waives the 5-round buildup. Try to avoid dry references to game mechanics, however, so as not to break the mood of the scene. Rather, refer to the renewed vigor and power that the PCs sense and only mention the bonuses when they do these things. Feel free to give additional bonuses to especially courageous PCs.

Kynit should appear as the pack charges in from positions all around the chapel. The pack is not coordinated, and arrives in ones and twos to attack the PCs. If you think Kynit might make

an interesting long-term NPC, then have him clash briefly with one of the PCs to establish a memorable connection, before he escapes when Lilith appears. At first, even with this influx of power to the PCs, the raging beasts should seem horrific and the PCs' deaths almost certain. Do not forget the atmosphere of House Koleris, and in this case allow the PCs to fumble but direct their rage against the beasts only.

Let the melee carry on for enough rounds to allow the PCs to kill part of the pack and probably be injured in return. This should not be an easily won fight. It is important for Lilith's emergence to turn the tide, so make sure the PCs receive some wounds. Just as the PCs begin to despair again, Lilith emerges in an explosion of rock and dust from the subterranean vault. Arcs of lightning follow the explosion of stone, shooting out across all those present. The lightning drives Kynit's hunting pack away, as the bolts burn and blast their forms. The PCs' senses are further distorted, creating a sort of intoxication. Imbued with this Joshuan energy, they ignore all wounds and are considered to temporarily have the Aspect of Rage (see p. 76).

Lilith's arrival has a powerful effect on those with the Eminences of Freedom, Fury, Bravery or Vengeance: all uses of these for the remainder of the scene receive an additional +3 to all actions. You should allow the PCs to do superhuman feats to reflect the powers they have been imbued with. These can include huge leaps while fleeing Z'bri monstrosities, hurling swords to decapitate opponents, extraordinary sight and hearing and the ability to move to almost anywhere in a moment to take the fight to the enemy. The whole place is immersed in both Joshuan and Dahlian Dream as Lilith joins the fray — slaying all the beasts She can find in single blows of Her mighty staff. The PCs should be drawn to fight alongside Her and witness Her rage. It is likely that She will save one or two of the PCs' lives.



VERUKA'S TORMENT

Whether or not she is cooperating with Jonhur and the Player Characters, Veruka will be present in Mahgog as a disembodied spirit. The River of Dream in this area is highly disturbed and Lilith's rise causes a great storm front to wash through. Veruka is here to witness this momentous occasion and struggles to understand just what is coming to pass. She immediately senses the vast echoes of Joshua emanating from Lilith and witnesses Her form rise in Dream just as it does in the physical world. This awesome spectacle so entrances Veruka that she lets her guard down at which point Lilith/Dahlia strikes. Indeed, the Trickster perceives the wise and perceptive Veruka to be a threat and momentarily muddles her mind. Unfortunately, a mere moment of inattention is enough and the hurricane like currents of Dream rip Veruka's ghost-like form to shreds and scatter them to the spiritual winds.

It is perfectly possible for PCs to never be aware of this happening. Those who have been in contact with Veruka will note that she stops appearing. Those who happen to be Dream Traveling with her or otherwise observe her, however, will see her become suddenly confused and then watch as she is torn asunder. Heroic intervention may lessen the gravity of her torment, but nothing can completely stave off this devastating use of Motion by Dahlia Herself.

Veruka's will is strong enough that with a little help from the Guides and other Fallen, her fragmented soul will slowly return to her dormant form. That form must be kept alive with Anima or other Life Synthesis, however. The rest of **Children of Lilith** assumes that Veruka slowly reconstitutes herself over the course of the cycle, until she is finally whole in the next winter (see *Doomsayers' Fate*, p. 59). If the PCs wish to get involved, however, you can create quests centered around recovering fragments of Veruka's soul, which could be trapped any number of places: deep in the River of Dream, in the Institute Orb (see pp. 81-83), or in the soul of an animal she once possessed.

JOURNEY IN DREAM

After the fight, the PCs fall unconscious as the remaining monstrosities flee. While the PCs sleep, they each have a dream in which they have a private, personal encounter with Lilith. This conversation is Dahlia's (who is now again completely in control of Lilith) attempt to question the PCs' loyalty to Lilith and to try and bind them to Her. The conversations should begin with Lilith's thanks for coming to be at Her birth. She will then go on to say that She knew that Her "chosen" would not fail Her. She will answer questions evasively, using mystical and prophetic references to avoid saying anything solid. As the Weaver you should try hard to limit conversations, and to keep the sense of awe and wonder. Feel free to also hint at any personal destinies you have for your PCs, and to provide cryptic hints of the PCs' future — such as the other quests in **Children of Lilith**.

The PCs awake to a new day to see Lilith watching over them. The Great River flows gently nearby, and Hom can be seen on the opposite bank. Through dream, Dahlia has brought them back home. Their fatigue and wounds have healed some, and they can be considered to have had the equivalent of seven days rest. Although Dahlia planned to allow a return journey, She needed the week that has passed to figure out what happened to Lilith. For when the Z'bri appeared, Lilith alone granted her defenders strange Synthesis powers, and Dahlia's control was only fragmentary until dawn. This is the first sign of the Joshuan artifacts granting Lilith a sentence of Her own.

As the PCs rise, Lilith gives them a brief speech in a deep and husky voice about waiting to greet all of Her tribe at once before divulging Her tale. She will allow a few questions before She asks them to accompany Her to Hom. Farewells may be given to a rather stunned Gab at this time. Lilith leads them across the Great River, literally walking on water to get to Hom.

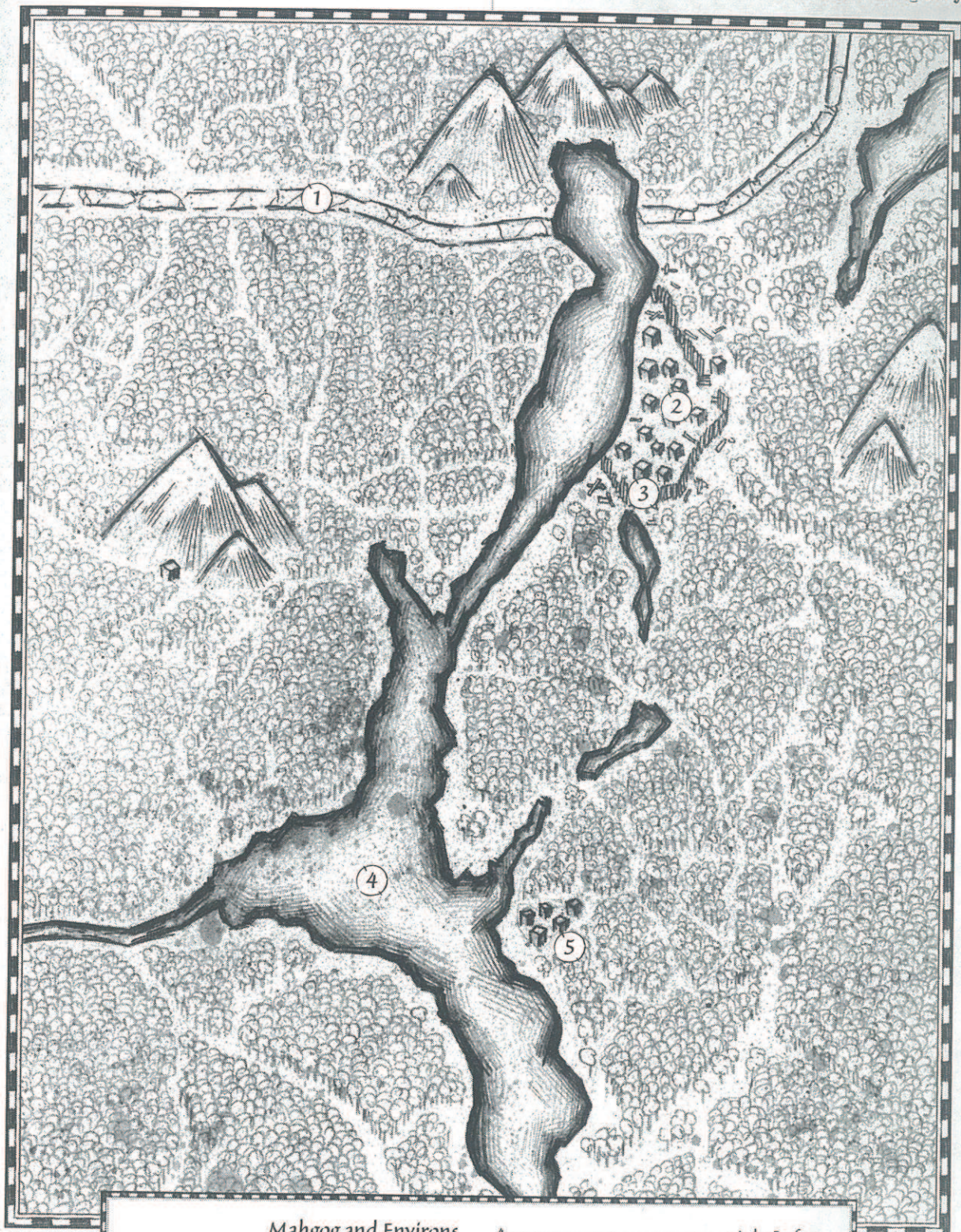
TIPS AND RESOURCES

Complete details on Kynit appear on p. 88. His hunting pack is composed of various types of Z'bri Monstrosities (**Weaver's Assistant**, p. 47, or p. 95 of this product). The PCs should hear the pack well before they see it. Indeed, the pack should be rarely seen, to help increase the tension and deepen the dread of what pursues them.

If any of the PCs were mortally wounded in the final act, they will live (assuming they did not get decapitated or something equally fatal, or are to be killed for story purposes). This miraculous healing is actually all Lilith's effort, and leaves the PC with a permanent connection to Her. This connection is certainly going to accelerate possible Joshuan Synthesis powers (see p. 76). Such a choice could even be made in the following dream, when the PC(s) is drawn to Lilith from death, which they see as being connected to either their Fatima or their Fallen faction (doubly powerful for Yagans). Choosing life is hence choosing Lilith.

Lilith's birth does require the sacrifice of a person. The main story assumed that the Dahlians led by the spy Brehnsun had captured someone and buried them with the Joshuan body parts just prior to the PCs' arrival. An alternative to this could be to have Jacques from *Enemy of My Enemy* be the one who becomes part of Lilith, a revelation that you as Weaver could work in to Lilith's portrayal sometime else in the campaign (She may have specific knowledge of things the PCs who have played *EoME* might remember, or copy some of Jacques' mannerisms). Another (extreme) option is to actually have one of the PCs die to bring Lilith to life, and then use similar techniques to hint at her presence "in" Lilith. There should be plenty of opportunity for the other PCs to slowly guess at this "relation" with Lilith and deliberate over what it means. It will also prove to be a significant point to emphasize in the final quest, *The Last Days*. This last idea should obviously be planned in advance and used only if a Player wishes to change characters.

Lilith's game statistics (if necessary) appear on p. 75.



Mahgog and Environs

1. Eastern Blacktop
2. Ruins of Mahgog
3. Birthplace of Lilith

4. Lake Emfray
5. Squat Settlement

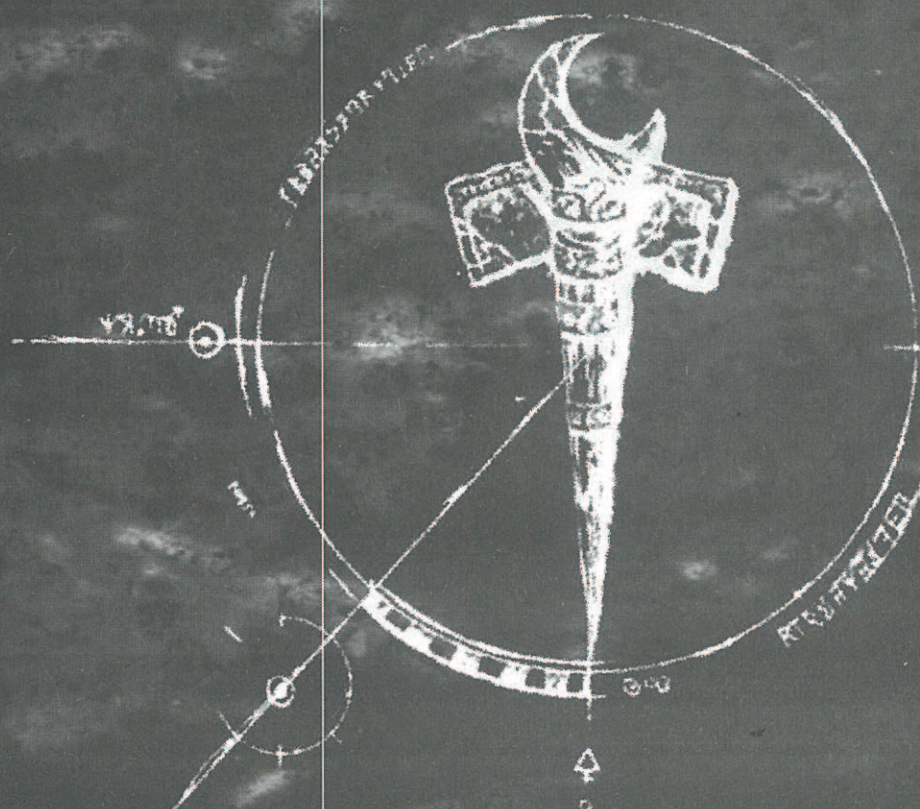
6 clicks (keeper measure)



Chapter 2:

Are we really this stupid? You mock me, you laugh, but I know. I know what is coming and what we are welcoming. Don't you see? The Eighth Death has come to fornicate with the Seven.

— Chevon the Deranged.



QUEST TWO: LILITH'S GIFT

ACT ONE: ARRIVAL

Lilith's Gift begins with the *Arrival*, with Lilith leading Jonhur and the PCs into Hom. Amid a gathering crowd, they settle at the Cage, where they are questioned about the events of their trip and the identity of Lilith. Hal Ninva places himself in the limelight and starts to ask many questions on behalf of the Fallen. *The Inquisitor's Gambit* sees the PCs captured and tortured by Terasheban Inquisitor Ever'on in the Institute — a place not of this world. In *Haven*, the Fallen stop the Inquisitor's attempt to take Lilith, and then see Her raise their second home — Haven — from the Great River.

This quest brings Lilith into the public eye on Hom and across Vimary and allows you to expose Player Characters to the many reactions engendered by such a momentous event. Among the Fallen, some accept the Liberator as their savior while others see Her as a deadly threat. The Tribes react even more strongly, especially the Shebans who see talk of Lilith as heresy. Lilith's stand against the Shebans who threaten both Hom and Her pledge to protect the Fallen against all comers goes a long way to cementing Her position as Fatima of the Fallen. All the while, elements of horror creep into the quest and the PCs are forced to take the center-stage time and again. This quest also introduces the Institute, a spectral and cursed hospital that can be used separately from *Children of Lilith*. Its twisted halls serve as a ghoulish reminder of the World Before and the madness that gripped it.

This quest has no Prelude, as it continues directly from *Joshua's Legacy*. It should be apparent that events are being manipulated to make sure that Lilith is accepted. The Fatimas are all aware of Lilith's arrival, and their perspectives can be found on page 7, in *Other Sisters, Other Sights*.

This act opens with Lilith, Jonhur and the PCs walking across the Great River onto the shore near Ile Perdue (Tribe 8 Rulebook, p.108). It is dawn, and the pallor of smoke from the wood fires lingers over Hom. As they cross, through the smoke, they can see that the Sepulcher still burns, but a perceptive PC may notice that it does not burn as brightly. Those that are stirring at this early hour are gaunt and tired. Most Fallen do a double take when they see Lilith and the PCs; some hide and most keep their distance. Approaching the Gate of the Banished (Tribe 8 Rulebook, p.105), the PCs see a small gathering assembled at its base.

Those gathered are mainly Doomsayers, and amongst the others is a Jacker known as Ardatli Maque (see p. 85). All have been drawn to the gate by compelling visions and omens of Lilith's arrival. Jonhur barely manages to contain his excitement as he greets his fellow Doomsayers, who are awestruck. Approaching a strut of the gate, Lilith places Her palm to it and leaves Her mark on the rusted iron. The Children of Lilith later adopt this marking as their symbol. The PCs sense that that various inhabitants of Hom are looking on from the fringes of the crowd, in fear and uncertainty. Observant PCs have the opportunity to notice a figure hiding in the shadows. This figure is Chevon the Deranged (see p. 86), a reclusive Doomsayer whom Dahlia has allowed to see through Her illusions and understand Lilith's true nature. Dahlia's "gift," however, has not cured Chevon's madness and she has extreme difficulty communicating her insight. Approaching Chevon will cause her to flee; she will escape by stepping into a shadow and disappearing. It is possible that a Doomsayer may know who Chevon is, but they will dismiss her as a lunatic. Chevon leaves and continues plotting against Lilith.

I AM LILITH,
I AM THE DAUGHTER OF JOSHUA.
I AM BORN TO PROTECT HIS CHILDREN.
I HAVE COME TO END THE THREATS
THAT SPANNED IN THE DARK TIMES,
I OFFER SAFETY,
GUIDANCE IN THE WAYS OF DEFENSE
AND HELP TO FIND YOUR WAY IN DREAM.
I WILL NOT RAISE MY HAND AGAINST MY SAUNTS,
FOR MY FATHER WISHED IT NOT.
I AM NO MORE THAN YOU MAKE OF ME.
I AM YOUR FRIEND.



LILITH'S CONFRONTATIONS

Lilith addresses those gathered and simply says that there is much to discuss, and She will only begin once people have gathered at the Cage (*Tribe 8 Rulebook*, p. 108). She does not speak again, letting Jonhur and the PCs deal with everyone. Although most eyes are on Lilith, the PCs attract attention as well. At first, a few Doomsayers begin asking questions about Lilith and the events that led to Her discovery. Eventually the growing crowd presses in and begins to throw panicked questions at the Doomsayers and the PCs. Speculation from the crowd becomes rampant: "Joan is among us!" say some, "It is the fulfillment of the prophecy!" claim others, while a few cry "Mother save us, a Z'bri is here!" For every question the PCs answer, five more are fired back. A refusal to answer will cause the speculations to proliferate, creating a near riot.

Lilith is unperturbed by the chaos Her presence is causing. Porelyn (see p. 92) is the first to track down any PC who distances themselves from Lilith, and asks where they found Her. This presents the perfect time to introduce Porelyn (and later apply the Sangis atmosphere to the PC — without connecting it to her) so that she has some history with them before her later appearance in *Solstice Rising*. Porelyn might even go celebrating with a PC high on her newfound celebrity status, leading to an interesting night of sexual excess.

The Herite Kyrt (see p. 89), attracted by the commotion, shoulders his way through the crowd and finds himself face to face with Lilith. Shocked, Kyrt steps back, half draws his sword and freezes. Lilith stands impassively before him. Kyrt mutters a curse under his breath, as he attempts to grasp the situation. With a gulp, he steps back into the crowd and races away, whistling to his Herite companions to join him. Any PC who follows the retreating Kyrt will see him cursing and continually looking over his shoulder at Lilith. When the first of his cell gets to him, he whispers orders, with nervous glances around him, and continues away. A PC might hear one of the Herites arguing with him. "She's barely taller than a man. We can take Her," he says.

If Kyrt notices he is being followed, he will attempt to detain the PCs and then have his cell cart them off to be interrogated. He wants information and he wants it now. Kyrt sends word out through his cell and his other contacts to prepare for a preemptive strike against Lilith.

VOICE OF REASON

At the Cage, Lilith finally settles on the concrete platform at its center. The Weaver should stress the building tension and how explosive the situation really is. The PCs can try and calm the mob that has followed them out of the inhabited part of Hom; if they do not, then Hal Ninva (see *Tribe 8 Rulebook*, p.101) steps forward and defuses the situation with brilliant oration. A PC who chooses to attempt to control the mob must make a Leadership vs. Threshold of 6. During the PC's speech, Hal Ninva astutely assesses how well the PC is swaying the crowd. Hal Ninva wishes to seize the limelight and further his political ambition, and if the PC is floundering, Hal steps forward and takes over to address the crowd. If the PC is doing well, Hal Ninva subtly tries to interject and take over the speech. He wishes to maximize his exposure to the crowd and to be seen as a prominent leader. Kymber Reva (see *Tribe 8 Rulebook*, p.105) and other Lightbringers among the crowd call for this to be a civilized discussion. Hal then proceeds to question Jonhur and the PCs on behalf of the Fallen, his Sheban skills of examination coming to the fore. Many Fallen interject throughout this.

After Jonhur and the PCs have spent some time handling the questions, Lilith interjects and begins Her unrushed discussion about Herself and Her plans for the Fallen. She opens with the narration that introduces this act. She speaks of the Joshuan prophecy and the coming hardships. Lilith presents Herself as an avatar, whose role is to safeguard the destiny of the Eighth Tribe. Lilith pledges that She will defend the Fallen against all enemies, and be an ally who will work towards a common goal: the formation of the Eighth Tribe. This brings many Lightbringers on side, as many believe that Lilith could provide a focal point around which the Fallen could rally. There are just as many who disagree, and it seems that discussions will continue for many days to come.

The PCs are center stage at the discussions and they are called upon to recount what they saw. Their words carry weight, and many look to them for guidance. The Weaver should create dialogs that prompt the PCs to contemplate their own stance on Lilith. Do they wish to support Her in assuming the role of guardian of the Eighth Tribe? Alternatively, is Lilith not to be trusted and should She be treated as an enemy? Deus the Poet (*Tribe 8 Rulebook*, p. 106) raises the point about Lilith's trustworthiness. Whichever stance they take, the PCs find it impossible to avoid questions from the crowd. Jonhur is vocal about their role in finding Lilith, and soon most Fallen know their names. Herite and Jacker cells are particularly wary of Lilith, but hang on the fringes, sizing up the situation.

When debate finally lapses, Lilith accepts the Doomsayer request to come to The Temple (*Tribe 8 Rulebook*, p.108 and *Vimary Sourcebook*, p.60). After traveling amidst a great procession, many Fallen wander off to eagerly discuss this miraculous event. Here, the night is spent with the exchanging of questions between some Fallen, predominantly Doomsayers, and Lilith. Many are surprised by Lilith's ignorance of Tribal activities, but others remind them that such was also the way with the newly "born" Agnes.

In general, Lilith has polarized the Fallen. Many fear and distrust Her, while others see in Her the fulfillment of prophecy. Lilith's presence has spawned open debate amongst the Fallen. They talk about many issues, such as Lilith, the prophecy and the formation of a new Tribe. Kymber Reva and Hal Ninva are seen frequently, talking, debating and counseling those gathered near The Temple. Doomsayers discuss prophecy, and many confirm that Lilith contains elements of Joshua. Jonhur is the most vocal of the Doomsayers, and his absolute conviction of Lilith's place in the prophecy sways many. Jonhur is very quick to discount any alternative interpretation of the prophecy, especially if it casts doubt on Lilith. Many Fallen rally around Jonhur's interpretation that Lilith is a new manifestation of Joshua, and begin to entertain the idea that they are His children. Lilith never confirms or denies that She is Joshua reborn, but refers to Him as a guiding presence. Still, there are those among the Fallen who do not support Lilith, especially the Herites, who hold secret council away from the untrustworthy.

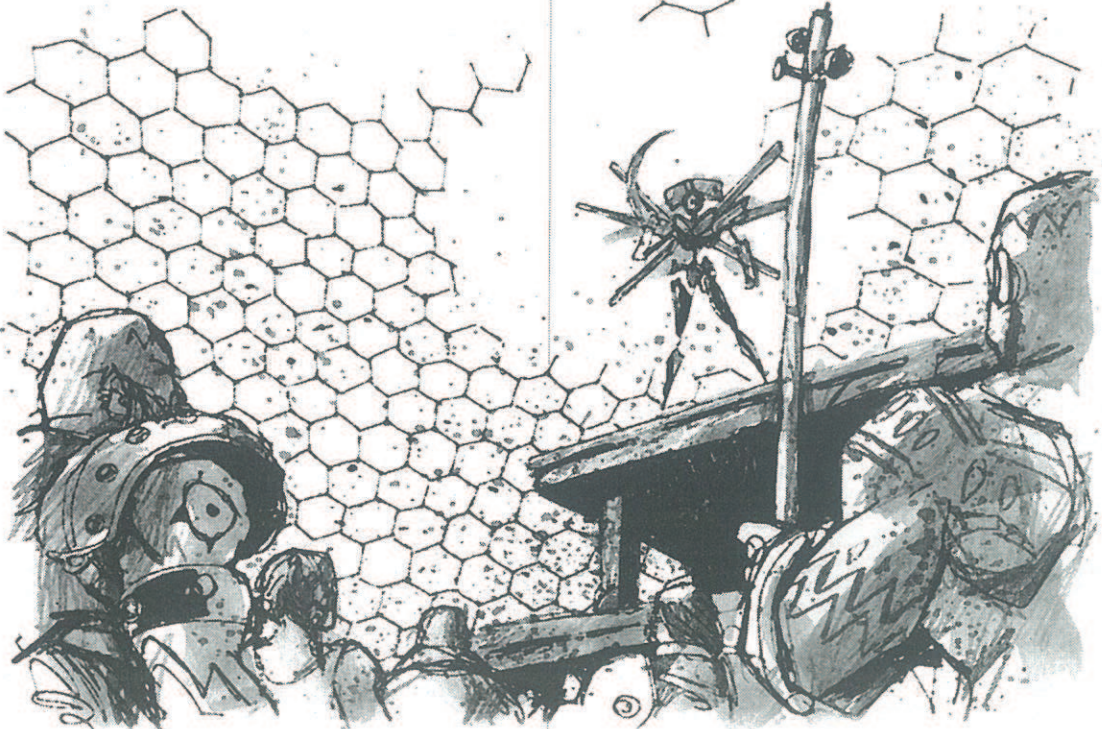
FEAR OF THE UNKNOWN

There is confusion amongst the Herite ranks. Most do not trust Lilith, but have no clear idea of how to deal with her. Lilith poses an interesting dilemma for the Herites. Faced with the fact that a Fatima is encamped within their midst, they do not know what can be done. Herite cells have waged a guerrilla war against the Seven Deaths and their followers, and many call for similar tactics to be used against Lilith and Her supporters. Troy Fenys (see *Tribe 8 Rulebook*, p. 96) is among the most vocal supporters of a campaign of terror against Lilith. Kyrat attempts to dissuade such action, calling for patience. Raven (see *Vimary Sourcebook*, pp.108-109), known for his tendency to violence, calls for the Herites to strike soon. His

cell, Raven's Shadow, jokes about just needing a few sledgehammers to do the job. Kyrat maintains that Lilith should be observed, and dealt with only when the time is right. Kyrat says that he does not trust Lilith, but at this stage has seen no signs of ill doing on Her behalf. In his mind, the Herites have the more important task of dealing with the Sheban persecutions. Chevon demands that the Herites stand up to Lilith before they find themselves back in old Tribal society with Lilith as their Fatima. Chevon's anger and insanity are apparent to the Herites, but the truth of her more lucid remarks gathers enough support for Kyrat to concede to organize an attack.

JACKER THOUGHTS

The Jackers are indecisive about Lilith and take a neutral stance at Mek's (see *Tribe 8 Rulebook*, p.95) lead. The main issue for the Jackers rests on whether Lilith could be a Z'bri. The PCs should be interrogated by a Jacker cell, especially about Lilith's actions against the Z'bri. The words of the PCs are important in determining the Jacker stance on Lilith. An ex-Sheban among them will use Truth Synthesis to test the veracity of the PCs' words, to establish whether Lilith is a Z'bri creation. Sometime in the near future, Mek intends to invite Lilith on a hunting party to test Her loyalty. A being of Lilith's power would be a valued ally in any raid into Z'bri lands. When asked about Her policy on the Z'bri, Lilith speaks in a low menacing tone: they are the great enemy and must be dealt with sooner rather than later. Most Jackers react to this response with skepticism, and look for action instead of words. Lilith replies that the time for action is coming soon. Disgruntled Jackers fail to get Mek and the others to agree to do anything more about Lilith, and go to the Herites to seek satisfaction.



END OF THE SECOND DAY

During the late afternoon of the second day of Lilith's arrival, She is seen walking to the Hallows with a large entourage of Doomsayers and Lightbringers. A festive air descends on the Hallows, as Lilith raises a great chair of concrete and steel in the center of it and settles in for the evening. The PCs will feel less pressure as all attention is turned to Lilith and the debates start again.

The Weaver should be aware of the stance the PCs have taken with regards to Lilith. The primary concern of those who support Lilith is defending Her and interacting with fellow supporters. Those who do not trust Lilith must plan with Fallen who agree with their stance and deal with Lilith's growing support base. Lilith expresses disappointment in PCs who have their doubts about Her, but understands that they must follow their own path and says that She would have it no other way. No matter what stance the PCs take, Lilith is at the center of all the events. Each event that follows can be described from a different point of view, as either an ally or enemy of Lilith.

The Guides Den Hades and Halos (see *Tribe 8 Rulebook*, pp. 100 and 82) withdraw from their roles as mentors, and observe events from the periphery. Player Characters who have a personal connection with either of them can still seek out their advice, but they remain vague. The Guides, savvy in the ways of Dream, recognize something of what is afoot, but judge that the Fallen must meet this challenge themselves. They tell trusted students that the Fallen are being tested, however, just not by what or who. Their only personal concern is to care for Veruka.

Veruka is in dire straits after the events in Mahgog (see *Veruka's Torment*, p. 22). Barely any of her spirit has returned to her at this stage and she appears to be in a coma. She remains in the Sepulcher, where she is tended to by the Guides and several Fallen. Chevon is often at her side too, as are Kymber Reva and other Fallen Evans. These latter include the attending staff of the Goddess of Mercy Mission (see *Vimary Sourcebook*, p. 60).

Back at the Hallows, after the sun has set, Lilith creates a bonfire out of thin air and warms the area. Later in the evening, Lilith begins to dance a strange yet enthralling dance, accompanied by percussion music played by those who have accepted Her. Those who witness Lilith's dance see Her Fatimal aspect radiate through the Hallows. The place shifts into a dreamscape as Lilith whirls about the fire. Those present feel their inhibitions drop and join the playing and dancing. Ardatli Maque is the first to join Lilith in Her dance, and she spins like a dervish around the Hallows. Ardatli is the first Fallen to call herself a Child of Lilith, and by night's end a few others begin announcing the same. A new outlook is born.

Lilith keeps up the same pattern of activity for the next few weeks, staying in The Temple during the day and dancing at the Hallows during the night. Only a violent attack alters Her ritual.

CLEANSING FLAMES

Late on the fourth night the Herites and some Jackers, who suspect Lilith to be a Z'bri, stage a daring attack on Her in the Hallows. All wear cloth on their heads and cover their body markings to disguise their identities. For those sleeping in the Hallows and talking to Lilith, the first sign of danger is Chevon's cry — "Burn the pretender!" With that, bottles filled with alcohol crash into Lilith, the dirty rag wicks turning Lilith into a fiery pillar as She stands to face the attackers. Several of the masked Herite-Jacker mob come at Her with their weapons, including a few sledgehammers and great axes. Lilith seems oblivious to the fire that engulfs Her, as swift blows of Her hands and shoulder blades deftly slice heads from weapons and knock blades from hands. Those strikes that land with a steely ringing sound appear to have no effect. Cries of dismay fly from the attackers' mouths as Lilith swings her staff about, knocking many from their feet. No one She hits is killed, or even badly wounded. The group's morale fails, and, ignoring Chevon's continued cries, they turn tail and bolt away into the dark. The flames flicker and go out, as Lilith instructs those around Her to et them go. Lilith is unmarked by the fire and makes nothing more of the incident.

The PCs could possibly be part of this attack, which is primarily instigated by Chevon, and planned by Kyr. Any PC who is privy to plans to attack Lilith will see that any plot has clearly underestimated Her power. The PCs could attempt to convince Kyr how dangerous Lilith is and that a full frontal assault is suicide. PCs may also take this information to Lilith, whose response is a flagrant lack of concern; in fact, She looks forward to meeting the fanatical element of the Eighth Tribe.

TIPS AND RESOURCES

Lilith's portrayal should be strong and convincing. Her alienness aside, people find Her warm and look happily upon Her words about fulfilling the prophecy. *Portraying Lilith* (p. 74), under Lilith's description, provides advice on how to best run Her in this scene. If you wish, you might want to build the tension by having a few preliminary Herite and Jacker attempts at killing Lilith — like ranged attacks or attempts to place an ax in Her back. They all should fail, of course. If necessary use the Squat and Joanite Cavalry archetypes from the *Weaver's Assistant* (pp. 45 and 42). See p. 95 for a summary of game statistics.

Beyond the attack on Lilith and Her speech at the Cage, make sure to keep the pressure on the Player Characters. Their fame (or infamy) as Lilith's heralds will spread like wild-fire. Old enemies may become allies and allies enemies. This is a perfect opportunity to run character-driven subplots.



ACT TWO: THE INQUISITOR'S STALKING BAZAAR GAMBIT

The cards, they tell many things. Here, hold them, mix them up. Clear your mind. Divide them three times and put them down in three piles. Turn the top three face up. Now...mmm...your fate is intertwined with great events. You have seen much and suspect more.

Now turn over another three. Mmm...a man seeks you. He is in league with...a black heart...not of this world. I see you going on a journey...soon...soon you will be leaving behind the living to go to a place of the dead. There I hear a million screams.

Turn another three cards...mmm. You will need to look to the dead to survive the living. You must flee the bright bowels of darkness...or you shall surely remain there eternally.

— Ellem Morkin, Yagan Fortune Teller

WEAVER SYNOPSIS

Rumors of Lilith's arrival begin to filter into Vimary. The Joanite watch on the Fallen Bridge is aware of the disturbances on Hom. The Outcasts' demeanors have changed, and many have begun to show new spirit and nerve. Lilith is the subject of every conversation in Bazaar. Those Fallen who venture into Bazaar elicit varied responses from the inhabitants. The majority are aware of the rumors of a new Fatima having encamped Herself on Hom. Most disbelieve, and laugh at the misguided Fallen. Others react negatively, claiming it is blasphemy for the Outcasts to make such outlandish claims.

Anxiety over Lilith grows amongst the Seven Tribes, and calls for action become loud and strident. Within a few days, the High Judges of Tera Sheba reach a consensus that direct action against the Fallen is necessary; further inactivity will only lend credence to the Lilith hoax. The most rabidly anti-Fallen of the High Judges, Cylix Seth'on (see *Vimary Sourcebook*, p. 95), proposes that Lilith and those responsible for the deception should be arrested, tried and punished. In a rare instance of cooperation between the two rivals, High Judge Verra Thaim'on (see *Tribe 8 Rulebook*, p. 64) supports this plan. Inquisitor Mezat Ever'on (see p. 90) is to lead a task force and bring to an end the "Lilith heresy."

Inquisitor Ever'on moves quickly against the Fallen, immediately organizing Joanite patrols to sweep any Fallen off the streets of Bazaar. Those caught in the Inquisitor's net are taken to various holding places for initial review. They are then either placed into the Sheban justice system or, if the Inquisitor thinks they may know significant information, they are secretly taken to the Institute (see pp.81-83) for his personal attention.

The sudden rash of disappearances of Fallen on Vimary following Lilith's arrival causes concern amongst the residents of Hom. The PCs are asked to go to Vimary to determine what is happening to their brethren. This request could come from Lilith Herself or one of Her supporters, like Kymber Reva or Hal Ninva. If the PCs are not close to Lilith, then the request could come from allies in the Herite and Jacker factions. It is also possible that a close friend's disappearance motivates them to get involved.

In Vimary, the PCs should feel uneasy while they walk the streets of Bazaar. Most residents are tightlipped, and in some cases outright hostile to any inquiries. The PCs may be barred from entering an establishment or refused service. All know that the Inquisitor's spies and the Watch are everywhere. Many have witnessed the abductions, but are afraid to impart this knowledge for fear of the rumors about what the Inquisitor does with those taken. The Weaver should pass on the rumors (see below) as she sees fit, and via channels that the PCs may not usually use. The longer the PCs investigate, the greater the risk of their falling into the Inquisitor's custody. The PCs also run the risk of betrayal by allies or collaborators. Alternatively, the PCs may choose to fall into custody (an easy task to accomplish), or tail the captors back to their place of operations (not so easy).

The following general information can be gathered from appropriate contacts. It is best communicated through roleplaying, but Thresholds for Streetwise, Etiquette or appropriate Lore tests appear in brackets as guidelines.

- There have been closed sessions within the court of the High Judges. In general, they are discussing an edict declaring Hom to be part of the tribal lands. This would most likely result in the eviction of the Fallen from Hom. (Threshold 5)
- The High Judges have classified Lilith as an agitator and decided that She is to be questioned. (Threshold 5)
- The Joanites who form the band that are detaining the Fallen are not part of the normal Watch, and are working under an unknown Terasheban Judge who has been given expanded powers to deal with the Fallen. (Threshold 6)
- Those who are being detained are not all being taken to the normal area of imprisonment. (Threshold 5)

The following information should only be given to the PCs if they roleplay well and have especially useful contacts, as it is much harder to obtain.

- The Judge has been selected by the High Judges to lead an operation to destroy Lilith and Her followers. (Threshold 8)
- The Judge heads a special "secret inquisition" and has a mysterious torture place known as the Institute somewhere outside of Tribal holdings. (Threshold 8)

CAPTURE

Unless they are exceptionally careful, the PCs will attract Joanite attention and be ambushed by a patrol. Whether they are actually captured depends on their skill and intentions, but the rest of this act assumes that they are. Weavers should alter events slightly to accommodate PCs who manage to follow the Inquisitor unseen.

Captured PCs are treated roughly, and are given no reason for their incarceration. Initially, they are taken to a regular holding cell within a Joanite tower, where they spend hours just waiting. The Inquisitor will be informed and, at night, he sends an aid named Judge Krynn to review those newly captured to see if they are interesting enough to deserve his special attention. The Inquisitor's task force is mainly made up of hand-picked Joanites and Sheban Advocates. All have been selected for their abilities, loyalty and reactionary stance on the Fallen.

When the Inquisitor receives the report about the PCs, he sends Judge Krynn back to bring them to the Institute. Indeed, they match the description of Lilith's heralds, provided by other prisoners. Krynn is accompanied by a squad of Joanites led by the menacing Bondo. Bondo's troops gag and bind the prisoners, placing a stifling leather hood over each one's head. Those who resist are beaten into submission or unconsciousness (whichever comes first). Not one word is said. The Weaver should create an atmosphere of fear and uncertainty. Belligerent PCs will end up beaten senseless.

The prisoners are led out of the tower under the cover of night, and placed in a covered wagon pulled by a pair of horses. Bondo and Judge Krynn take every precaution to avoid being followed, using speed as well as Judge Krynn's Eminence of Wisdom. If they are followed, Bondo will attempt to ambush the followers. Inside the wagon, the Joanites keep close watch on the prisoners, knowledgeable of Fallen tricks to shed bindings. Some time after they have left the main populated areas of Vimary, a strange voice is heard from the front of the wagon. Out of the PCs' sight, one of the drivers is using a Keeper sound-transmission device to contact their mysterious destination, the Institute.

The conversation begins with the loud, hurried and seemingly well rehearsed Fanzay speech: "This is Two Five. We are inbound to the Institute on Bélanger. Have on board priority one for Ever'on."

Shortly afterwards, a strange scratchy response is heard, the voice so slow and distorted that it barely sounds human. "This is the Institute...Proceed to ramp three...Lights and Sirens are on."

All those PCs with Eminences of Inspiration, Fate, Death, Empathy, Shadows or Mystery should roll a PER test vs. 5 to sense a creeping spiritual darkness associated with the distortion of the reply. On an MoS of 3, they recognize that the static is actually thousands of screams and cries (from the Sea of the Lost).



INSTITUTIONALIZED

The Institute (see pp. 81-83) is a ghostly hospital, which houses the Melanis phantom S'Cur and many damned spirits. In some ways it seems unaffected by time and is a perfect relic of the World Before, but a sense of despair and dread infuse it with a horrific quality. Desperate ghosts wander the nigh-infinite halls, looking for living bodies to possess. To Fallen and Tribal eyes, the Institute matches the vision of the World Before painted by the Fatimas: a combination of stark modernity and horror.

By the time the captured PCs arrive, they are completely disoriented. When the PCs enter the Institute, they feel the sensation of twisting, turning and descent, down both steps and wicker baskets. Those PCs who have avoided capture, and have somehow managed to tail Judge Krynn and Bondo to the Institute, have to act quickly as they run the risk of losing them in the maze of corridors and stairs.

The Joanites eventually take the prisoners to a small room. One wall of the room is made up of a rectangular grid of metallic doors. The warriors forcibly lead each prisoner (still bound and hooded) to one of the doors, which is opened to reveal a table that can be slid out. They strap the prisoners onto the tables and push them back into the recesses, then shut and lock the doors. Inside, the prisoner comes to the realization that they are confined in a metal box and panic follows (avoid on WIL test, Threshold 4). Those who manage to calm down and relax can hear muffled thuds and muted screams from neighboring boxes.



ENTER THE INQUISITOR

Eventually Inquisitor Ever'on will arrive and interrogate the prisoners. The Inquisitor interrogates each PC individually in a calculated strategy, initially picking on the individual who is most likely to crack. He orders for the prisoner to be pulled out from the recess. Once out and checked, the prisoner's hood is removed. Before her stands the Inquisitor, by his side a table with wicked looking surgical instruments. The room is shrouded in shadows, but the prisoner may sense that there are others in the room. Silently, the Inquisitor inspects tattoos and scarification on the prisoner. He is trying to determine what tribe or faction the prisoner might belong to. If anyone bears a tattoo signifying that she is a member of the Children of Lilith, the Inquisitor calls for Rebeka Sabathkin, a Yagan Pellis Artisan who has been lurking in the shadows. The young artisan will carefully remove the tattoo and surrounding flesh. Ever'on gives this same order for any tattoo that he deems unusually significant. Each removal causes a Flesh Wound, although Rebeka will apply a healing salve that gives a one-time +2 bonus to the next healing test. This is done not out of compassion, but to better preserve the skin.

Once he finishes the examination, the Inquisitor begins to ask a series of questions about the PC, Lilith and the Fallen. The questions are wide ranging, and he wants all names, places, events and other incriminating details. The PC is asked about an important individual among the Fallen, or another PC. These questions give the impression that the Inquisitor already knows quite a bit. The Inquisitor has many interrogation techniques available, amongst them the Aspect of Truthsaying, and he will select an appropriate strategy based upon his impressions of each PC. The surgical tools are used sparingly and when they would be most effective.

The Weaver should create a harrowing experience for each PC, bringing each to the brink of despair and uncertainty. If possible, each Player should be separated from the rest and interrogated in turn. The Weaver could construct questions around certain events and attempt to trip up the PCs if they try to deceive the Inquisitor. The Weaver must be aware that such scenes can elicit negative reactions from the Players, as they feel that they have no control over their destiny. The aim of this scene is to set up the Inquisitor as a major nemesis. Expect a wide range of responses to the Inquisitor's interrogation. Some PCs will be unable to resist the Inquisitor and will capitulate and tell all. Defiant individuals may prefer death over giving in. If this is the case, the Weaver may wish to impart this knowledge to other PCs, alluding to the fact that if they do not escape, it is likely that the defiant PC will die.

Attempts to escape at this point have a very slim chance of success — Bondo and other Joanites are also lurking in the shadows. Ever'on will also not hesitate to use some PCs as hostages to keep others in line. Weavers should, however, reward creativity. Escape is difficult, not impossible.

At some point, all PCs should hear a conversation over the public address speakers, similar to the one they heard when they came to the Institute. This time, the voice from the incoming wagon is hideously distorted and the reply is just a little crackly.

THE COOLER

Once the interrogation is over, the PCs are led to a holding cell (a large walk-in refrigerator) and put with other Fallen who have been caught and interrogated. Most are terrified, huddled together out of mutual need - all bear the marks of the Inquisitor. A number have died from injuries sustained during interrogations. Periodically, the prison door opens and a number of guards come in to take a prisoner out for further interrogation. Some do not return.

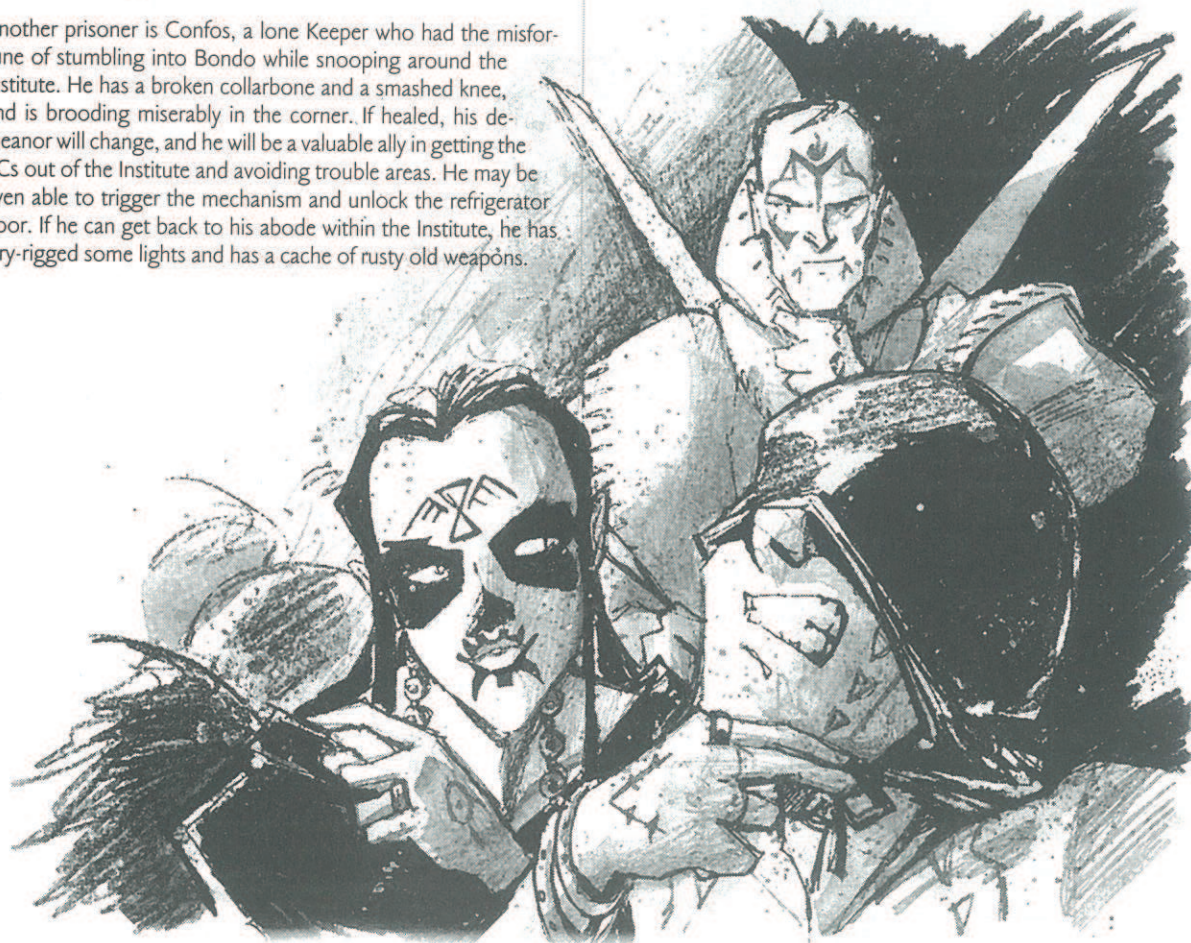
This should be the first opportunity for the PCs to regroup, discuss their ordeal and plan an escape. Amongst the prisoners is Stacie, a Fallen Evan who is surprisingly calm. During an attempt to use her Synthesis, Stacie was possessed by a spirit (see guidelines on p. 82). Stacie exhibits a split personality, but is in control of her faculties. The spirit is that of an old healer (nurse or doctor) who has reverted to her old behavior (healing people) now that she has a corporeal host. Stacie does not suffer the -4 penalty on Synthesis rolls, and as such has access to her Anima Aspect. The PCs may come up with the idea of allowing a spirit to possess them, which will allow them to use their Synthesis at no penalty. There is a risk, and the PCs may not be so lucky as to attract such a benevolent spirit. If they do attempt to allow a spirit possession, then they will cause a frenzy amongst the dispossessed as the ghosts fight to get at the offered sanctuary.

Another prisoner is Confos, a lone Keeper who had the misfortune of stumbling into Bondo while snooping around the Institute. He has a broken collarbone and a smashed knee, and is brooding miserably in the corner. If healed, his demeanor will change, and he will be a valuable ally in getting the PCs out of the Institute and avoiding trouble areas. He may be even able to trigger the mechanism and unlock the refrigerator door. If he can get back to his abode within the Institute, he has jury-rigged some lights and has a cache of rusty old weapons.

TO FLEE THE HORROR

The escape from the Institute is the climax to this act. The Weaver should assess the PCs' escape plan and throw as many obstacles at the PCs as she desires. The escape should be a wild chase through the bowels of the ancient hospital. The greatest obstacle to overcome is getting lost within the Institute — there are many dangers present besides the Inquisitor and his goons. In their flight, the PCs may stumble through the underground tunnels in the basement, heading in an unknown direction. After days of blindly wandering through the tunnels, the PCs come up kilometers away from the Institute. They could be in the Rust Wastes somewhere, on the outskirts of Bazaar, or even on the edge of Z'bri lands, not knowing where the Institute is or how to get back to it.

After the PCs escape from the Institute, S'Cur decides that he has risked himself too much. He has the Keepers take most of Ever'on's staff at the Institute to his aide Z'vatis, and the wagons now only run at his bidding. Ever'on finds that he cannot even find the Institute, and confused and very troubled, he continues his persecution of the Fallen from Sheban turf. When the Inquisitor is killed in *Solstice Rising* (see p. 52), you may wish to have his spirit reappear in the Institute to trouble the PCs in their further dealings there.



TIPS AND RESOURCES

In the escape bid, you may wish to encourage the PCs to seek "spiritual" guidance. If so, the dealings with the ghosts should be made as eerie as possible. The PCs should be forced to commune with the "guardian ghosts" by means of simple devices like candles, which flicker answers, and poltergeist activity, like the moving of objects and opening of doors. See p. 93 for statistics.

Inquisitor Ever'on's background and statistics appear on page 90. More information on the Institute can be found on pp. 81-83. For the Joanite guards use the Watch archetype in the *Weaver's Assistant* (p. 42), or see the stats summary on p. 95. Use the following guidelines for other characters:

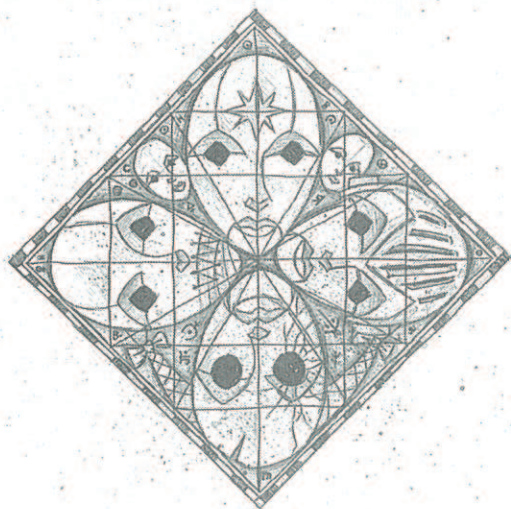
Bondo: A brutish man, whose physical presence is intimidating. He is a no-nonsense warrior whose favorite weapon is a sledgehammer. Use the Joanite archetype, with Combat Sense 2/+1, Leadership 2/0, and Melee 3/0.

Krynn: A young Judge, with a keen eye and sharp tongue, she recognizes that the Inquisitor's star is rising and intends to be by his side. She is inept in combat, which is why she surrounds herself with adept warriors. Use the Advocate archetype with PER +1, Interrogation 2/+1.

Confos: A Keeper not working for Professor Chalk (see p. 92), he rummages through the Institute, looking for scraps of medical technology. He stumbled onto the Inquisitor in one of his explorations and was beaten and detained. Confos has CRE +2, Techlore (Elec.) 2/0, Tinker 3/+2 and Technosmithing (Ignite) 1.

Stacie: A strong willed ex-Evan midwife who was caught in the Inquisitor's net. Use the Evan Nurse archetype with Healing 3/+1 and Synthesis (Anima) 2.

Rebeka Sabathkin: A cold Pellis Artisan, she works for Ever'on to gain access to Fallen skins. Use the Pellis Artisan archetype with Healing 2/+2 and Lore (Fallen) 1/+2.



HOOK: CHEVON'S MARTYRS

Immediately after their return from the Institute, PCs may be drawn into a Herite plot to retaliate against the Shebans and strike at the Children of Lilith. Depending on their position, they may be on either side of the attack, or could not be involved at all. If not, then they will hear of an attack and have to deal with the consequences in the next act.

Kyrt agrees with other Herites, including the very vocal Chevon, that the Fallen must strike back in response to Sheban persecution (see *The Inquisitor's Gambit*, pp. 30-32). He cautions that all should proceed with discretion, however. Certain elements of the Herites mumble that Lilith is drawing too much attention towards Hom, putting undue pressure upon Herite operations. Chevon agrees, but posits that She also draws the bulk of the attention onto Herself, and away from the Herite cells. Chevon believes that this could be used to their advantage. In a time of greater lucidity, she proposes that an attack be made upon the Festival of Liberation, with the Herite perpetrators disguised as part of the new Children of Lilith.

Kasteen, a Fallen Yagan, steps forward, and volunteers as a cell leader. Kasteen's small frame is continually wracked by hacking coughs; her hair is falling out in patches, revealing numerous sores and scabs. Yet she manages to hold herself upright and there is a look of grim determination in her sunken eye sockets that ensures that everyone gives her a wide berth. Kasteen asks for volunteers for her cell. A small number of Herites step forward, among them Blackeyed Susan, secretly an agent of Dahlia. Kyrt accepts Kasteen as the leader of this mission, and states that this is the end of his participation in the matter. Kasteen gathers those who volunteer, and leaves to plan.

Kasteen plans to attack the Yagan section of the festival. Her goal is to destroy the sacred skin of a famous Sheban High Judge. After, she intends to engage her cell to kill as many Yagans as possible, screaming out the name of Lilith — thereby implicating the Children of Lilith in the massacre. The PCs may foil Kasteen's plan, and if this is the case, Dahlia orders a number of her most loyal tribe members to attack the Sheban section. These Dahlians bear the marks of the Children of Lilith, and the attack will spark off a massive hunt, from which the PCs should flee or risk being caught.

For the Lightbringers, a great debate is underway. Petyr (Kymber Reva's lover) suggests that maybe it is time for the Fallen to abandon Hom and attempt to set up a self-sustaining community in the Outlands. Hal Ninva strongly opposes this idea, claiming that the Fallen have achieved so much with Hom, that to abandon it would be travesty. Petyr's Outlands settlement idea, however, is not so easily dismissed. These discussions continue for days, and Lilith remains strangely neutral. The PCs get the feeling that the Lightbringers are clearly divided. During this period, a Child of Lilith disappears, kidnapped by Kasteen (or the PCs). The Weaver should choose an appropriate target — possibly a PC or someone close to them. The person's absence is noticed by Ardatli (or the PCs), and is brought to the attention of Lilith. Lilith requests that someone look into the matter, but offers no assistance. A cell of Lightbringers agree to investigate (this again could be the PCs).

SCENES

Kidnapping: Kasteen orders the kidnapping of a Child of Lilith. The kidnapped victim is taken to a Herite safehouse and then stripped and scrutinized by the tattoo artist Karin. After examining the victim's markings, Karin is able to replicate the tattoos upon Kasteen and the other Herites (or PCs). Other markings are altered to increase the success of their chance in infiltrating Tribal society. The kidnapped victim is then coerced (via Synthesis if necessary) into following Kasteen's or Blackeyed Susan's commands. Around the time of the kidnapping, the location of this year's Festival of Liberation appears (see *Festival of Liberation*, p. 80) on the southern slopes of the Great Hill.

Tattoo Parlor: Kasteen now requires all those going with her — anyone who volunteered — to be properly tattooed as a Child of Lilith. Since Blackeyed Susan has infiltrated the Festival of Liberation before and believes she can do so again, Kasteen follows her lead in this matter. Those PCs who have volunteered realize that the proposed plan is likely to be suicide. This poses a dilemma for the PCs, illustrating the lengths that some Herites are willing to go for their cause.

CLIMAX

By the time the Herites make their way into the Festival, Children of Lilith have found evidence of the kidnappers' identities from eyewitnesses or through Synthesis. More damning, they may have traced the kidnappers to the tattoo parlor, and found stencils and other indications of copied Children of Lilith tattoos. The trail leads to the Festival of Liberation, where the PCs should discover that the Herites and the kidnapped victim have slipped into the festival. If the PCs are the kidnappers, then they may be harassed by Lilith's investigators as they carry out Kasteen's plan.

How this ends is dependent on the PCs' performance and your intentions as Weaver for your Cycle. The chaos of the Festival would allow PC Herites to escape, and Dahlia might lend some assistance through Brehnsun to accomplish this. Kasteen, Susan and the others almost certainly die on the blades of the Yagans (or PCs who have been hunting them). As a hint to the PCs here on Lilith's behalf, one of the Herites might partly break their charade by whispering Chevon's name before dying.

AFTERMATH

The aftermath of the attack sees the Yagans give evidence of the attackers' origins to the Shebans. The Yagans were fooled by Kasteen, and describe the attackers as members of a new Fallen faction. PCs who might have been caught after trying to stop the Herites (or if they were amongst the Herites) will be questioned and taken to the Sheban tent. Fortunately, Brehnsun frees them, refusing to explain the reasons for his help.

RESOURCES

Kasteen: Once a Yagan Mordred, now a Herite fanatic, Kasteen does not have to long to live. No Yagan speaks her name without issuing a curse. Her body bears the scars of battle, and the marks of various Yagan curses.

Blackeyed Susan: A Dahlian spy who has been a steadfast Herite gaining the respect of many. Dahlia has told her to participate in Kasteen's suicide mission and she plays the role to perfection.

Karin: A well-known tattoo artist within Hom, she was a Yagan Pellis Artisan and now makes a living out of tattooing the Fallen. Her work is exquisite and she is skilled in dermal peelings, (which are useful in removing tattoos). Karin is able to transform a person's appearance by altering their scars and tattoos. Although she has Herite leanings, she will not do something if not well paid, but that payment also buys her absolute discretion.



ACT 3: HAVEN

They came in the gray mist that morning. Their torches and the drum of their boots awoke us to their arrival. A clatter of hooves told us that the great bridge was also lost to us. As they drew nearer, the residents of our small town were thrown into chaos. Some ran to the walls, and some tried to run away.

We gazed at their glittering ranks. So much armor, so many weapons. So few of the same amongst us. It was a day of reckoning, or so we thought.

— Altara Ven



WEAVER SYNOPSIS

After the escape of the PCs from the Institute, Inquisitor Ever'on steps up his campaign against the Fallen and attempts to procure the High Judges' sanction for a mission onto Hom. He reports on the information gathered so far. He believes that the creature known as Lilith, although a being of some power, is not a Fatima. He believes that Lilith is gathering support and is a unifying influence amongst the Fallen. In his opinion, detaining Lilith now will avoid future problems. The High Judges discuss the Inquisitor's proposal at length, but decide to delay the action until the first day of the approaching Liberation Festival. The Inquisitor is disappointed by the delay, but, grumbling, begins preparations for the raid.

When the PCs have returned to Hom from their experience within the Institute. The PCs should report to or be approached by interested parties. Lilith and Her supporters gather to hear the reports from those PCs sympathetic to Her cause. The initial reaction is concern, and sparks numerous discussions. Jonhur thanks the PCs on Lilith's behalf. At the Weaver's discretion, the PCs may be personally rewarded by Lilith for their valiant efforts. This reward may be an offer to join the Children of Lilith and Her inner circle, or the fulfillment of a request a PC may have. The Inquisitor's line of questioning indicates that the High Judges are concerned about Lilith and believe that She is nothing more than a Fallen deception. While this is an issue, the

Lightbringers are primarily concerned by the talk of closure of the bridges and the declaration of Hom as tribal land. Spring has arrived, and the Great River is no longer frozen, isolating Hom once more — further enhancing the current food crisis. Hom is almost entirely dependent on Vimary for food; if the bridges were to be closed, the Tribes could starve Hom to death. The increasing influx of outcasts brings unwanted pressure as well. PCs who are Lilith's supporters may be drawn into the Herite plot *Chevon's Martyrs* (see pp. 34-35).

If the PCs went out on behalf of the Herites, Kyr't or the PCs call a secret gathering of available Herite cells, where the PCs' experiences are discussed. The general Herite response is to step up terrorist action against the Shebans in retaliation, see *Chevon's Martyrs*, pp. 34-35.

HOM BESIEGED

In the aftermath of Kasteen's assault in *Chevon's Martyrs*, an emergency session of the Sheban High Court is held. Inquisitor Ever'on is given sanction for his "warrant of arrest," for which he is already well prepared. The attack is set to occur on the morning of the first day of the Festival of Liberation, a week before the Spring Equinox. Under the cover of darkness, Joanite forces take up positions at the mouths of the Fallen and South Tier bridges. The Inquisitor is accompanied by a mixed Sheban and Joanite bodyguard, and commands, through two Marshals, several dozen Joanites from the Watch and a troop of Joanite cavalry. Bondo and Judge Krynn are among his guard. The number of Joanites assigned represent all those available whose absence will not unnecessarily weaken Vimary's defenses against the Z'bri. A unit of cavalry trots across the South Tier Bridge and is given orders to patrol the shore in case any Fallen manage to cross the river.

With this apparently overwhelming Joanite force in tow, the Inquisitor marches across the Fallen bridge. Spies could report on the movement of troops or the PCs' contacts might inform them of the planned attack, which would forewarn Hom and allow plans to defend the island to be set in motion. The training, numbers and discipline of Joan's warriors make any large-scale defense nigh impossible. Plans to hide or guide certain Fallen to freedom, however, could be more successful at the Weaver's discretion. Either way, the tribal forces proceed up to the walled section of the island. The atmosphere is one of chaos, as fear, uncertainty and panic spread through the residents of Hom. A few steal into the Outlands by boat, but are run down by Joanite cavalry when they land. The majority flee towards the ramshackle walls of Hom, whose entrances are then closed in defense. The Joanites' orders are to herd the Fallen towards the walls of Hom, but if attacked they will retaliate without mercy.

PCs not awake at the first attack are woken, and must decide what to do next. The locations of their residences determine how chaotic it is around them. If they live in Hom proper, there is initial confusion, followed by determination. To those who live in the shanties that surround Hom, the Joanites are an immediate threat.

ULTIMATUM

Confronting the Joanites physically would be foolhardy, although rearguard actions may delay the Joanites' advance, gaining valuable time. Getting at the Inquisitor is difficult and he holds back, allowing the Joanites to secure an area before he advances. PCs may choose to flee the island, but this is very difficult and the Weaver should subtly discourage it. The majority of the Fallen flee towards the relative safety of the ramshackle walls that are the only protection around the main part of Hom. Those Fallen who have managed to hold their nerve fortify the walls. Panic rides those fleeing, and the majority end up at the Hallows. Most are looking for leadership and guidance.

Once at the Gate of the Banished, Inquisitor Ever'on gives the order for the Joanites to halt their advance. A tense standoff ensues between the massed Joanites and the handful of Fallen manning the wall. The Inquisitor steps forward.

"I have here a warrant for the arrest of the enemies of the beloved Sisters," he announces. "All who are on this list must come forward, to be taken into custody."

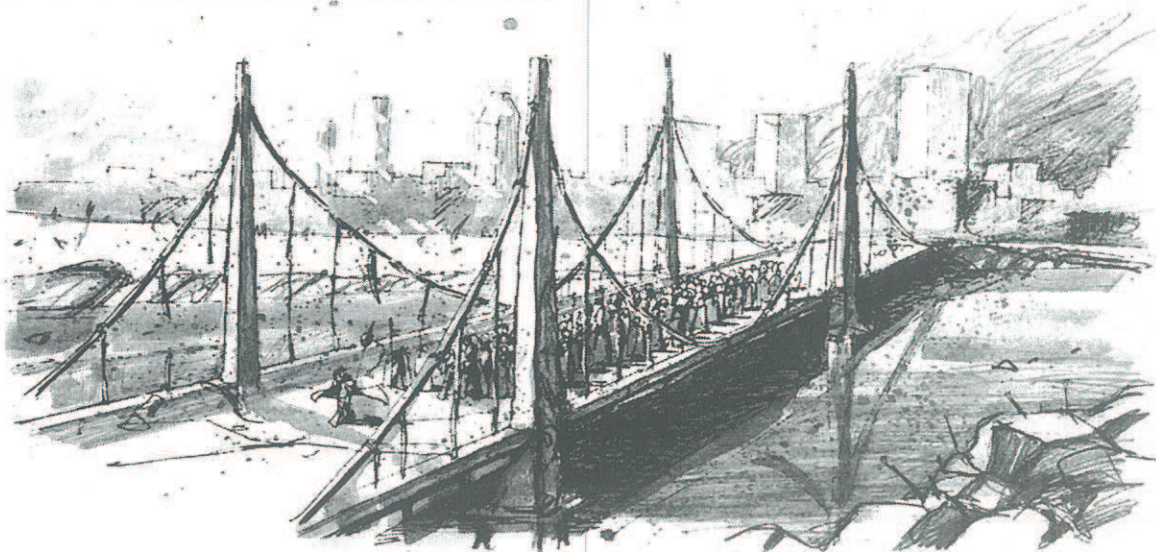
An Advocate reads the list of names. At the top of the list is "the being using the name of Lilith," followed by various Fallen leaders and some (or all) of the PCs. Ever'on gives assurances that once he has those he desires in his custody, he and his troops will withdraw and Hom can go on as usual. A chill wind blows across the Great River as a tense standoff ensues. This whole situation is in accordance to Dahlia's plan, and She makes Lilith wait to test the Fallen's loyalty and resolve.

The PCs are now faced with the prospect of being placed into the hands of the Inquisitor and possibly returned to the Institute. At the Hallows, where Lilith is holding court, a tense debate begins, underlined by confusion and fear. Some call for those on the list to submit for the sake of the majority, others for a defiant stand against the tyranny of the Tribes. Dahlia is subtly manipulating the whole situation, and uses Her Synthesis to undermine anyone She perceives as a threat to Lilith's leadership. A speaker may be drowned out by incidental noise, or their

train of thought interrupted by inane questions from the mob. A usually vocal personality may be for some reason mute or dazed. There is potential here for the PCs to collect clues about the manipulations of Dahlia, and in recollection some insightful NPCs may also come to this realization. This debate should be roleplayed, but if the PCs somehow end up challenging Lilith in a contest of skills, impose a secret -2 penalty on their rolls.

Lilith listens to the debate until the desperation of the Fallen makes them turn to Her for answers. Jonhur claims that he has seen this moment, and that Lilith will be the savior of Hom. At this point, all attention is on Lilith who then proceeds to give a dramatic speech to sway the present Fallen to Her side. The general gist of the speech is that the Shebans are here because they fear the Eighth Tribe, Lilith and fulfillment of Joshua's prophecy. If Lilith does not act now, then Hom will be destroyed and the Fallen scattered. Lilith states that She is willing to stand with those who have the courage to carry Joshua's burden. Those who belong to the newly formed Children of Lilith faction come forward, amongst them Jonhur and Ardatli. Many of the Lightbringers step forward, Kymber Reva and Hal Ninva among the group. A few Doomsayers and Jackers also stand by Lilith. In general, the Herites ignore Lilith and most remain on the wall. Others step forward from the crowd as well. Lilith holds out Her arm in a gesture to the PCs to join Her (even if they have been against Her). If they ignore Her, She will turn Her back on them and they will forevermore be shunned by Lilith. Those who do join feel their fear replaced by a strange, disquieting resolve. Lilith and those who join Her then proceed to the gate to confront Inquisitor Ever'on and the waiting Joanites.

Player Characters who choose not to side with Lilith, or otherwise hang back or flee, may come to regret it later. Indeed, they will miss being in limelight of one of the cycle's central moment's, when Lilith defends the Fallen against Sheban inquisition. Their status and reputation will be diminished, as they did not participate when the Eighth Tribe needed them the most. They may well, however, have real reasons not to jump on-board and certainly Kyrt and others will support that decision. The PCs may also observe and interfere at a later stage of the showdown outlined below.



LILITH'S PROMISE

As the gates begin to open, Inquisitor Ever'on orders a number of Joanites to go and take the Fallen into custody. They falter as they see Lilith leading Her entourage. They had expected a ragged bunch of outcasts, not a defiant Fatima leading devoted followers. Ever'on reissues the order, and the Joanites move forward. The Joanites approach the Fallen, ordering them to submit. Many of the Children of Lilith interpose themselves between Lilith and the Joanites. A standoff ensues, as the Joanites bark orders at the Fallen to throw down their weapons. PCs making Notice rolls vs. 6 determine that Lilith is standing back and seems to be observing Her followers. Human Perception rolls vs. 5 indicate that the Joanites are wary of Lilith, bordering on fear. PCs may attempt to negotiate with the Joanites and the Inquisitor. Again, Lilith is quiet and still.

At this stage, it is a contest of wills to see whose nerve breaks first. Lilith's inaction should create doubt in the PCs. If the PCs believe that all is lost, then let them surrender and other Fallen will follow suit. The Joanites proceed to bind the Fallen's hands behind their backs with cord. Before too many other Fallen submit, Lilith speaks.

"You seek to bind me as you have bound my children. This will not happen, as I have come to Liberate those who would follow." With those words, Lilith leads a charge towards the Inquisitor. Anyone bound has his or her bonds break.

Alternatively, the PCs may hold their nerve. Ever'on gives a final demand for the Fallen to lay down their arms. If the demand is not met, then a horn sounds and the Joanites attack Lilith and Her entourage.

Either way, the Joanites' first reaction is to discharge bow and crossbow fire into the lines of the Fallen. Lilith yells a war cry, and all the missiles shatter and fall harmlessly to the ground. Then the groups clash in a riot of brilliant metal. The PCs have the fight of their lives on their hands, battling the fully armored Joanites. The Joanites fight in organized groups, while the Fallen have no such coordination. The Inquisitor is well protected by his bodyguards, who shelter him with their shields. The PCs need to fight through many Joanites to get to him, as well as Bondo and any other previous Institute interrogators, who are also there. Lilith will fight to subdue (not kill) any Joanites that go against Her, smashing weapons from their hands and bowling over groups of five or six at a time with Her great staff. Lilith fights Her way quickly towards Inquisitor Ever'on, who holds his ground. Nothing can stop or touch Lilith. At some stage, Inquisitor Ever'on, with Lilith's hand on his throat, will give the order to the Joanites to hold — which they do, falling back.

Lilith then speaks anew: "I, Lilith, daughter of Joshua, protect the Fallen. You will withdraw and not return — if you come back, you, and any that come with you, will die. Your Tribal laws do not apply to this island. Tell your mistresses that on the sixth night of the Liberation Festival, I will come and show all what I show you now."

At this point, Ever'on's eyes roll back into his head as Lilith overwhelms his senses with revelations of Her "true" essence. Ever'on gasps aloud as Lilith withdraws, and he then collapses, ordering a retreat in a desperate voice. Ever'on remains unconscious for several days, and when he awakes he finds that he is disgraced. Soon afterwards, he is drawn into the secretive Order of the Black Owls (see p. 84).

The gathered Fallen are stunned by the reversal of events, but soon the enormity of what has happened sinks in. Cheers resound across the island, and a throng of Fallen dog the heels of the retreating Inquisitor Ever'on and his troops, issuing defiant insults and pelting them with refuse.

VICTORY CELEBRATIONS

Joyful celebrations erupt across Hom, for the first time in a long while, and Lilith is proclaimed as the savior of the Eighth Tribe. The bridges to Hom remain closed, but this fact does little to dampen the spirits of the Fallen. Lilith sits impassively as the Fallen dance around Her. At some stage, She requests that the Fallen gather at the Hallows, for She wishes to address them all.

"The Eighth Tribe's trials have just begun," She says. "Do not despair. On the seventh night of the Festival of Liberation, I will reveal the second city that was prophesied by my Father. Until then, Eighth Tribe, rejoice."

The next night, many Fallen gather at the Hallows. Lilith is still and silent, waiting by a wicker effigy of Joshua, which has been erected on a base of kindling. Those who still do not accept Lilith hover on the fringes of the Hallows, curious about what is going on. When all are gathered, Hal Ninva stands and addresses the crowd and talks of the victory gained by unity. Eventually, Jonhur stands and addresses the crowd. He talks about Joshua's prophecy and stresses the importance of the second city. After Jonhur finishes, Lilith stands and approaches the effigy. She ignites it with Her staff, and begins to dance around the raging bonfire. Ardatli and the other half a dozen Children of Lilith join in.

All present feel an incredible compulsion to join the dance. Those with the Eminences of Inspiration, Empathy or Unity roll PER vs. 6 to sense that a ritual is taking place, and on a 7 know that it is very powerful. Those who do join Lilith immediately fall into a dancing trance as they enter the River of Dreams. Those who do not join still feel this coercion, and must make a Willpower roll each round to avoid falling into a trance. The Threshold starts at 3 and increases by 1 per round for 3 rounds. Many observers immediately fall into a dancing trance and are unable to be woken by others. Those on the fringes who are actually spying are pulled into Lilith's Ritual, or are forced to leave or be tempted to dance for every minute they watch on.

Here, in Dream, the PCs witness the events of *Rise of Redemption* (see p. 40). In a further twist to this scene, the PCs could have to protect Jonhur from assault by a rabid Chevon, appearing as a beast in the dreamscape.



RISE OF REDEMPTION

At the Festival, Joan's Liberation Play is in its final stages (see p. 80 for details on the Festival and the plays). The actress playing Joan has laid down the remains of Her fallen brother, and is now addressing the audience. As she finishes her ending soliloquy, the crowd's applause is interrupted by a figure rising from the remains of Joshua. Those parts of Joshua that make up Lilith levitate and assemble a replica of Her. It then points to the Great River, which becomes illuminated by a bright moon. The river flow begins to slow and eventually stops, frozen solid. All is quiet at the Festival until a resounding crack is heard from the frozen river. In a spectacular exhibition of Synthesis, a long stretch of the river shatters and boils, as vapor jets through the ice crust. Chunks of ice shower the surrounding shore, as the river is obscured by billowing steam. The haze eventually dissipates to reveal an inky black hole where the swamps south of Hom once were. Soon, a distant rumbling can be heard as walls and pillars of a sunken edifice pierce the churning surface. Multitudes of waterfalls gush off the ruins and return to the river as a large landmass gradually rises. An immense rusting hulk teeters on the edge of the western tip of the island, splitting in half in a piercing squeal of tortured steel. A cry of shock and horror comes from those gathered. The Lilith replica raises Her staff and addresses those who have not fled.

"I am the daughter of Joshua the Ravager," she declares. "I am Fatima of the Eighth Tribe." She points to the ruins at the center of the new island and continues. "This is Haven, a new homeland for the Eighth Tribe. The Seven are now once again Eight. I bring peace. Leave my people to find their true destiny, or I shall also bring death."

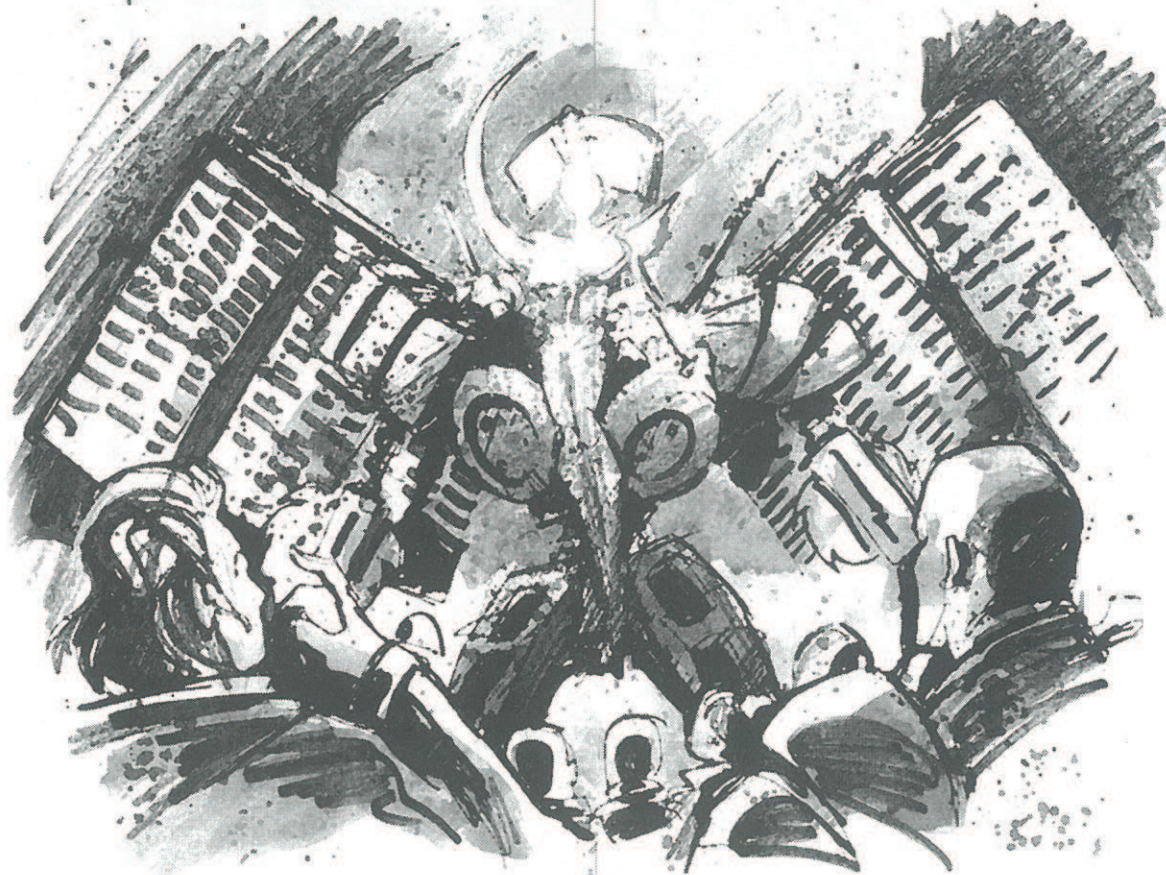
Lilith stops talking, and the replica becomes inert and then falls apart as the individual parts of the actor's costume tumble, empty, to the ground.

Back on Hom, the great Dance of Lilith ends simultaneously and the Fatima leads Her still reveling followers to Haven, a new island south of Hom. See pp. 78-79 for more details on Haven.

TIPS AND RESOURCES

Inquisitor Ever'on's statistics appear on p. 90 and those of Lilith on p. 75. See the note for *The Inquisitor's Gambit*, p. 34, for game statistics for Bondo and the other Joanites.

If Chevon attacks Jonhur during the final scene use the guidelines for spirit combat on p. 162 of the **Tribe 8 Rulebook**. Chevon will be armed with a dream blade (AD + 6) and Dream armor (AR 10) before the attack. Her statistics appear on p. 86.



BETWEEN QUESTS

This section provides the Weaver with an outline of events occurring in the time up until *Solstice Rising*. The time between *Lilith's Gift* and *Solstice Rising*, is approximately two and a half months. Note that the hook *Hour's Kiss* (see pp. 42-43), which involves a diplomatic visit from Magdalen that ends in disaster, may occur at anytime during this period.

Lilith's pledge to protect the Fallen leads to a renewed sense of well being amongst the Fallen. The raising of Haven sees many Fallen move to this rich new isle and the new life they expect to find there under Lilith's protection. Although direct persecution by the Tribes has ended, Lilith's presence amongst the Fallen has brought with it new pressures. The Doomsayers are fractured and divided because of Lilith, with Jonhur at one extreme and Chevon at the other. Veruka, who might have broken the deadlock and drawn the Doomsayers in one unified direction, remains deathly ill. The Guides are uncommitted and closemouthed, and rumor is that they know far more than they are letting on. The Herites and Jackers, in their mistrust, have kept their distance from Lilith, leaving the Lightbringers — Hal Ninva in particular — with almost uncontested leadership of the Fallen.

Hal actually organizes an unofficial council, mostly consisting of Lightbringers and Children of Lilith, to help him keep track of events and administrative details. Kymber Reva, Deus, Altara Ven, Evangel Black (see *Vimary Sourcebook*, p. 102) and Jonhur are the unofficial council's most public faces. A position is set aside for Veruka upon her recovery, but until then she remains in her coma. Ardatli Maque refuses to be involved in politics, but a seat is kept for her out of respect and she occasionally attends to discuss martial issues.

An interesting phenomenon has occurred now that the Fallen have a Fatima. The newly Fallen coming to Hom, for the most part, are drawn to Lilith, immediately substituting one Fatima for another. Some have even gotten themselves banished in a deliberate attempt to join up with Lilith. These newcomers, never having known any significant time without a Fatima, have quickly become Lilith's most devoted followers — many drawn into the Children of Lilith by Hal Ninva. This has caused friction among the Fallen, as some long-standing outcasts dislike these new Fallen whom they see as never having earned their place. The Herites have been particularly active, persecuting new Fallen in the belief that they are spies or assassins. In some cases their fears have proven correct. Although Hal Ninva is keen to spread word back to the Seven Tribes of an open-armed reception for all those who wish to flee oppression, the Herites and older Fallen consider all newly Fallen untrustworthy and treat them indifferently at best.

The island of Haven has become the exclusive home of the Lightbringers and those who are willing to place their interests squarely in Lilith and Hal Ninva's hands. Lilith has instigated an arming and fortifying of Haven to deter any Joanite and squat attacks, with Her "palace" at the center of this construction. Also during this time the PCs may be asked by Hal or Jonhur to spread word of Lilith throughout the Fallen outside of Hom. Acceptance of this charge could lead to a complex adventure,

and the PCs must both avoid the dangers of the wild and negotiate with the suspicious rural Fallen, trying to convince them of the truth of Lilith's existence and Her intentions.

During this period, the Shebans have changed their tactics. The secretive Order of the Black Owls begins its covert investigation. Information on this can be found in the next quest, *Solstice Rising*, while the background of the Order is covered on p. 84.

Throughout this period, Veruka the Wraith begins to very slowly emerge from her coma as he soul slowly reassembles itself. She remains unable to interact normally with the outside world and spends much of her time re-experiencing the memories that return to her with every soul-fragment. She often vocalizes these memories and may even project powerful ones into the dreamscapes of others on Hom or Haven. Veruka has been alive since the days of the camps, so you can use this phenomenon to introduce elements of tribal history to Player Characters. Many memories will center around the pain Veruka and others felt when they learned of Joshua's death.

Weavers may also wish to introduce Porelyn, a twisted Jacker secretly possessed by the Sangis Lord Kely'san (see p. 91), sometime during this time. She will play a critical role in the next quest and so her presence should be established well ahead of time. In her eternal quest to satisfy her sexual urges and perversions, she might try to strike up a sordid relationship with one of the PCs. She quickly tires of them, of course, which could seriously damage a PC — especially one with an overly romantic or dependent personality. This relationship could be the deciding factor as to which of the PCs becomes Kely'san instrument of murder in *Solstice Rising* (see pp. 44-45).



HOOK: HOURI'S KISS

Near the end of spring (or at another convenient time), a Magdalite diplomatic party arrives unannounced after dark one evening. They come in a large white boat, which lands on the southern shore of Haven. There are sixteen of them (eight of them male, the other eight female), led by the sly and glamorous Diplomatic Guild Master, Armatha Hevkin (see *Vimary Sourcebook*, pp.98-99). The men wear only loincloths and cloaks, illuminating the group with dim red lanterns hanging from their halberds. Over their shoulders, they carry large bags filled with sweets and delicacies. The women wear gowns of the thinnest gauze, and bring skins filled with fine wine.

The group strolls up to Lilith's Court, amidst the gathering swell of Fallen. Silence falls as Armatha announces that they are an official embassy from Magdalen. Hal Ninva receives them with grace, and after a short delay brings them before Lilith. Here Armatha repeats her blessing on Lilith and all Her children. She presents Lilith with a gift, a gold amulet — actually part of Magdalen. Lilith thanks them for their generosity, and states that Her Palace is theirs. The Magdalites send around the wine and food and begin dancing, enticing all the Fallen to dance with them late into the night. Hal Ninva and others retire with Lilith around midnight, and leave the Magdalites to turn the event into a grand orgy.

SCENES

Lilith's Court: The next day, Lilith arranges for a midday feast to be prepared for Her Aunt's envoy. Lilith's Palace becomes a hive of activity as flowers and cloth are brought in to lighten the mood of the place. Throughout the morning, many come from Hom to see the party. But under Hal's orders, most are kept from crossing the bridge to Haven, and those who swim find the Children guarding Lilith's Court immovable. Halfway through the four hour lunch, the rowdy crowd attracts Lilith's ire. As She strides to the battlements, radiating an aura of imminent violence, the lovely Armatha races and catches Her elbow. Her whisper to Lilith is lost in the sounds of the angry crowd outside, but a ponderous nod from Lilith sees Armatha take her place on the walkway overlooking the Fallen outside. To a quickly hushed crowd, she cries out for the Fallen to return to Hom and make themselves ready — for the "sweet sixteen" will come to them this very night.

Pleasures of the Night: That night, the Magdalites head in procession, with many of the Fallen from Haven, into the streets of Hom. Here the atmosphere is like a carnival, with music, dancers and colored lights. Armatha leads her entourage slowly towards a place she has always wanted to visit, Ile Perdue, and by late evening the revelers have taken over it and the surrounding buildings. Over an hour or so, the party shifts slowly into the Magdalites' characteristic form of entertainment. The sixteen stick close together, and Hal has ordered the Children with them to be mindful of the Magdalites' safety.



CLIMAX

The fact that Armatha has an identical twin Fella is one of the best kept secrets in Vimary. Fella is connected with Cylix's Crucible (see *Vimary Sourcebook*, p.95) and has a long-standing grudge against her sister for taking much of the limelight during their lives. Having been surprised by her sister's arrival amongst the Fallen, she has asked Cylix to see to it that Armatha is killed. Cylix is agreeable, for a few reasons of his own, and sends word down through his subordinates to the Order of the Black Owls to ensure that Armatha is assassinated. The chosen Owl is Nyki, an excellent crossbow shot. She decides to take advantage of the Magdalites' announcement that they are coming to Hom.

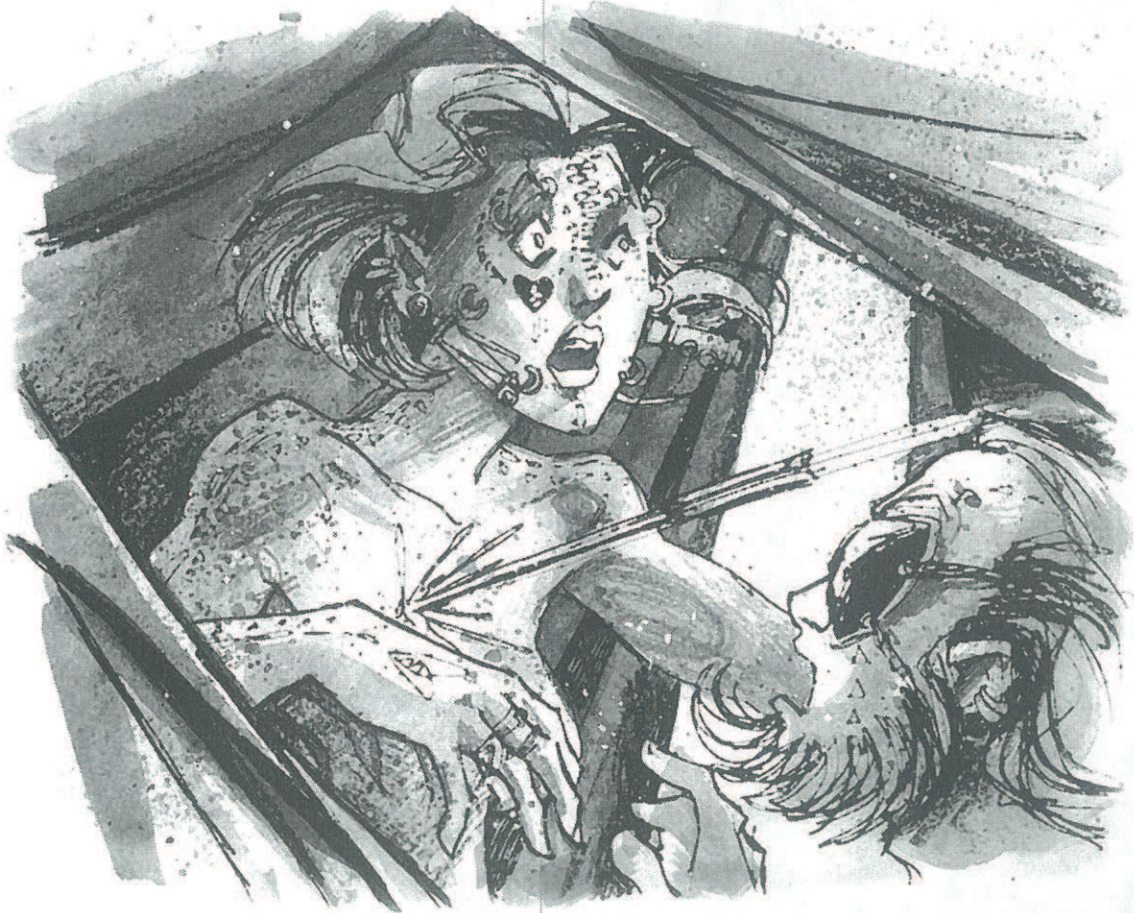
With the Hom orgy well underway, Nyki steals across the rooftops and seeks out her mark. Armatha is caught unawares as she couples. The bolt catches her through her right breast, and her scream is quickly eclipsed by the general outcry of those around her. Many of the Fallen (and hopefully the PCs are present and get involved) quickly gather their wits and pursue the figure that has been spotted trying to flee. When the figure is finally brought to ground, the rage of those present see to it that she does not live. Her body reveals no tribal markings, but she bears many reasonably fresh (two months old) brandings that many strongly suspect were applied to erase those tattoos. As a clue to the PCs, the offending bolt's flight feathers are from an owl.

AFTERMATH

Armatha is swiftly carried back to Haven, and her senior keeper, Mychyl, demands that they be allowed to return to their mother Magdalen immediately. Hal agrees and sees that they are assisted to their boat and away. A pallor falls over both islands. Within a day, rumor comes that the Shebans are already accusing the Fallen of this wicked deed. Confusion and anger are expressed in the public places on Hom and Haven. Numerous rumors of strange sightings of figures on Hom both prior to and after the attack fuel all sorts of wild speculation about the identity of the attacker.

Among these wild rumors are several real sightings of Black Owls, but the chaos ensures that investigations find little, and no Black Owls are positively identified. A week or so later, word comes that Armatha will live. Lilith is seen wearing the medallion that was gifted to Her, but She ignores any discussion about the event.

No amount of urging will get another diplomatic group to come again. When Hal sends his own (which the PCs could be part of) to Xstasis they are received well, but apologies are given for Magdalen's lack of time to see them. Magdalen is angry and suspicious, and is not willing to risk diplomatic ties at this time if they are going to lead to elements of the Fallen (or as She suspects, the Tribes) making further trouble for Her people.



Chapter 3:

Father, are you there?

I felt so young and alive until recently; now I feel older than the stars.

Please, Father, help me... this world colors my dreams darkly. I need your strength, Father. Show me the way.

— Lilith the Liberator



QUEST THREE: SOLSTICE RISING

Solstice Rising begins with *Killer Instinct*, in which one of the Player Characters unwittingly performs the grisly murder of Kymber Reva's lover, Petyr. After investigating, Hal Ninva suspects the Shebans of the crime. One is captured with the PCs' help, and so the existence of the Order of the Black Owls comes to light. *A Blow for Freedom* sees the PCs caught up in a conspiracy to steal into Vimary and bring back Inquisitor Ever'on, so that Lilith can uncover the plans of the Order of the Black Owls. In *Racing the Morning Star*, the PCs escape after Raven's betrayal and race back to save Hal Ninva from Kely'san, the Z'bri who orchestrated the original murder.

In order to create a more personal connection between the PCs and the story, Weavers can add their own encounters and events. For example, if you wish to intensify the horror of this quest, you could have additional killings perpetrated by the PC over a longer period preceding what occurs here. If a PC is a Herite, the contact with Raven and Kyrat can easily be altered to take previous dealings and ties into account. If the PCs are ardent supporters of Lilith, perhaps even Children of Lilith, then Hal Ninva's interrogation in *Killer Instinct* may take the form of patronizing questioning, with the threat of violence less evident (but still present).

QUEST PRELUDE

Solstice Rising is set some three months after the rising of Haven, beginning a few days prior to the summer solstice. During the time between the quests, the overt tactics of the Joanites and Shebans have been replaced by those of a subtler and darker force that haunts the Fallen. Unknown to the Outcasts, a group secretly known as the Order of the Black Owls (see p. 84) is spying on them, and Inquisitor Ever'on is right in the middle of it all. The Owls have begun to attract attention amongst the Fallen: over the months, several Fallen have reported seeing strange shadowy figures creeping around Hom at night. The Jackers are especially concerned that these might be Z'bri. Mek (see *Tribe 8 Rulebook*, p.95), the nominal leader of the Jackers, has asked his fellows to be vigilant and test the truth of these rumors. Hal Ninva has heard word from his secret Terasheban ally Marshal Bartholomew (see *Vimary Sourcebook*, p.96) that the Shebans under High Judge Cylix Seth'on are up to something. Hal is well aware that Tera Sheba has many dark agents and has become very concerned; he has asked the skilled Lightbringer Evangel Black to investigate (see *Vimary Sourcebook*, pp.102-103 for more on Evangel).

The Order of the Black Owls, and most notably Inquisitor Ever'on, have been trying to assess the important personalities and power bases within the ranks of the Fallen. In their covert examination, they discovered that a Z'bri, named Viscount Kely'san, has been living among the Fallen for some time, disguised as one of them. Inquisitor Ever'on reported this to his superior, Judge Puris Dan'on. Word came back that the Owls

should negotiate a contract with the Z'bri. Ever'on, never one to question his betters, felt privileged with this information which went a long way to explaining some of the history of the Tribes for him. Inquisitor Ever'on arranged the deal, which stipulated that the Shebans would do nothing against Kely'san and even supply "The Baron" of the Z'bri with all of the Sheban information on Lilith — Cylix assumes the Baron will use it to destroy Her, an act that would please him greatly. In return, the Z'bri Kely'san would carry out executions of key Fallen personalities under the direct command of the Owls, to help fracture the growing strength of Lilith. On Cylix's orders, Ever'on has agreed that the slayings would be done in such a fashion as to once more stir up Jacker fears of Lilith being, or at least in league with, a Z'bri — turning them against Her and away from the H'I Kar. The first target of this Pact was to be Kymber Reva, but circumstances have led instead to the slaying of her lover Petyr. This is where the quest begins.

ACT ONE - KILLER INSTINCT

Thank you all for coming. You remember my words when Lilith first arrived. I was harsh in my suspicion, for I thought that we were deceived. You know of Lilith's words to the Fatimas, when She said that we were in Her care. That went some way to alleviating my fears, but now I have much better news. I am willing to deal with Lilith as an ally against the Seven Deaths.

Quiet down and listen. You think I would be deceived, tricked? I am no fool. I've spoken at length with Lilith, and with some of you here as well. Quiet. Shut up and listen. Lilith has plans, and we have discussed them. For security's sake I am not going to divulge them. You'll have to trust me. This is so big that I daren't say more for fear of warning the Tribes if one of their goons catches one of you.

After this meeting, the cells will work by themselves taking orders from Raven, Andrue, Skot and me. Watch for Tribal spies. No mercy this time. The Goddess be with you all.

— Kyrat the Free, addressing the Herites during the Summer of Lilith

WEAVER'S SYNOPSIS

Solstice Rising begins in confusion, which is quickly followed by horror at what has transpired. Sangis Viscount Kely'san (see p. 91) is the true force behind the atrocity, but that will not be uncovered until the end of *A Blow for Freedom*. Kely'san will possess a Player Character to carry out the murder of Petyr and the Weaver's choice of PC for the possession encounter should be guided both by the likelihood of success and by the distribution of power within the cell itself. The Z'bri ability to possess people still requires the target subject to have one or more significant flaws in their moral makeup, which tend to manifest themselves as desires similar to those expressed by the various Z'bri houses. For example, the Sangis obsession with sexual perversions and the Koleris obsession with violence and pain may be mirrored by a PC's constant visits to Ile Perdue.

For story purposes, the choice should also be a PC who has been prominent both within the cell (the de facto leader, perhaps) and in the public eye. The PC chosen should be someone whom the other PCs are unlikely to abandon for their apparent crime, perhaps someone in a romantic relationship with one of the other PCs, or someone who is well liked and trusted. The Weaver may, of course, decide that for various reasons she does not want to put any of her Players through such a disturbing and dramatic event, one that could permanently change the PC. If so, an NPC close to one or more of the PCs could be substituted.

Killer Instinct begins in earnest when the PC emerges from the possession. The PC's memories of the possession and subsequent murder will not emerge until a forced flashback occurs during *A Blow For Freedom* (see p. 48). It is late one evening, when one of the PCs is awakened by several figures, amidst the sounds of nearby sobbing. Disoriented and confused, the PC does not recognize her location — Kymber Reva's quarters in Haven. She may recognize that the men restraining her are members of the Children of Lilith. She tastes the iron and salt tang of blood in her mouth. Deus (see **Tribe 8 Rulebook**, p.106) stands in front of the PC, his face wet with tears that glint in the flickering torchlight, holding a knife to the PC's throat. Hal Ninva appears, his face pale and drawn. In a hoarse voice, he asks Deus to take some of the Children and gather up the rest of the PC's cell. Nodding his head slowly, Deus finally breaks eye contact with the PC and heads away. Hal Ninva takes Deus' place, and then orders the Children to take the PC to the "Chamber of Truth." The PC will get a chance at this point to see that her hands, face and clothes are covered in drying blood. Hal and the others will ignore anything she has to say, gagging the PC if she continues to attempt to speak.

Deus and his group of some twenty or so Lightbringers and Children of Lilith find the other PCs and bring them before Hal. Deus does not speak openly to the cell, saying only that the other PC has murdered Petyr, and Hal Ninva demands their presence now. Deus will have his group attack PCs who resist coming. Once the PCs are before Hal Ninva, he will gesture for silence and then take them to the room where Petyr was slain. The sleeping chamber has a few shelves and boxes in it, but a large makeshift bed dominates the cramped space. The bedding is covered with the red-brown stains of drying blood. On the bed lies the naked form of Petyr, whose body has been altered in impossible ways. Human bite marks can be made out as well. It is left to you as Weaver to tailor the rest of the description as you see fit, but remember the Sangis represent all that is perverse and taboo to humankind, and the sundering power of Appeasement (see **Tribe 8 Rulebook**, p.183) allows for gross alterations to a victim's body. The "damage" is so bad that his cause of death is uncertain. The PC who has been arrested remembers only blurred fragments of the event, although as time goes by she should receive split second flashbacks — both cruel and in some cases strangely stimulating — to challenge her sanity.

FINDING THE TRUTH

Hal Ninva takes all the PCs down to the "Chamber of Truth," a large cold subterranean room filled with stone pillars (an underground garage), lit only by the fiery torches carried by the group. Hal, the cold calculating man that he is, has recovered his composure by the time the large group forms in the chamber. He carefully questions the accused PC about her recollection of the previous day. Other Fallen Shebans with the Eminence of Truth stand by to assist in the interrogation. Hal may or may not use torture to extract information at the Weaver's discretion. One flashback that the PC experiences during Hal's investigation is that of a shadowy figure grappling the PC to the ground. This last event was actually Porelyn (Kely'san), capturing the PC in order to possess her, but Hal Ninva sees it as the event that implicates the "shadowy figures" known to be stalking Hom (the Order of the Black Owls as they will be revealed later, p. 47). PC observers may roll Human Perception vs. 6 to figure out that the other PC is experiencing flashbacks of the event.

Hal realizes, to his surprise, that the PC is speaking truthfully about not being voluntarily involved, and of the presence of a shadowy third party. The shadowy figure grappling the PC secretly worries him greatly. Hal steps away into the shadows to think the matter over. He now knows that the accused PC is innocent, but the Lightbringers present want blood. Hal does not know who might have attacked the PC, but thanks to the warning given him by Marshal Bartholomew, he suspects Sheban agents.

Hal decides to use this crime to galvanize those present against the "shadows," and to get the influential PC cell under his control. He says that the PC was somehow influenced against her will, and that others, most likely the strange shadowy figures that have been seen several times over the last few months, perpetrated this tragic murder. Of course, he wants to test this hypothesis and until then the PC cell will remain under the close watch of Lilith. He asks, in front of all those present, for the PCs to join the investigation and help clear their names (and get revenge at the same time). Hal's decision to let the "murderer" go free does not sit well with many of Kymber's friends. For the rest of the quest, and maybe for years to come, the PC will be treated with anything from mistrust and anger to downright fear and hatred by some Lightbringers.

If the Weaver thinks that it is necessary to strengthen the PCs' involvement in the plot, Hal can always have a little chat with them. He can let them know that Petyr had many friends amongst the Fallen, and that until the truth is found out they will always be suspected — perhaps even of being in league with the Z'bri, given the nature of Petyr's injuries. He will also tell them that if they vanish or do not help, it would look very suspicious and deepen concerns among the Fallen.

STALKING THE STALKERS

Evangel Black approaches the PCs once they have settled in, and lets them in on her efforts to try and capture one of these "shadowy figures." She makes it clear that her investigations have been hampered by numerous false sightings and an unwillingness by Lightbringers and Children of Lilith to venture out after what many suspect are Z'bri. Now that the PC cell is involved, she hopes they will help her to capture one of these mysterious figures.

The quest to find and capture an Owl should be tailored to your PC cell's abilities and interests, as they hunt around Hom. If they enjoy action, then make it a nighttime chase, where, after many nights of inaction and false starts, they take their prey down in a "rooftop" chase. If the PCs are interested in detective work, then create an intricate puzzle of clues and witnesses, which should allow them to predict the activities of an Owl courier whom they can finally capture. Feel free to throw in Fallen conspirators and more than one Owl, although only one should be captured alive if possible. Those who own the *Vimary Sourcebook* could even bring PCs face-to-face with the Ne'zark, spiritual predators introduced therein (p. 61). Unless it does not suit the events you lay out for the hunt, Evangel and the PCs capture Mirah Slade'on, a low ranking Black Owl.

When the PCs finally bring Mirah before Hal, he has them drag her into the great smithy. Here, before a blazing furnace, Lilith and Ardatli are currently forging a blade. The Owl is visibly awed and horrified by the scene before her. All can see Hal barely suppressing a grin as he begins to question the prisoner. She answers in a stumbling rush of information. Alternatively, the PCs may conduct the interrogation themselves before bringing her to Hal, although she will be a harder nut to crack without the looming presence of Lilith (reflected in the Interrogation Thresholds in brackets). She conveys the following:

- She is a member of the Sheban Order of the Black Owls, who are watching the Fallen. (Threshold 5)
- Her immediate controller is the Inquisitor Mezat Ever'on. (Threshold 6)
- Ever'on and the rest of the Owls are based on the top floor of the Vieu Hall, a building between Solitude and Court Hall in the Sunken City. (Threshold 5)
- The rest of the Hall is used by Advocates, Lorekeepers and a few guards who work on unrelated Sheban work. (Threshold 3)
- She has found out that the Herites are planning an attack against the Shebans in two days — she has yet to convey this information to the Inquisitor. (Threshold 6)

TIPS AND RESOURCES

The PC who was possessed and who committed the murder is likely to be marked by it and reviled by others for months or even years to come. As Weaver, you should try and work in reminders of this horrific event, like the split second flashbacks and nightmares, during the rest of your cycle. If you use the Perks and Flaws System, consider the PC to have Flashback (*Tribe 8 Rulebook*, p. 201). Apart from the psychological effects, there remains the very real connection that the PC has with the Z'bri Kely'san. Having already found a way into the PC's "heart," Kely'san might choose to try and return for some nefarious purpose. For the PC, Kely'san is a nemesis who is a very real and very constant reminder of her flaws and failures. This close personal relationship should also provide opportunities for quests, possibly one to try and exorcise Kely'san's lurking presence in dream, or even an expedition setting out to kill him physically and finally.

Evangel Black is a beautiful and intelligent, but usually solitary, Lightbringer. She dislikes the Shebans and hunts the Black Owls with great skill learned when she was a warrior of Joan. Use Kyr't's basic game statistics (p. 89) if necessary, although her Eminences are Devotion and Conviction. Full details on Evangel are in the *Vimary Sourcebook*, pp. 102-103.

For the Black Owls operating on Hom, see p. 92.



ACT TWO: A BLOW FOR FREEDOM

WEAVER'S SYNOPSIS

It is clear to me that the Shebans have within them darker elements than we had ever suspected. Given the evidence at hand, I suspect that this group known as the Order of the Black Owls has been given new powers of dream to dominate individuals — perhaps to counter the new Synthesis brought by Lilith. Proof either for or against this hypothesis must be found, and the extent of the Owls' schemes must be uncovered. Waiting for more of these Sheban spies to be discovered in Hom is not enough. Now that we are aware of them, we must strike and strike decisively. Our target will be the Inquisitor Ever'on who has caused our people so much pain, for his position in the Owls should provide us with the information that we need. So a force must go and capture him, then bring him back here to be... questioned.

— Hal Ninva, in Haven



Now that Hal Ninva is aware of the plans of the Order of the Black Owls and the Inquisitor's involvement with them, he voices his suspicions that the Black Owls are somehow behind the murder. He arranges for the PCs, Kymbur Reva, Jonhur, Evangel Black and the Children of Lilith to be present for a private session in the main hall to hear his thoughts. Lilith Herself and Ardatli Maque are not present because they continue the process of forging Lilithian swords (see p. 77). Hal Ninva's opening remarks can be found in the narrative above. In the discussion that follows, Hal explains that, in his view, they need to get the Herites involved because they are the most knowledgeable about secret ways into Vimary and already seem to have routes and channels set up. Hal asks the PCs to approach the Herites, because he is sure that the faction will want to question the PC who killed Petyr about this "new Sheban power." Hal wants them to approach both Raven and Kyrt to try and get their cells involved in the abduction of the Inquisitor. Hal makes it clear that the Herites can use this operation to meet their own agendas, such as damaging Sheban buildings, but those that go on behalf of the Lightbringers must give first priority to capturing the Inquisitor — something that is very important to all the Fallen, irrespective of outlook.

CHARMING THE HERITES

The Herites are, presently, highly suspicious of the Lightbringers and their allies, because of their allegiance with Lilith. The PCs must seek them out in Junks, probably speaking with lesser cell members of the various groups before getting to see one of the leaders. The contact most likely to be found is Raven (see *Vimary Sourcebook*, pp. 108-109). The massive Raven is secretly a spy for Dahlia, and Dahlia sees this as a perfect opportunity to finally destroy the Herites. Consequently, Raven is expecting the PCs' arrival and has ordered his cell, the Raven's Shadow, to bring any Lightbringers inquiring after the Herites to him immediately.

Raven is an ex-Joanite filled with hate and prone to violence. The Raven's Shadow is made up of seven souls with similar violent tendencies and few redeeming features. As the PCs know, the Raven's Shadow is already planning to accompany Kyrt's cell, the Unchained, into the Sunken City in a few nights time on an operation of their own. Raven knows this can be used to accommodate Hal Ninva's plans. Firstly though, he plans to have some fun with the PCs before graciously agreeing to help them get to the Inquisitor. If the PCs are meek and deferential to the cell members when they first contact the Raven's Shadow, they get off with a few bruises and they are blindfolded and taken to Raven. If they are stubborn and arrogant, refusing blindfolds and even fighting, they can expect a real beating before being dragged before him. Later, Kyrt and the Unchained will agree to Raven's deal, after they personally approach Lilith in Haven for a very private conversation to allay their fears. Still cautious but optimistic, Kyrt returns to the Herites and rounds them up for the mission.

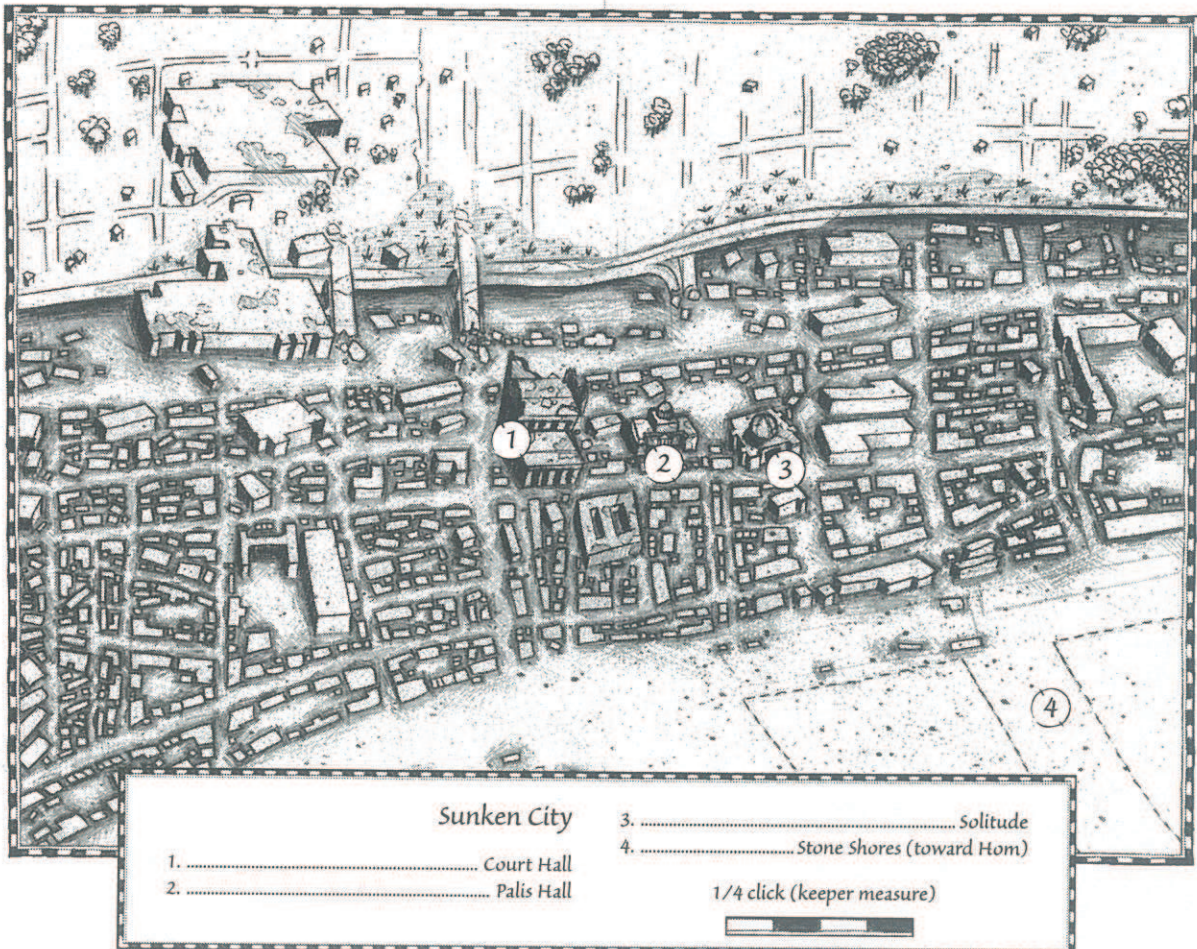
THE FERRYMEN

The PCs, Evangel Black, and a cell of new Lightbringers and Children of Lilith known as the Liberators accompany the Herites on the trip at Hal Ninva's direction. The Liberators are led by a Joanite named Nifty. The PCs have all day to get acquainted and equip themselves; PCs close to Lilith may also receive Lilithian weapons (see p. 77) from Ardatli.

Kyrt comes to collect everyone the following evening, and then leads them to where the Herites have massed. Once here, all must accept blindfolds before going any further. The Herites' plan to get to the portion of the Sunken City where Inquisitor Ever'on is staying involves traveling with the aid of the Keepers. The PCs find themselves stumbling around in the dark for about half an hour, accompanied by strange echoes of water rushing through pipes and the grinding of machinery. Many of those being led stumble over metal pipes and bump into hard corners, especially those being led by the Raven's Shadow. Finally, Kyrt orders their hoods and blindfolds removed, and they stand on the shores of an underground body of water, on which a dozen or more bizarrely garbed strangers wait on odd-looking boats. The whole scene is lit by the disturbing glow given off by the strange white bars hanging from the roof. Kyrt and Raven push everyone to board, and hand over a large crate (of technological goods) to the Keepers to seal the deal. Weavers who ran

Enemy of My Enemy may wish to insert Hagbard among Nifty's retinue. See *Weaver's Assistant*, p. 39, for more Hagbard.

There is no moon on this night, and the boats head out away from Hom powered by paddling Herites, under the watchful guidance of the Keepers. The route taken is to the south, away from Hom and Bazaar, and then turns back towards Vimary. At first, the lights of Bazaar can be clearly seen as they head away on this dark night. Sometime later, when they turn back north, they catch sight of a dim red light in the depths of a dark cove created by tumbled ruins. The Keepers give orders to head carefully into the cove, and the whole flotilla finds itself in an underwater channel lit by a series of glowing red stones in the roof. After turning a bend, the Keepers order everyone to put on blindfolds. When this is done, and with a roar of noxious fumes, the collection of vessels heads off into the subterranean maze of half submerged passages. An hour or more later, the engines cut out and the boats pull into another makeshift harbor. Blindfolds are removed, and the groups disembark under burning torches lit by the Fallen. Kyrt and Raven confer, and then the Raven's Shadow heads out to scout the way. Kyrt and his cell keep everyone quiet as they slowly climb up ladders and slopes and slip through tunnels on their way to the surface of the Sunken City. The PCs may have noticed by now that the Herites are carrying a number of wooden boxes with them (which they refuse to talk about if questioned).



THE OWLS' ROOST

Kyrt, Raven, Evangel Black and Nifty (and possibly the PCs) confer on the plan. Kyrt speaks to everyone afterwards, explaining the situation. The building they are entering is filled with Shebans and Joanites. Kyrt and his cell will lead the way, finding a set of stairs up to the offices of the more important figures, which should include the Inquisitor. The Raven's Shadow will secure the way out and the lower floor. The Liberators and PCs will follow Kyrt's cell to make sure their route of return is kept open, as well as making an effort to disrupt any Owl retaliation. The one order is to try not to kill anyone until they are certain that it is not the Inquisitor, but fortunately any resistance will likely come from those lower down in the Owls. Once the Inquisitor is found, they will make a general retreat back the way they have come, and the Herites are smug about ensuring that the Owls won't follow them far.

At first, the Herites try to sneak into the building from its cellar, disabling anyone they encounter, while trying not to let the alarm be raised. When they are (as was inevitable) spotted and a cry to arms goes up, the fight begins in earnest. This scene starts with rising tension and moves into a wild and confused melee, and all of this occurs in near total darkness. Enterprising PCs, especially those with Eminences such as Shadows, Illusion or Motion, may have an easier time in reaching the upper levels unseen. In fact, the melee with the Herites may serve as a useful diversion for them.

The last part of this scene is the capture of the Inquisitor. He resides in the highest level (the third floor above the water) of this building, and any PCs with Kyrt should be able to join in the siege of his room. Although some Owls have leapt into the water that surrounds the building, many are standing fast to defend their headquarters. Kyrt leads a final charge on a barricaded room, and he and those with him overwhelm the opposition. In the torch light, he uses his Synthesis (Eminence of Recognition) to identify the Inquisitor and throws him against a wall, a knife at his throat. Kyrt is not content to wait till they are safely back in Hom before questioning him, and is very concerned that the Inquisitor will die or escape in the retreat. Kyrt's questioning role could also be taken by a PC: since Kyrt is needed to coordinate the cells and fight off the Shebans, he could leave it to the PCs to find out the truth.

Inquisitor Ever'on denies any involvement in Petyr's death. When Kyrt (or the PCs) do not believe him he plays his trump card. The Sheban obviously knows of Kely'san's activities and recognizes his aura about the PC who was possessed. He uses a Conjunctional effect to force the character into a traumatic flashback of the possession and murder. The PC falls to the floor twitching and a dark smile crosses Ever'on's face. Normally this would be a difficult effect to pull off (Synthesis +PSY vs. WIL with a minimum Threshold of 6 and a -2 penalty for a micro-trance), but Ever'on is working the Fatima's will in Her tribal lands (+1), carries several important relics (+2), and has the additional will of the Great Owl totem behind him (+2). Also, the PC most likely wishes to remember what happened and so will put up only half-hearted resistance (-2). It is probably best to simply judge that the effect works, even beyond Ever'on's desire.

THE TRAIL OF BLOOD

Inquisitor Ever'on's effect is so successful that it draws Kyrt, the entire PC cell, and Ever'on himself into the flashback of the events. The Weaver can simply narrate what comes next or allow the affected Player to roleplay it (the other Players can take on roles of Petyr and other people). This is a memory, however, so the Players should only be able to affect small details – the final results are written in blood.

The PC returns to the night of Petyr's murder. She is walking alone through Hom or Haven on some personal errand when she notices Porelyn, a positively carnal Jacker with whom she may have already had dealings (see p. 41). The seductive warrior emerges from the shadow like a predator, hypnotic with sexuality. The PC cannot help but flush with desire as Porelyn gets closer and closer, her deep, dark eyes locked on her prey – this sentiment, of course, is Kely'san's Sangis atmosphere taking hold. When Porelyn is but a breath away and the PC is about to give into her darkest wants, Kely'san strikes. The PC sees the Sangis' form leap from Porelyn's body to her own. As the Z'bri's mind violates the PC's, she is torn by utter revulsion and uncontrollable desire. Soon she is but a passenger in her own body.

Kely'san then steals away toward Kymber Reva's home on Hom. The PCs experiencing this should be vaguely aware that Porelyn simply walks off. The PC watches as her own body sneaks into the Lightbringer's home only to find her lover there instead. As the Z'bri, who seduces Petyr in the same way he did the PC, begins his bloody work, he speaks to his victim:

"I had wanted your mother-lover, boy. That was what I had agreed. But you will do just as well, tender and sweet as you are. Hush, do not worry. In six nights another will join you. Yes, Hal Ninva will feel my passion at the morning star. That agreement I will honor. I wonder, will he taste as sweet as you?"

After what seems an eternity of torture, the Z'bri leaves the Player Character and the vision ends. All the participants are drained by the experience, the victimized character most of all. Even Ever'on is pale and sweating – he recognized too much of himself in the Sangis' dark soul. If one of the Player Character's does not, Kyrt quickly realizes that it has been six days since Petyr was killed: Hal Ninva is to die tonight. Kyrt immediately throws Ever'on to the PCs and orders that they bring him to Hom. He then announces that the Fallen must withdraw and make for Haven to save Hal, and leaves to organize the retreat.

The PCs are left with the hated Inquisitor, who is still weak from the flashback. They may turn the tables on him and question him about the agreement Kely'san mentioned in their shared vision. The Inquisitor will not be totally forthcoming, but is not in a very good position to resist interrogation. The PCs do not, however, have a great deal of time. Indeed, the next Act picks up immediately where this one left off – and Hal's life is ticking away with every second.

TIPS AND RESOURCES

Palis Hall's lower floors are filled with novices and lower officials, as well as a few roving guards. Remember that much of the fighting is carried out in varying levels of darkness, and the appropriate penalties should be applied to combat and observation checks. Weavers should imbue the flashback sequence with as much sensuality and horror as they feel appropriate for their circle's playing style. "Morning star" is a reference to Venus, which rises just before dawn. All damage done by the PCs' first encounter with the Raven's Shadow should be considered only temporary stun damage, recoverable by the time the mission gets underway. Use the following game statistics, as appropriate:

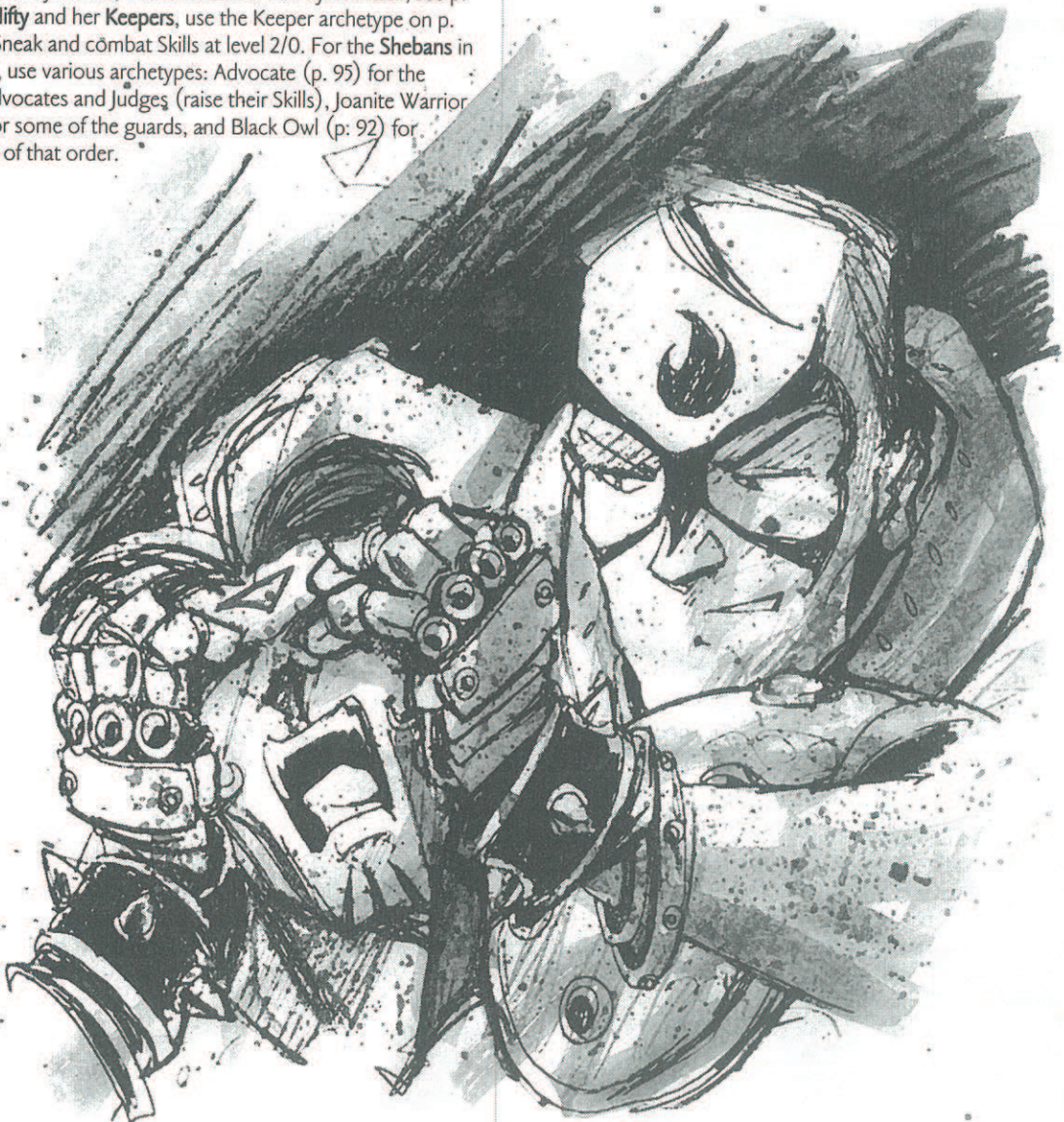
Details on **Raven** appear on pages 108-109 of the **Vimary Sourcebook**. You can use the **Jacker** archetype on p. 95, adding in **BLD +1**, **PER +1**, **Melee 3/+1**, **Sneak 2/+1**, **Synthesis 1**. Use the **Jacker** and **Herite** archetypes for the members of **Raven's Shadow** and **Kyrt's** cell, **The Unchained**. For **Kyrt** himself, see p. 89. For **Nifty** and her **Keepers**, use the **Keeper** archetype on p. 95, with **Sneak** and **combat Skills** at level 2/0. For the **Shebans** in **Palis Hall**, use various archetypes: **Advocate** (p. 95) for the clerks, **Advocates** and **Judges** (raise their **Skills**), **Joanite Warrior** (p. 95) for some of the guards, and **Black Owl** (p. 92) for members of that order.

ACT THREE -
RACING THE MORNING STAR

I had seen this. The destruction in thunder and fire by the hands of the ancients, I told you of this. I had seen this fury, but none of you would believe that the great raven would swallow our people. Why do you not listen? Why do you not hear the truth? I will tell you why. It is because you have returned to a life of slavery. You enjoy the security that comes with the false goddess. When will you learn that we will never be whole until our destiny is our own?

Why, Mother-Goddess, does this go on? Where is your lost Son's legacy?

— Chevon, at the Hallows



WEAVER'S SYNOPSIS

This act begins with the escape of the kidnapping party from the Black Owl headquarters. The plan may have been a success up to this point, but Dahlia, through Raven, plans to seal the fate of the Herites. The boxes that the Herites were carrying contained explosives that were obtained from the Keepers. The contents are only known by the Herites under Kyrt and Raven. The plan was for the explosives to destroy much of the building, to cut off any pursuit and take the terror campaign against the Tribes to a new height. Raven has orders from Dahlia to set the explosives off early, and destroy the Herites and Shebans alike. After he and the Raven's Shadow remain behind to secure the escape route, Raven gives orders to three pairs of his cellmates (and anyone else there) to go and keep an eye on Kyrt, Nifty and the PCs, now that all is secure. Raven requests one member of his cell to inform him when the Fallen group collects in the stairwell. The appearance of members of the Raven's Shadow at the exit point might be used as a sign to the PCs that something is wrong. A few swift kicks at those who balk leaves Raven with only one member of his cell present. Together they prepare and place the explosives at the entrance they had come through, as well as near a few key pillars chosen by Dahlia.

RAVEN'S DANCE

Just after word reaches him from his cell member, Raven starts to kill the two members of his cell with him. As he does so, a beautiful woman, Dahlia, appears from the shadows, and cuts down one, while Raven kills the other. She whispers in his ear, as he stands enchanted by Her presence. She steps back into the shadows, and vanishes. With a nod to himself and purpose in his eyes, Raven moves swiftly to activate the timers on the explosives. Then he clambers up the stairs to intercept the main group heading down the stairs with the Inquisitor.

After the initial sortie, the Fallen attackers have managed to hold one stairwell, and most of the Owls have retreated to the far side of the building where they are organizing a counter-attack. They have already passed out crossbows, and have begun to snipe at the Fallen. Raven bounds up the stairs, his bloodied sword in hand, preparing himself for his last task — to kill the Inquisitor. As he draws up to the group, Raven orders them to make haste, saying that Shebans in boats are approaching (which is, in fact, true). Raven then says that he will take the prisoner, and no matter what the response, he plunges his sword up under Inquisitor Ever'on's jaw and into his head.

The fight with Raven can be handled several ways. If the PCs are with the Inquisitor, then they can immediately attack. If not, Kyrt and what remains of his cell will certainly try and kill Raven. Raven fights boldly, expecting Dahlia to keep Her promise to help him escape, but Dahlia does not like Raven or witnesses to Her treachery and leaves matters to fate. To make matters worse, shortly after Raven kills the Inquisitor, the explosives go off earlier than even he planned.

At the Weaver's discretion, Raven, Ever'on or both may survive this battle. If a PC is quick-witted enough to stop Raven from killing Ever'on (something that should be very difficult, but not impossible) then they may gain an important informant. Ever'on, however, is no fool and may escape in the confusion. Raven could also conceivably escape and return to plague the PCs at a later date — say by leaping from a window into the river.

ESCAPE FROM THUNDER AND FIRE

The explosions kill many of the Fallen who have already retreated, since they were the first to come back wounded. Those on the stairs are hit with falling masonry, and their escape route is gone. Of course, no matter where the PCs are they should not be indiscriminately killed. PCs who have already tried to return with the others to the tunnel can survive by being caught up in the fights with Shebans, which delays them long enough to stay clear from the epicenter of the blast. Others may be lucky enough to be shielded or blown clear. There is always the possibility that a delay between the explosions and the collapse allows some to return to the waiting Keepers and get back to Haven with them.

After the explosion, Kyrt gathers all those Fallen left, which includes Nifty and Evangel Black, and takes them to rooms at water level right next to the collapsed part of the building. The group stands there in semi darkness, covered in brick dust, as Kyrt quickly relates his plan to escape now that the original route is lost to them. They must steal some of the Sheban boats and head directly for Hom. He will take most of the able-bodied fighters to the roof, from where he can summon help from the Keepers and locate some of the boats that will be needed for their escape. The others are to wait here for them to bring the boats alongside.

Feel free to throw in some minor opposition from Shebans and Joanites, as the group gets to and then across the roof. From the rooftop, Kyrt surveys the situation, spying a few unattended boats at the end of the building still standing. He arranges for the group to climb and jump down to seize the boats. There, a few of the older Shebans make for poor opposition. Once a couple of boats are away and paddling to the pickup site, Kyrt lights a stick which burns a bright eerie green. He leaves it on the roof of south side of the building above the location of the wounded. As the Fallen all struggle to get to their wounded, boats of Shebans and Joanites row swiftly towards them in the darkness, occasionally firing bolts and arrows. Not long after the flare is sent up, a throaty mechanical rumble is heard from the direction of Hom. It reveals itself shortly to be a medium sized Keeper boat. It races to the Herites and Children, deliberately capsizing a couple of the Tribal vessels on the way. When it then roars in, the Keepers throw ropes to the prows of the stolen vessels. With a steady acceleration, the black Keeper craft drags the two boats of Fallen quickly away and back to Hom, leaving the furious Shebans behind.

THE SHADOWY HAVEN HALLS

After escaping, whichever way they managed it, the group races to Haven to stop the Z'bri revealed by the Inquisitor. The Keepers leave them on the south banks of Hom, the deal complete and not willing to risk anything more. Less than half of those who went on the raid have returned, and many of those who survived have been badly wounded. Kyrt leads those who are mobile to Haven to save Hal Ninva. As Weaver, you may wish to allow the PCs to take this leadership role, by having Kyrt be wounded or defer to the PCs if they have shown their fighting capabilities.

The situation in Haven is tense. The Z'bri Kely'san, in Porelyn's body, and Max (see p. 93) his chained Z'bri dog, have killed the few guards at the gate and now Kely'san stalks Hal Ninva. When the PCs find the bodies of the guards, one appears to have been brutally mauled, while the other's skull has been warped like it was melted wax. The would-be rescuers may find other

examples of Kely'san's and Max's handiwork in the building. Kely'san has left Max to kill anyone who tries to interfere. Max springs from concealment with the intention of killing any people holding torches, so that the scene is thrown into darkness — where he fights best. Meanwhile, Kely'san approaches Mek, who has come to visit Hal. In the same manner he did with the victimized PC, the Z'bri draws Mek in and possesses him. Porelyn remains in the area to stand guard and make sure nothing goes wrong.

Lilith is down in the smithy with Ardatli, working with a fury because She has had to let her Children take on the Shebans without Her help. Deep down, Lilith's Joshuan essence is telling Her that She must let them find their own destiny, so She remains here blocking out Her sense and knowledge of what is going on. If someone seeks out Lilith to request Her aid, they must clamber down to the smithy and wake Her from Her work, a daunting task as Her huge frame beats a steady rhythm on the great anvil. This night, She forges an enormous spear head.



VENUS RISING

It should be almost time for Venus, the morning star, to rise when the PCs find Hal Ninva and Kely'san. In his fleshy guise as Mek, Kely'san has found Hal in his room on the upper floor, discussing the ramifications of the explosion with other prominent Fallen, namely Deus, Kymber Reva, Tobias (see *Vimary Sourcebook*, p.103) and Altara Ven. On pretense of wanting to discuss the rumors of Petyr's death at Z'bri hands, Kely'san awaits the appointed time.

This confrontation should be played for confusion and chaos. The PCs should be looking for Porelyn, who will indeed be about, although not actively possessed. No one should be anxious to believe the PCs – after all it has been less than a week since a PC murdered Petyr, and Porelyn, a Jacker in good standing, is thought to be a sworn enemy of the Beasts. If they go to Hal, they will find many prominent leaders there (see above). They may notice that Mek is acting strangely, however. Indeed, his strong will and experience against the Z'bri gives him a fighting chance to break Kely'san's control. Physically, he seems almost ill – is skin is pale and he sweats constantly. When Kely'san finally sees Venus rise and attacks, Mek manages to yell out a savage battle cry that gives others enough time to intercept his first few blows. If anyone puts up serious opposition – hopefully a PC summoned by the yell, but failing that, Tobias – the Sangis gets frustrated and jumps into the far more malleable body of Porelyn and strikes anew. Mek falters when released and may be unable to defend himself when the defenders strike at him. Kely'san will jump back to Mek several times to increase the chaos.



This Z'bri activity alerts Lilith, however, who makes for the commotion. In extremis, the Weaver could use Her to fell Kely'san if the Player Characters cannot, but this should be a recourse of last resort. Far better, even, to have the Z'bri escape to return another day – his agreement with the Shebans is voided by his failure regardless. Lilith preferably arrives as Porelyn lies dying, sending Kely'san's spirit back to the H'I Kar.

Lilith arrives in a cloud of masonry and dust, for the presence of the Z'bri so close to hand has stirred the Joshuan part of Her so much that She has essentially become more Joshuan than Dahlian. Joshua's hate of Z'bri flows through Her, and Lilith's wild presence spills out through dream as a palpable force felt by all those in the chamber. So begins a new phase of Lilith's reign, detailed in Her write-up in Chapter Five (pp. 73-77) and in the hook, *Summer Swords*, p. 56.

When Porelyn dies, whether at the hands of the PCs or Lilith, her expression changes as the Z'bri Kely'san escapes through Dream and waits for his long-term host to die. The real Porelyn utters a few words to hint at this event. Something like: "I am sorry...my weakness. (cough, cough)...I gave in... (grimace)... made me feel alive... (look of horror)... Nooooo..." Her ending speech should indicate that she was not freed even in death, as Kely'san claims her soul. Any attempts to save her with Synthesis are thwarted, because of Kely'san's strong hold on her.

In the immediate aftermath, the PCs and NPCs alike try to piece together the events, and they ask a great many questions about Porelyn and Raven. Kyrt looks to see that most of the Herites are dead, and those remaining are badly demoralized by these events. PCs who stood out as fine combatants might receive one of the Lilithian (Joshuan) weapons as thanks from Hal or Lilith. Unless it truly suits the Weaver's purposes, Hal should escape the attack with his life — although he might be wounded.

TIPS AND RESOURCES

In the aftermath of the raid on the Shebans, the Fallen feel a sense of righteousness and joy. For many, though, the loss of loved ones and the disturbing knowledge that one among them had been a Z'bri turns this sensation bittersweet. Lilith's change is apparent to Her close companions, Her nature clearly shifting to be more restless and abrupt. Tension and deeply felt anger can be felt in Lilith by anyone with the Eminences of Inspiration, Fate, Life, Empathy, Conflict, Vengeance. (PSY vs. 6) An 8 for someone with Empathy, Conflict or Vengeance will reveal insight into a hidden conflict within Lilith's heart that contains, in part, a strong desire to destroy injustice — most notably the Z'bri.

BETWEEN QUESTS

The time between *Solstice Rising* and *The Last Days*, is approximately four months. Four hooks detail key moments. *Summer Swords* covers the first of many raids made by the now more aggressive Lilith and others who take their fight to the Z'bri, and *The Final Raid* describes the last of these. Rats in the Ranks details Hal Ninva's efforts to take control of the Fallen in light of the distance that Lilith has put between Herself and the outcasts, thanks to Her more Joshuan character. *Doomsayer's Fate* covers the search for Jonhur and the return of Veruka.

In more general events, there are immediate ramifications from the Herite attack in *Solstice Rising*. The Grand Council demands that the perpetrators of the crime be turned in immediately, and the bridges to Hom are closed to the Fallen. The Herite faction takes a severe blow, and its remnants are scattered and in hiding. The Owls are still present and a number of desperate Fallen have betrayed the Herites to them. Kyrt is waging his own terror campaign, hunting down Owls and occasionally attacking Shebans.

The Fallen are unperturbed by the closure of access to Vimary, safe in the knowledge that they now have enough food from the Haven gardens to support themselves. When a series of harsh frosts, attacks of pestilence and plagues of insects destroy most of this stockpile over the following few months, the Fallen begin to grow fearful. When winter sets in a full month early, the food situation worsens on Hom and Haven, and the visible signs of starvation begin to show in the inhabitants: a weariness in someone's gait, or a growing gauntness in a loved one's face. All of these signs are reminders of the Fallen's hardships.

Summer Swords begins with the series of fortnightly or so raids Lilith leads upon the outlying Z'bri holdings. For the first few months, the Fallen praise the efforts of Lilith and those that went with Her. Then the Fallen slowly begin to feel the effects of Lilith's obsession. Many thought that the raids would stop during late autumn and the first snow; it would be foolhardy to carry them out during the heavy snows that come a month early. Lilith proves most strategists wrong, using Her Synthesis to keep the elements at bay and facilitate movement across the frozen landscape. Her dozen or so raids during this period prove to be very successful.

Winter is the time when all of Vimary prays for another summer, and the time the Z'bri are most active. The raids take their physical and emotional toll, with valuable resources being diverted to support them, making life on Hom and Haven harder than it should be. Many Lightbringers attempt to discuss these issues with Lilith, but Lilith is intractable in Her position, stating that the Eighth Tribe will only fulfill their destiny through "Blood and Sacrifice." A few Doomsayers agree with Lilith, citing that the signs and omens point to H'I Kar as the third city of prophecy. Jonhur is not one of these Doomsayers, as he has pulled away from the public eye. Audiences with Lilith are now denied and She withdraws to Her abode, only coming out for forays into Z'bri territory. Gone are the days where Lilith participated in open discussion, and this fact begins to concern many.

3. Solstice Rising

Lightbringer support for Lilith becomes fractured. Many are still resigned to support Her, maintaining that the Z'bri must be dealt with (Jackers support this position), but the majority of the Fallen grow more uncertain every day. A few Lightbringer leaders border on despair as they realize that their vision of a tribal society is crumbling all around them, suborned by a Fatima's whim. The powerlessness that the Herites felt against Lilith begins to spread through the Lightbringers. How does one go against a Fatima's wishes? Kymber Reva is the most ardent critic of Lilith's aggression, and she continually petitions Lilith to be heard and calls for a halt to the raids. After Petyr's death, Kymber condoned Lilith's stance on the Z'bri, but now she recognizes the toll it has taken on the Fallen. In memory of Petyr, Kymber, resolves to stand against Lilith, upholding her lover's principles.

During a lull in the beginning of the foul winter weather, the Squats launch a raid for food against Hom. Starving because of raids by Luther Boarhead and losses of livestock to Z'bri, they try to steal away with food stores but are spotted. Lilith appears soon after the first cry of alarm and lays into the Squats, with deadly results. Many of the Fallen are shocked, and several try to halt Her. The PCs may wish to help, especially if Gab or any Squats they have helped during the year are among those present.



HOOK: SUMMER SWORDS

Summer Swords is set during the hottest times of the summer, not long after the solstice. After the slaying of Porelyn (Kely'san), Lilith has a strong yearning to go out and destroy Z'bri. Spurred on by tales from the Jackers and word of the Joanite Crusaders, She decides to travel secretly with Jackers and some of the Children of Lilith on a foray into H'l Kar. Lilith's supporters may wish to accompany Her for similar reasons, but it is a very dangerous endeavor. For several nights leading up to the event, meetings are conducted in secrecy in Haven to discuss what shall be done on the trip. PCs who join with the group must have previously proved their bravery or convince the likes of Mek and Tobias of their conviction. Many of these evenings are spent in discussion of the legends of the Z'bri, and their strengths and weaknesses. The Legend of Ra'Ham (see **Tribe 8 Rulebook** p.68-72) is a good guide to what the Fallen know about the Z'bri and its recount by a Jacker or Doomsayer of note could provide a very atmospheric means of relaying this information.

If the PCs are opposed to Lilith, they should be concerned about what She and Her allies are really up to, as the suspicion of the Liberator being a Z'bri (or in league with them) is raised again. The PCs may also be concerned about the actions of the Seven Tribes if they find out. They may want to warn the Tribes, to make them halt Lilith's efforts. They might even want to contact the Z'bri to try and find out if Lilith is actually one of them. This avenue first requires confirmation of the rumor of Lilith's intended actions, and then a careful search for someone to deal with the situation who will not use it to damage the Fallen.

SCENES

By Stealth: The journey to H'l Kar needs to be made with as much stealth as possible to avoid both Tribal and Z'bri notice. With Lilith with them, the group travels at night to the edge of the Z'bri lands. There they are met by Lilith, who allows them to cross the last body of water — by walking over it — and then begins the slaying of Z'bri Serfs and their lords.

Crusaders: While hunting through the Z'bri lands, the group encounters a contingent of Joanite cavalry on a secret crusade. Lilith asks them to join the hunt, and Fallen and Joanite fight side by side against the horrors. Memories of the ancient rise against the Z'bri are rekindled during these days, and many of the Fallen and Joanites form bonds of friendship and respect for one another. Lilith sends word back that next summer She will ask Her Aunt Joan to come with more troops, and between them they can crush the Z'bri forever. At the Weaver's discretion, either Sherra Uhan'on (see **Tribe 8 Rulebook**, p. 56) or Valerie Ben'on (see **Vimary Sourcebook**, p. 92) may be among the crusaders.

Tower of Blood: Lilith leads the group on a daring dawn attack into a large Z'bri complex, which houses many Z'bri Serfs and several Melanis Iv'Chets. The fighting goes well, but the half-living buildings provide unexpected obstacles and horrific

sights. Many of those with Lilith prove themselves in the combat here, which culminates in a struggle up a great bone and flesh tower only to find the aging Z'bri Lord Vys'Arky newly dead, pierced by a strange Z'bri bone spear (which destroyed his immortal soul and is now slowly dissolving away). His unknown killer (actually his immediate subordinate) has fled by secret passage, planning to return later to rebuild the empire in his own image.

CLIMAX

As the band push further into H'l Kar, they arrive at the holdings of a powerful Koleris Z'bri Lord. With wounds and fatigue weighing heavily on the group, they are challenged by a large force of skilled and well armed Koleris Iv'Chet. In the bloody building to building fighting that follows, the group suffers many losses. Only Lilith's great strength and rage keeps them from being slaughtered, as they flee back to the safety of their homelands.

This is a time for great heroics, as the mass of powerful Z'bri swamp the group. Lilith is solely occupied with fighting the strongest of them, but the twisted and confusing buildings mean that many of those with Her are separated and must fend for themselves. This is a good time to allow the PCs to be heroic and also to create bonds of debt between various PCs and NPCs for rescues and aid.

Dahlia, who has had nothing to do with this desire of Lilith's to hunt Z'bri, watches secretly from the sidelines — more than a little surprised at Lilith's growing power and independence.

AFTERMATH

When Lilith returns, She is noticeably different, even to look at. She is much harsher and abrasive in Her speech and actions. This change is the result of the Joshuan influence coming through even more strongly than before. The Lightbringers try to act as a buffer between Her and the Fallen to avoid any public concern, but the Herites and Jackers are both ecstatic with Her "positive" change. PCs who went with Lilith and fought well are likely candidates to be awarded a Lilithian sword (see p. 77).

After Lilith returns from Her trip, She decides to hold a week of games as part of a demonstration of the Fallen's combative skills and fitness. Those who perform well are later tested for their loyalty to Lilith and indoctrinated into the outer circle of the Children of Lilith. Word that Lilith is seeking to reward the best contestants in the game spreads, enticing many to come forward. The week of games is set to occur on Haven, and Fallen clear fields there for the occasion. Substitute wooden and padded weapons are used for the most part, except when the idea is to hit an inanimate target. Eva sends a party of healers to assist injured participants. The Children of Lilith spend their time, when they are not competing, seeking out likely candidates to bring to secret nighttime meetings to swear allegiance to Lilith.

BOOK: RATS IN THE RANKS

Hal Ninva is watching his power base crumble. Lilith's incessant raids are taking away any power Hal could claim as his own, and he intends to rectify this situation. Lilith was once a stabilizing influence on the Fallen, but Her latest actions are alienating Her from the inhabitants of Hom. Hal secretly contacts Marshal Bartholomew Medi'on (see *Vimary Sourcebook*, p.96) in an effort to gain an insider's knowledge into the Tribal stance on Lilith. Bartholomew gives a word of advice — there will come a time when Lilith will be judged. Hal takes this under advisement, and believes that it would be politically astute to distance himself from the Liberator.

Hal hedges his bets, as he is not ready to disassociate himself from Lilith completely, and cannot risk being seen to be against Her. To minimize risk to his current position, he carefully recruits allies that share his beliefs or that he can easily manipulate. The PCs are either Hal Ninva's allies, dupes or possible political rivals. Publicly, Hal is the voice of reason. Privately, he is double-dealing with those who can improve his position. Hal knows that Fallen politics is a highly volatile arena, at times bordering on anarchy. It is not beneath Hal to promote chaos as a means to keep his rivals off balance and enable him to get what he wants. Hal believes that now is an appropriate time to do so.

SCENES

Seeds of Dissension: Hal chooses to air some contentious issues in a public forum. He selects appropriate proxies to raise particular issues or ask certain persons direct (and often embarrassing) questions. This serves a number of purposes: raising a difficult issue, exposing an individual's stance on an issue, embarrassing an unprepared debater, or making Hal look good. Issues that could be raised include the wisdom of the raids, the food crisis, and deteriorating relations with the Seven Tribes. These public forums begin to stir up sentiment against Lilith, which Jonhur and Ardatli Maque pick up on and attempt to neutralize. At some stage, Jonhur mysteriously withdraws from the political scene, leaving Lilith politically very vulnerable.

You've Made Your Bed: Hal believes that the dispersed Herites could be reformed into a force of his own. Much would be gained if he could harness the Herite zeal. Hal believes Kyr't is the best way into the Herite faction, and sends an agent to locate him. The agent is asked to deliver a message, which outlines Hal's intention to aid the Herites against Lilith. Kyr't's initial reaction is to laugh out loud at the irony of this request. Kyr't is wary of Hal Ninva, and looks for an angle for his own plans. This message is somewhat incriminating and it could damage Hal's status if it fell into the wrong hands.

The Lowest Common Denominator: Hal has succeeded all too well in stirring up anti-Lilith sentiment among the lower echelons of the Fallen. Hal has sent an agent provocateur to raise questions about the food crisis. The hungry masses get behind this issue, and it all ends in a riot demanding food. This is brutally put down by the Children of Lilith.

Blackmail: The seedy side of politics is illustrated as Whimsy, the Dahlian Arranger (see *Vimary Sourcebook*, p.89), attempts to blackmail Hal Ninva. Hal fears that she knows of his connection with Bartholomew, and will do anything to make this go away. Whimsy could be substituted with any savvy Tribal at the Weaver's discretion — perhaps even the Joh'an T'phalus (see *Tribe 8 Rulebook*, p. 73).

CLIMAX

Throughout this time, Lilith has remained detached from these events. The Liberator is only interested in matters that relate to Her raids. This fact alone has done more to further Hal Ninva's plans than anything else. After the riot, critical sentiment of Lilith is at an all-time high. Ardatli Maque turns to Hal Ninva in despair. She believes that there is a faction that is actively trying to erode the Children of Lilith's position, but she has been unable to positively identify its members. Hal Ninva, taking advantage of Ardatli's weak position, outlines concessions that could head off the current crisis. Hal believes that the majority of the Fallen are too dependent on Lilith. They expect the Fatima to solve all their problems, no matter how petty. Hal believes that the best solution to the problem is to set up an independent assembly on Hom, which would be more or less a normalization of the existing unofficial council that he has been heading. The assembly would be responsible for day to day affairs, allowing Lilith to tend to more important matters. Its charter would be to promote self-reliance, and act as a buffer to field petty issues. Nominees are to be put forward and a vote taken to determine who sits on this assembly.

Hal intends to dominate this assembly by placing his supporters in key positions. This is not a sure thing, as Hal's faction must fend off rivals. He intends to make sure that no Children of Lilith gain a place within the assembly. Political allies begin to call in markers, forcing all sorts of backroom dealing. There is also a risk that Hal's machinations may be exposed, making the Children of Lilith turn on him. This would force him into hiding for the time being.

AFTERMATH

Depending on Hal's success, a lot of political power will be diverted from Haven and back to Hom. To further cement His position in the public eye, Hal negotiates to slip a small food shipment through the Sheban embargo (he calls in a political marker with Bartholomew). If Hal is not exposed, or has no real opposition, he gains control of the new assembly, while maintaining his position in Haven. Otherwise, he withdraws and begins to plot anew. The new assembly's power is purely political, and it has no military arm. It exists only because Lilith tolerates it. Regardless of Hal Ninva's fortunes, sentiment hostile to Lilith has been inflamed and it grows stronger over the rest of Lilith's reign.

BOOK: THE FINAL RAID

Lilith has gathered a large body of warriors, and another raid is at hand. This is to be Lilith's final raid on the Z'bri, and marks the beginning of the end of Her reign. The largest contingent of warriors comes from the ranks of the Children of Lilith — who are by now well armed, seasoned veterans led by Ardatli Maque. The second largest group is made up of Jacker cells, taking advantage of Lilith's protection. Even a few Herites have joined Lilith's crusade. The raids have extended into the winter, which has come a month early. Lilith's presence keeps the elements at bay, facilitating troop mobility and morale.

Dahlia has grown concerned about Lilith's increasingly Joshuan behavior, and She decides that it is time to end the charade, beginning, in dramatic fashion, with the next raid. Lilith has been drawing upon Dahlia's Synthesis to keep the raids viable. Lilith's raiders, up until now, have been able to slip into the Z'bri homelands unseen, and attack their targets with impunity. Lilith's guerrilla tactics have been so successful that the Beasts have been unable to organize an effective response. The Z'bri are angered by these incessant raids, and the Baron insists that they be dealt with immediately. He sends Z'bri Lord Th'gra to deal with Lilith. Lord Th'gra is guided by the Iv'Chet Kynit (see p. 88). Kynit has been spawning a whole new patch of monstrosities throughout this year, waiting for just such a moment. Dahlia plans to withdraw Her support at a critical juncture, and have Lilith truly blooded.

SCENES

All According to Plan: The raiders cross the frozen river into the H'l Kar. A blanket of snow covers the twisted landscape. A small Serf hamlet can be seen in the distance. Lilith gives the order to move out, bypassing the hamlet. To a veteran this is a routine crossing, as Lilith keeps Her host covered and undetectable by a protective veil. Crossing the ice, a PC should gain an insight — while the river is frozen, there is no barrier to block the Z'bri horde.

Decision: The raiders have penetrated deep into Z'bri territory, bypassing many potential targets. The Z'bri are aware of their presence, and have laid an ambush. Lord Th'gra has sent out decoys to bait Lilith. The veterans feel uneasy, and try and convince Lilith to turn back. Lilith ignores them; Her own senses are dulled by Dahlia to ensure that She takes the bait.

Ambush: The raiders find a Gek'roh pack that flees down a snowy pass, enticing the group to follow. Lord Th'gra and Kynit have buried soldiers in the snowbanks. Unless the PCs discover the ambush, Lilith will order a charge right into the trap.

Flight: The raiders successfully repel the initial attack. Lilith's senses are restored, and She detects the overwhelming forces that are closing in on their positions. Lilith orders a retreat, but now the elements are against the raiders. Lord Th'gra intends to toy with the raiders until he breaks their spirit. Wave after wave of Z'bri and monstrosities harass the group, as they attempt to get back to the river.

CLIMAX

The raiders have retreated to within sight of the river. Lord Th'gra moves in for the decisive blow and leads the final charge personally. Lilith selects a group of warriors for a rearguard action — the rest are to retreat across the river. Lilith stands Her ground, waiting to receive the impending charge. Those Player Characters who are ordered to retreat reach the river and find that its ice cap has somehow been reduced to a collection of treacherous ice floes. A putrid, yellowish oil-like substance clouds the water. The Players do not have too much time to think, as Z'bri monstrosities leap out of prepared positions and close in from all directions. A desperate battle ensues, and Lord Th'gra rains blow after blow onto the battered Lilith. The overwhelming odds push the defenders back to the bank of the river.

When all looks lost, a large group of Joante Templars and Blades led by Jen Luther'on (**Weaver's Assistant**, p. 37; feel free to use a different character, PC or NPC) arrives, screams the war cry "For Lilith!" and charges into a Z'bri flank, crushing it. This provides an avenue of escape. Bolstered by the reinforcements, Lilith's Joshuan aspect breaks free in a spectacular rush of energy, and She deals a severe blow upon Lord Th'gra, forcing him to retreat. All those with Lilith are considered to have the Aspect of Rage (see p. 76) — those already possessing it get +3 to use it. This eruption demoralizes portions of the Z'bri horde, who also withdraw to regroup. Lilith is spent, and orders the survivors to retreat.

AFTERMATH

Lilith and the raiders return to Hom and Haven, and all show obvious signs of damage. Even Lilith seems battered, and She moves perceptively slower (if not staggering). The Joante Templars are among Lilith's escort, and have come to Haven. The day after their return, Ardatli gathers the inner circle of the Children of Lilith. The surviving Joante Templars are summoned, and they are dubbed Lilith's Hammer and Sword. The Templars pledge loyalty to Lilith, and submit to the secret scarification and tattooing rites of the Children of Lilith. PCs who observe this may realize that the Templars' dual loyalty — to Joan and Lilith — is unprecedented in tribal society.

Lilith is seated on Her throne, motionless. She addresses Her Children, and tells them that, with much introspection, She has discovered a duality within Herself. With that, an iron plate on Lilith's chest (Joshua's eye patch) slowly opens to reveal an orb. Lilith speaks about this duality for a minute, alluding to both Dahlia and Joshua without stating anything outright. She then withdraws, and turns Her focus inward to discover Her true core. For the remainder of Her reign, Lilith remains inert on Her throne.

The Children of Lilith restrict access to Haven, preventing anyone from gaining audience with Lilith. This fuels the speculation that Lilith is mortally wounded. Lilith's enemies sense that She is weak, and so begin the plans to destroy Her (see *Chapter Four: The Last Days*). On Vimary, Tera Sheba also concludes that the time has come to pass judgment.

HOOK: DOOMSAYERS' FATE

By the late fall, snow has come early to Vimary and the world seems to be covered in a pall of deathly quiet. Jonhur, once the favorite of Lilith, has taken Her quiet very hard, a nagging voice deep in his soul telling him he has been tricked. This is the voice of Veruka the Wraith — or at least that part of her that entered Jonhur in Mahgog. Dahlia is not yet ready to see her tool slip away from her control and has muddled Jonhur's mind to counter Veruka's influence. Dahlia's own frustration at Her creation's growing independence and at Veruka's unexpected ability to reassemble her scattered soul guides Jonhur to destroy the old woman once and for all.

Meanwhile, Chevon has been attending to Veruka and helping the old Doomsayer become whole once again. Chevon's own madness has granted her a bizarre insight into Veruka's condition. Chevon acts as an anchor for Veruka, while the old woman works to restore Chevon's own sanity. They hold many cryptic conversations, each gaining insight into the other's thoughts. Veruka attempts to restore Chevon's sanity, and Chevon proceeded to write her thoughts onto paper. Chevon sees in the currents of fate, however, that Veruka is in more immediate danger. Indeed, Jonhur — in his confused state — is quickly coming to feel Veruka must die.

SCENES

Following are possible ways to include the PCs:

Leave Me Alone: In a chance encounter, or by design, the PCs meet Jonhur. It is clear that he is distressed. When asked what troubles him, he is tightlipped and is unable to meet the PCs' gaze. If the PCs are persistent, he breaks down and weeps: "I cannot share them with you. You of all people would never understand, leave me alone!" After that outburst, he composes himself and asks to be left alone.

Descent: Jonhur disappears from Haven, and withdraws to a hovel on Hom. The PCs are approached by interested parties (Hal Ninva or Ardatli Maque) and asked if they could locate Jonhur. Hal wants to see if Jonhur has had any more visions. Ardatli is just concerned by her friend's disappearance. The PCs track Jonhur down in a seedy part of town. He is drunk, and his pants are soiled with his own filth. He is delusional, and thinks the PCs and himself are back in Mahgog. Jonhur proceeds to attack a passing group of street thugs, claiming they are Kynit's horde. His delusion also foreshadows Kynit's return in *The Last Days* (see p. 64). If the PCs do not intervene, then he is beaten savagely. Regardless, Jonhur asks to be left alone. Taking Jonhur before those who are interested in him will illicit responses of disgust.

Black Vision: A dream echo reaches one or more of the Player Characters, giving them a glimpse of the future. They see Chevon standing over Veruka's bloodied body. Jonhur is nearby, kneeling in tears and clawing at his own eyes. Chevon looks cold and almost satisfied. This is a vision of events if Jonhur carries out his murder: Chevon simply accepts that her tortured life has become more painful still, while Jonhur realizes what he has

done as he feels part of himself die. The Weaver, however, should endure to misdirect the Player, so that she believes Chevon is the murderer. As the PCs rush toward the Sepulcher to save Veruka, they are joined by Jonhur who (they should assume) had the same vision.

CLIMAX

Fired by his vision, Jonhur rushes into the Sepulcher to kill off Veruka. If the PCs are there, he wrongly assumes they will help him in the killing. As the PCs rush to restrain Chevon, whom they find leaning over the sleeping Veruka, Jonhur moves in for the kill. A lot of screaming will ensue, as Jonhur's mind slowly opens to the other two Doomsayers. The three fractured psyches merge and meld for an instant in a painful process. During the confusion, Chevon breaks free and leaps to protect Veruka, intervening as Jonhur tries to strike the killing blow and silence the torment he feels in his mind. Chevon is impaled on his sword and her lifeblood pours across the floor and onto Veruka. In that instant, Jonhur sees the world through Chevon's eyes and finally understands what a fool he has been. He falls to the floor and tries to scratch his own eyes out; a look of resignation is the last expression on Chevon's face. This scene should seem eerily familiar to the PC who experienced the vision. The PCs exact role in this drama is up to the Weaver, but one good solution is to have them fight off Jonhur as he moves toward Veruka, giving Chevon the time to make her own move and end up on his sword.

AFTERMATH

Chevon's death finally awakens Veruka and transforms Jonhur. Veruka, finally whole again, awakes from her long sleep. She has powerful insights into Lilith, knowing that although she was constructed, she is struggling to become more. Veruka also senses the powerful Joshuan essence within Her. Veruka decides to wait and see how events play out, to see if Lilith can become the Fatima She pretends to be. Jonhur, on the other hand, now knows just what his role has been in Dahlia's plan. This renders him mad with remorse and pain. Unless detained for the attack, he makes his way to Ile Perdue.



Chapter 4:

Lilith, you threaten us all with your fruitless crusade against the Beasts. You are defined by your rage, and like my Brother Joshua you will be consumed by it. You claim you lead His people as their Fatima, but Joshua's tribe did not survive the camps. You are nothing but a soulless puppet that holds a fading echo of the past. We will not stand idly by and let this heresy continue. We are the Pillars that buttress the Nation. Your time is at an end. Stand down and submit, for I will pass My Judgment now.

— The Judgment of Tera Sheba



QUEST FOUR: THE LAST DAYS

The Last Days presents the end of Lilith's reign over the Fallen. It is set a few days after the events of the Hook. *The Last Days* is presented as one large act, and begins with the PCs hearing a rumor about the prophet Jonhur. Upon investigating, they follow a trail that leads to the Doomsayer. Jonhur shares his prophetic dreams with the PCs, and beseeches them to act. The fate of the Eighth Tribe now falls squarely on the PCs' shoulders. Dahlia senses that Lilith's enemies are closing in. Kynit and his spawn lurk in the Outlands, waiting for an opportunity to strike at Lilith. Tera Sheba summons Joan, for She is ready to judge Lilith. The PCs, armed with the foresight given them by Jonhur, must find a way to get to the heart of The Great Trickster's machinations and stop Lilith before She destroys the Eighth Tribe.

QUEST PRELUDE

The Last Days is set directly after the events outlined in the Hooks *Rats in the Ranks* (p. 57), *The Final Raid* (p. 58) and *Doomsayers' Fate* (p. 59). Tension can be felt throughout Hom and Haven. Winter arrived a month early this year, and many fear that it will be the worst in living memory. Lilith has not moved from Her throne since She withdrew to Her Palace. Hal Ninva's political machinations have eroded Lilith's support, and he continues to fortify his own power base, hoping to come out on top in the aftermath of whatever Jonhur foresaw. Hal continues to look for Jonhur, as he needs to know what is going to happen. Unknown to Hal, Jonhur, full of self-loathing, submits to the denizens of Ile Perdue. A woman known as Zyola takes pity on him, and listens to his dark desires. Zyola proceeds to carry out Jonhur's instructions to the letter, as she has done for many others asking for her cruel touch. Jonhur holds many answers, and it is vital that the Players find him.

The Z'bri have had a taste of Lilith and are reveling in their success. The Iv'chet Kynit requests permission to try and finish Lilith off. The Baron sanctions his adopted son's plan, knowing that if Kynit were to succeed, both their positions would be strengthened. A trio of impulsive Koleris warriors (T'grath, Zor'lt and Vak'lor) demand to join Kynit. This trio has suffered at the hands of Lilith, and they thirst for revenge. Kynit is granted leadership over this pack, and they set off. Kynit intends to get as close to Haven as possible, and chooses to skirt around the Rust Wastes, across the river and into the Outlands. The Koleris trio is unruly and they revel in being in the Outlands — taking every opportunity to butcher anything that stumbles into their path. Kynit decides to enforce his authority. He orders his monstrosities to hold down the Koleris, and he proceeds to rape them. The trio is impregnated, becoming enslaved to Kynit, as are the rest of his spawn. The trio of Koleris begin to transform, becoming even more vicious than they already were.

Dahlia is aware of the approaching Z'bri, and decides to aid Kynit in getting close. Dahlia knows that Tera Sheba now suspects The Trickster's hand in Lilith's arrival. In fact, Dahlia has subtly allowed this to happen. Tera Sheba believes that Dahlia is trying to deflect Her attention away from Joshua's child. Lilith's

changes have forced Dahlia's hand, and She decides to end Her game, but not until one final cruel joke. Dahlia intends to hold a mock version of the Festival of Liberation on Haven to further undermine Her Sister's authority.

Dahlia dispatches the Little Trickster Brehnsun and his caravan to Haven. They arrive in the middle of the night, protected and obscured by a fog that settles over the islands of Hom, Haven and Vimary. Dahlia, posing as Lilith, visits Ardatli Maque in a dream. "Lilith" assures Ardatli that She shall soon return, and that Her Children are to remain inside the Palace grounds until the fog lifts. Brehnsun and his caravan proceed to build the Festival grounds under Dahlia's veil (see *The Festival of Liberation*, p. 80). Soon the Festival will be ready and the stage will be set.

Dahlia can see that a few promising individuals have learnt Her lesson, but many of the Fallen only turn against Lilith because She is perceived to be weak. Dahlia's plan is to briefly dangle the promise of acceptance by the Seven Tribes, then pull it away in a crash of broken hopes. The hosting of the Festival is a great honor, and many may interpret it as the beginnings of the integration of Lilith's Tribe into the Nation. This hope is brief, as Dahlia intends to crush it more quickly than it rose.

THE QUEST PROPER

I see the Liberator standing over the Blind Pillar, who is bound in burning chains. They stand on a mound of corpses, the corpses of the Fallen. The Liberator bends to the bound one and removes Her blindfold; She then binds Her own eyes. She turns and gestures to the Warrior, who takes the offered hand and steps into the Liberator's embrace. The Liberator and the Warrior both turn towards the darkness that has never left us; those of us who remain stand at their backs. A dark wind rises and scatters us like dead leaves, only to leave the two Sisters alone. The dark wind clutches a vibrant, beating heart, which, as it is crushed, becomes a diseased husk. The Liberator is no more, She is nothing but a statue of ash, which blows away in the rising gale. The Warrior falls to the darkness; a darkness which is all we deserve to know.

— Jonhur the Twisted Puppet, confession to the corpse of Chevon.

WEAVER SYNOPSIS

The winter forces everyone indoors. The outside temperatures ensure that only the desperate move about. Dahlia's fog complicates matters — making it extremely difficult to navigate through the islands. Those who do venture out into this fog tend to get disoriented or lost for hours — rumors begin to fly that the mist is leaking from the Sea of the Lost deep in Dream. As time passes, the PCs may be in the position to hear rumors, especially the widespread speculation that Lilith has died. Lilith's supporters deny this and insist that Lilith is about to return, bringing relief to the harsh conditions. The Weaver may choose to add rumors about approaching caravans and Squat massacres to hint at the Festival and Kynit's approach. This may prompt the PCs to investigate these matters, however, and care must be taken not to spoil the surprise. Another rumor is that of a sighting of Jonhur around Ile Perdue. If the PCs are aware of the events of the *Doomsayers' Fate* hook, then this should pique their interest. Otherwise, the Weaver could have the rumormonger recount his dealings with the suicidal Jonhur. Knowing he is suicidal should prompt them to brave the elements and go find him. If not, then a request from Hal Ninva or Ardatli, personal visions, or omens could motivate them to search Jonhur out.

The squalid streets surrounding the establishment of Ile Perdue are covered in snow. At some point, a PC accidentally kicks a body buried under a thick mound of snow. If they dig up the body they will recognize a wretched soul — an emaciated man or woman who had offered their body to the PC in return for food or shelter a few weeks ago. The PCs seem to be the only ones on the streets.

Ile Perdue is a decrepit two story building. Many of the windows are broken, and through one can be glimpsed a truly gruesome sight. A naked man dangles from a beam, a misted-over plastic bag obscuring his features. His bony arms are cruelly bent back, tethered to the leather thong around his neck. He has turned blue.

Gaining admittance is easy, but an irate burly man wearing a balaclava will confront them at the inner door of the seedy hallway. This is Darius, the bouncer of Ile Perdue, and he is ready for any trouble. He can't believe that there are people on the streets, and he quickly answers any questions. If asked about Jonhur, he will mention that he saw him a few days ago raving in the streets, and that a woman known as Zyola approached him and calmed him down. She then escorted Jonhur away, towards the Stack. Darius only knows Zyola by sight and reputation and he does not know much about her — in fact, no one does.

The Stack is a cluster of wooden shacks that have been built upon a precarious mound of heavy beams of wood and twisted iron rails. The PCs have to tread carefully over the unsteady ground if they wish to search this junk pile. Inhabitants are few, but some can be seen huddled in nooks and crannies that offer some protection against the elements. Underneath the heap of junk is an old auditorium that is recessed into the ground. This is where Zyola has taken Jonhur; his sporadic cries echo throughout the Stack and should act as a lure for the PCs.

JONHUR'S REVELATION

Upon entering the auditorium, the PCs find the area lit by guttering torches. Jonhur is suspended above the stage, his arms outstretched, the light catching on the multitude of threads and wicked hooks that pierce his flesh. He has been branded to show his shame, and his eyes have been gouged out as punishment for being so blind. Jonhur was seeking final release, but instead received a revelation.

Moving in and out of the shadows is a tall figure that checks the hooks that pierce Jonhur's flesh. The sleek figure is clad in a frame-hugging black leather body suit, and a corset cinches her waist to an impossible diameter. Bands of leather, fashioned into a mask, wrap her facial features, revealing only cruel red lips and deep green eyes. At the PCs' approach, or if they cry out, the figure turns her head towards them and disappears into the darkness, not to be seen again. Zyola, who was Jonhur's instrument of flagellant redemption, leaves the auditorium. At the Weaver's discretion, the PCs could catch up to her or find her in Ile Perdue. She will have no real information to give, other than the fact that Jonhur came to her for penance and she gave it to him.

The blind Jonhur is motionless, and blood and grime spatters his body; the pungent aroma of burnt flesh and feces is overpowering. An incessant muttering can be heard from Jonhur, but any attempts to bring him down will result in him cursing and thrashing about in resistance. Although in pain, he acknowledges the PCs by name, stating that he foresaw their arrival. Jonhur cryptically states that "while the strings are taut, the puppeteer cannot make me dance," and asks if the PCs have come to finish what they started.

In the dialog that follows, Jonhur tries to convince the PCs that only they can restore the prophecy of the Eighth Tribe. Initially, Jonhur asks deep and probing questions of the PCs in an attempt to understand what they know of their current situation. He has hindsight of past events, and his intimate knowledge of the PCs' actions should make them uneasy. The PCs lose all sense of time, as Jonhur begins to draw them into his visions, dreams and nightmares. The PCs have very limited interaction with these dreams, and the Weaver needs to construct them so they each reveal a truth, expose a deception or possible future. Jonhur wants to both guide the PCs to the truth, and goad them into action. The Weaver should fall short of revealing that Lilith is a Dahlian construct, leave this shock for the end scene, but should make clear that Lilith has lost control and that Her actions threaten the destiny of the Eighth Tribe.

Once this last piece of information has been revealed, the dreams change in nature and begin to forewarn of possible futures. They also become more interactive, and the PCs' actions have immediate effects on the dreams' outcomes. These dreams are also harder to comprehend, as each action taken creates a cascade of alternative futures. The underlying theme is simply this: if Lilith is not stopped, then the Fallen will be destroyed and the prophecy of the Eighth Tribe will end. One dream could show Lilith succeed in killing Tera Sheba, but fail as she turns against the Z'bri. Another alternative is that Tera

Sheba destroys Lilith and then orders Joan to destroy Hom and put the Fallen to the sword. Positive scenarios should be used as well to reinforce a good course of action for the PCs. A carefully constructed set of subtle clues that reveal Lilith's fate should seed the visions.

Make sure you are familiar with the conclusion of *Children of Lilith* before describing these visions, so as to put them in context. Elements that could be used include the tents of the Festival of Liberation; the inert form of Lilith on Her throne, Joshua's eyepatch on Her chest raising and revealing a dark and compelling recess; the Players turning over an orb, getting a hint of a face; Tera Sheba passing judgment against Lilith and Her Tribe with Joan taking a position behind Her, as if waiting for the final sentence; and the PCs confronting the Two Pillars in Lilith's defense. During the resolution of the quest, the PCs should have feelings of déjà vu as they recognize elements of their visions and can receive flashbacks to help them along the way.

The PCs may doubt Jonhur's visions. In reaction, the Weaver could place one of the PCs in a nightmare that has that person assume the role of Jonhur. The nightmare mirrors Jonhur's experiences, especially his descent into madness, his submission to Zyola and subsequent torture. The pain induced by Zyola's cruel touch cuts through the PC's sympathetic insanity, to leave inner peace and unnerving clarity of mind. The PC should leave the nightmare with a profound insight into Jonhur and his words.

THE FESTIVAL OF MOCKERY

On leaving the Stack, the PCs immediately realize that the mysterious fog has lifted. This should confuse the PCs, and on making inquiries they find that they have spent days talking to Jonhur. The fog, however, apparently still lingers over Haven and the PCs should be encouraged to investigate. Upon doing so, they see that Haven is indeed shrouded with mist, and then, right before their eyes, it dissipates to reveal the Festival of Liberation. The PCs should realize that the Festival is five months early. The inhabitants of Hom feel an immediate relief to winter's bite. There is no wind, and the sun has come out and warms all. The Festival's multi-colored tents and buildings have been built around and upon Lilith's Palace. The tents should jog a PC's memory of Jonhur's visions. The tents remain still and quiet until someone approaches the structure.

Once this happens, audible music starts up within the tents. The entrance is opened by a Dahlian entertainer dressed in a costume that is a parody of a Joanite guard. They will comically ask for the person to halt and to give the password. More Dahlian entertainers appear, and begin capering through the gathering crowd, trying to entice people into the Festival. In general, all of the Dahlian entertainers act as clowns in a mass parody of the Festival. If anyone gets violent, the Dahlians diffuse the situation by subtle means.

Once a large enough crowd has gathered, Brehnsun appears and announces that the Festival has begun. He proclaims that Lilith has offered to be the host of the Festival and the Dahlians promise to put on a grand show worthy of the Eighth Tribe.

Brehnsun bows low to all those gathered, and says that on behalf of Dahlia he welcomes the Eighth Tribe to the Nation of the Fatimas. Brehnsun proceeds to entertain the crowd through masterful illusions. Confusion and fear give way to delight and wonder, and many Fallen join in on the festivities. There are a few who hold back and observe.

DAYS PASS

The tribal Grand Council has an emergency meeting, and they issue a ban on anyone attending the Festival. Many heed this decree, but there are those who are curious and choose to attend. A group of Magdalites depart immediately for the Festival — looking forward to a week of debauchery after setting up a flesh pit at the Festival. Direct orders from Tera Sheba are passed down to the Judges, and large group of Joanites is assembled. The Order of the Black Owls are interested in the Festival's appearance, and a number of operatives are sent out to observe.

Over the next few days, perceptive PCs may pick up on a condescending, if not mocking tone to the Festival. The Dahlians put on many of the events associated with the normal Festival of Liberation, but all are comic and satirical. Many Fallen begin to gravitate towards the sections or shows that remind them of their old tribe. Such events should evoke mixed emotions amongst the PCs as they see glimpses of their past lives. Initially, the tent and its facilities are magnificent, but in time it becomes rundown, dirty, seedy and spoiled. The tents and the Dahlian entertainers slowly take on the appearance of the ramshackle Hom and the Fallen.

There is shock and outrage throughout Bazaar. Many recognize that it is the Festival, but are confused that it is earlier than expected and especially offended by its location. From Vimary, the inhabitants see the tent as ramshackle and decaying. The Dahlians are accused of bad taste or even heresy, but most Dahlians are as surprised as anyone else.

In the Palace, Lilith is still inert. Ardatli is by Her side, waiting for Her to awaken as promised in her dreams. On the morning of the appearance of the Festival, all entrances and windows to the Palace are draped in colorful curtains. Brehnsun appears and announces to the Children of Lilith that, on Lilith's behalf, the Dahlians has finished the construction of the Festival grounds and it was open to all. Ardatli thanks Brehnsun, but holds back the Children of Lilith until their Fatima awakens.

The first night is a joyous occasion for all. The first night of the Festival traditionally ends with the Liberation Play of Baba Yaga. A version is held for the Fallen. Those who see it are disturbed as they remember the past and the grim reminder of death — Baba Yaga's domain.

THE FESTIVAL ITSELF

The Weaver should decide how long she wishes the Festival to go on, adding as many scenes as she feels necessary to draw a satisfactory conclusion to the **Children of Lilith** saga. Many prominent Fallen are attracted by the glamour of the Festival, and can be found wandering the grounds. Jonhur's visions should have compelled the PCs to seek out Lilith. The Players may even be convinced to name the day that the meeting will take place, giving the Weaver time to take advantage of the Festival's atmosphere. There are a number of events that occur during this period that set the stage for the climax and for possible future events.

Kynit and his pack have overrun a small Squat settlement in the Outlands. T'grath, Zor'lt and Vak'lor have temporarily sated their bloodlust, oblivious to their transformation. Kynit orders them to remain there, while he reconns Haven (which is about half a day away). Kynit steals into the festival under the cover of darkness. He prowls the Festival grounds and comes upon the Magdalite flesh pit, its participants intoxicated by lust, drugs, pain and pleasure. Kynit hangs on the fringes, barely containing his primal urges, until a delirious Magdalite discovers him and pulls Kynit into the orgy. Unbeknown to his victims Kynit plants his seed in many of the Magdalites. He wills the seed to germinate early, and retreats unseen from the Festival grounds. Imagine the horror a PC would feel if they saw Kynit amidst the Magdalite Fleshpit. Was it a delusion? Did they get impregnated?

The Festival continues until the Weaver decides that it is time for the climax. Each additional Liberation Play becomes a satire which many cannot help but smile at. At some stage, the PCs should attempt to gain admittance to Lilith's chamber. Vigilant Children of Lilith are standing guard at the entrances of Lilith's palace. Admittance is refused, and it should be difficult to pass through. If the Players are Children of Lilith, they are questioned about their whereabouts over the last few days. The guards need to be convinced to let the Players into the Palace. If they gain admittance, they will find Ardatli and the Hammer and Sword in a vigil around Lilith.

THE LAST DAY

On a day of the Weaver's choosing, Kynit's seed germinates. To the horror of the impregnated Magdalites, they mutate into weak monstrosities and are compelled to turn upon each other and festival patrons. By this time, Kynit has moved his pack to the edge of the forest to the south of Haven. At the sound of cries of distress, Kynit lets loose the enslaved Koleris Iv'Chets, and many of his spawn of monstrosities. Kynit hangs back, letting his slaves do the dirty work. The horde storm across the ice and begin to slice through the tents and their occupants. Their main target is Lilith in Her Palace, and they move towards it with single-minded purpose. The problem is that the Festival is designed to be mazelike, and the Z'bri and spawn are as lost as everyone else.

The Children of Lilith and the Hammer and Sword warriors leave the Palace to destroy the attackers. A pitched battle ensues; the Festival ground is slowly demolished, letting in a blustering winter chill through rips in the sides of the tents. The fighting breaks up into various pockets throughout the Festival. There are brief lulls as both sides are repelled and attempt to regroup. Many attempt to flee the Festival grounds, but get lost within Dahlia's labyrinth. Combat oriented PCs have plenty of opportunities to get into the action, but remember that this is a distraction and the PCs should feel that time is running out. The Weaver must decide what she throws at the Players, but should keep the Koleris around for the final showdown.

Soon after the Z'bri attack, a large group of Joanites enters Haven and the Festival grounds, moving quickly across the ice. Two Fatimas accompany the warriors: Tera Sheba and Joan. As they approach, the Dahlian glamour surrounding the Festival grounds dissipates along their path. The Pillars do not enter the fray, but set up a defensible position on the outskirts of Lilith's Palace. Tera Sheba gives the order to hold, allowing the creatures to rampage amongst the Fallen. A couple of the spawn monstrosities attack the Fatimas' position, but die in seconds under Joan's blade.

When the two Fatimas arrive, their presence is felt by all, and the landscape warps and becomes more dreamlike. Walls of tents grow tall and curved, the sky turns red, Joan and Tera Sheba seem to tower over the whole proceedings but also seem to be distant. Due to Tera Sheba's wish, all Fallen fighting the Z'bri suffer a -2 penalty on Synthesis rolls. Tera Sheba's Eminences of Truth and Wisdom permeate everything, giving an additional -2 to any attempts to use Synthesis to trick or deceive others.

All those with Synthesis can sense a perceptible flux in the River of Dream. An immense spiritual confrontation between Lilith (Dahlia), Joan and Tera Sheba has commenced. Tera Sheba has come to pass judgment upon Lilith, with Joan as a witness. The PCs should already be aware of this fact through the visions given to them by Jonhur. PCs wishing to enter this confrontation must have a WIL Attribute of at least +1 and Synthesis and Dreaming skills of level 2 or higher. Veruka is also present, appearing at the right time because she was drawn in by the Fatimas' presence. This is Lilith's big test and she wishes to see her succeed or fail. Veruka will help any weaker-willed observe and act through a use of Fate Synthesis. Allow PCs to act normally in the scene unless Veruka is harmed, although they should still be in awe of the Fatimas.

TRICK REVEALED

Many of the Fallen flee to the relative safety of Lilith's Palace. Among those fleeing are many prominent NPCs such as Hal Ninva, Mek and Kyrt. The Z'bri attack provides an excellent diversion for PCs to sneak into the Palace, and Jonhur's visions should reinforce this idea. The PCs may decide to go it alone, or to enlist the aid of other Fallen. Their conviction is the determining factor in the NPCs' response. The Weaver should keep in mind that witnesses to the PCs' actions are important. Things are chaotic, and the PCs are able to get close to Lilith's body with out too much fuss. The majority of the Children of Lilith are busy defending the Palace, and Ardatli is in the throne room praying to Lilith to return in Her Children's darkest hour.

Lilith is still motionless on Her throne, Her appearance vastly different from when She first appeared (see pp. 74-75). A large, heavy spear lies across Her lap, the massive weapon fashioned from Her staff. She shows no sign of movement, but there is a charge in the air. Ardatli turns to the PCs and asks them if they have come to pray. The PCs' intention, by now, should be to pry open Joshua's Eyepatch (the metal plate on Lilith's left breast, as seen in their visions and Jonhur's dreams) to expose Lilith's heart and learn Her secrets. Ardatli will at first consider such an act blasphemy, and will defend Lilith against any attempts. Ardatli can be reasoned with, as long as she believes that the PCs' intentions are good. Otherwise, the PCs must find a way to neutralize Ardatli and her followers. Mentioning Jonhur and the fate of the Eighth Tribe are good angles. If Kyrat is present, Ardatli will be wary of a Herite plot.

When a PC attempts to pry the heavy metal plate open, the room is thick with tension. It should also be a dilemma for those who have been loyal supporters of Lilith, as somehow touching Lilith's body feels like an act of desecration. Upon the removal of the plate, the PCs see a black socket, and within it a glowing metallic orb. This orb should strike a chord within the PCs, as they have seen it in Jonhur's visions and they know it to be a crucial part of the puzzle. With Jonhur's visions resonating in their minds, the PCs should feel the desire to reach in, pull the orb out and turn it over. Whoever does so reveals a stylized white mask: one of the seven that project out of Dahlia the Trickster's body.

Any Fallen Dahlian will instantly recognize the mask, but even if no one does, its origin soon becomes all too clear. Indeed, the towering form of Dahlia appears behind Lilith's throne and bows to the PCs. The mask in the PC's hand begins to increase in size, matching those on the stems that protrude out of The Trickster's body. The illusory mask that had taken this one's place on Dahlia's form fades into mist and the stem stands empty and waiting. Dahlia holds out a hand wanting Her mask. She does not coerce the PC to hand over the mask. She wants to see what the PC will do. It is possible that a PC may choose to wear Dahlia's mask, and if she does so, she enters a direct and unprecedented communion with the Trickster. Just what takes place during this communion depends on the nature of the character (and cell), on Dahlia's mood, and the needs of the cycle. Following are some possibilities:

- The Fallen spirit of the PC is different than Dahlia expects and temporarily gains the upper hand on the Fatima. The PC has no power over Her, but gains powerful insights into Her goals and beliefs (both in terms of Lilith and other cycle-specific issues). This insight could even include an ability to see through Dahlian illusions (+3 bonus to such rolls) and recognize Dahlian spies (roll PSY vs. Threshold 4). From Dahlia's perspective, She gains a new insight into the Fallen and understands — for the first time — that they truly are a new people, who will thrive free of the Fatimas' control, even Hers. Even if the Weaver chooses another option, Dahlia will gain this insight.
- Dahlia slips part of Her essence into the PC. The PC may or may not feel this new connection, depending on Dahlia's whim (or, at the Weaver's discretion a Dreaming test vs. Threshold 4). The PC gains a new Dahlian Eminence (either Illusion or Motion) from this link, but becomes a venue for Dahlia. She may see through the PC's eyes and act through her body at virtually any time.

- Dahlia presents the PC with a challenge of some sort: a game of chance, a mock battle, or a puzzle. If she fails, nothing happens. If she succeeds, Dahlia grants her a boon. This could be a Skill increase or some sort, a piece of information, an artifact, or simply a favor to be granted at a later date.

This encounter should be very dramatic, but it does risk breaking the flow of the assault on Haven. Especially since only one PC is likely to experience the events. To keep play moving, the Weaver could quickly decide the basics of what happens and just continue with the major scene — the others just see the character put on the mask and take it off. The actual encounter could then be run as a solo session at a later date. Alternatively, the Weaver can decide that the rest of the cell is swept up into the encounter — either as observers or active participants — and play it as a full scene.

The immediate fate of the mask is left up to the Players and Weaver. Dahlia will not coerce the PCs to hand it over if they do not wish to. Even if they give it to Her, she may place it on one of their faces out of curiosity if you wish to force the above communion. Either way, Dahlia vanishes after the encounter, leaving Lilith's inert form behind.

Weavers should note that the mask forms a powerful connection to the Trickster and skilled ritualists could conceivably use it to harm the Fatima. Because of this, She will eventually want to get it back, and may attempt to trick the PCs into returning it. Dahlia does, however, shut down the active connection with the mask. So although it is a powerful relic, it can no longer empower Lilith and further communions are impossible (unless Dahlia wills it). Further **Tribe 8** products will assume that Dahlia recovers Her mask in short order, but Weavers should do what best suits their cycle.



FINAL BATTLE

The remnants of the Children of Lilith spill into the throne room. All bear the marks of battle. Dahlia and Her mask are gone, and the Children immediately bar the major door to the throne room. Ardatli is in shock, and weeps at the base of the throne. She prays to Joshua not to abandon His Daughter Lilith. The remaining Hammer and Sword Templars approach the throne and demand to know what is going on. The open recess in Lilith's chest catches the leader's attention. The PCs are asked what happened, and they have to be careful of what they say. Any suggestion that Lilith was simply the main prop in a Dahlian plot will spark an immediate negative reaction. Before things get violent, the doors to the throne room reverberate as a huge force impacts upon them. The doors begin to splinter under a powerful and constant pressure. Then the doors burst open, and T'grath, Zor'lt and Vak'lor, along with Kynit's remaining horde come charging in. The Children of Lilith, the Hammer and Sword and the PCs are assaulted by the ravaging creatures. The odds are against them, but all fight valiantly. As the battle rages, a group of Joanites accompanied by Tera Sheba and Joan enter the throne room behind the creatures. Tera Sheba carries Her great ax, and gives the order for Joan and Her followers to hold their ground. They stand back, and watch the beasts take their toll on the Fallen.

When all looks to be lost, Lilith stands, hoists Her spear in the air and gives a bellowing war cry that shakes the foundations of the Palace. Joshua's Eyepatch is open, and blue energy begins

to stream forth. It is then that the squeal of grinding metal pierces the throne room. The source of the sound is the heavy iron lid of Joshua's closed right eye (in Lilith's chest) slowly opening. Moments later, blue-white lightning arcs out towards Lilith's enemies. As the sound of thunder recedes, a foul stench fills the air from the burnt corpses of the beasts. Ardatli gives a rallying cry, and those allies that are left fall back to Lilith's side. As each person takes their place, and the glow from Her chest builds in intensity, the remaining Z'bri forces falter. The Children's faith in Lilith is now holding Her together, restoring Her power. In the past Lilith had bestowed Her gifts to Her allies, now it is happening in reverse. Unknown to all, the Joshuan artifacts begin to burn out of control.

The PCs are at a crossroads. Jonhur's vision indicates that at some time Lilith will attempt to kill Tera Sheba, and if this were to happen, then the Eighth Tribe would die before it was born. Lilith and Her supporters charge the last of the Z'bri and the spawn, and a fierce melee begins. Perceptive Characters may recognize that, as Lilith's supporters take casualties, Lilith begins to be consumed by Joshua's energy. Players may choose to interfere by taking out Lilith's supporters, believing this to be a way to stop Lilith. This course of action will weaken Lilith, but will make the Children of Lilith enemies of the PCs forever. If this happens, the Z'bri manage to mortally wound Lilith. Before they can deliver another such blow, Joan cries out, leaps across the room and eviscerates any remaining Z'bri. Otherwise, Lilith and the valiant defenders defeat the Z'bri, but the fight has taken its toll, and Lilith appears to be severely wounded.

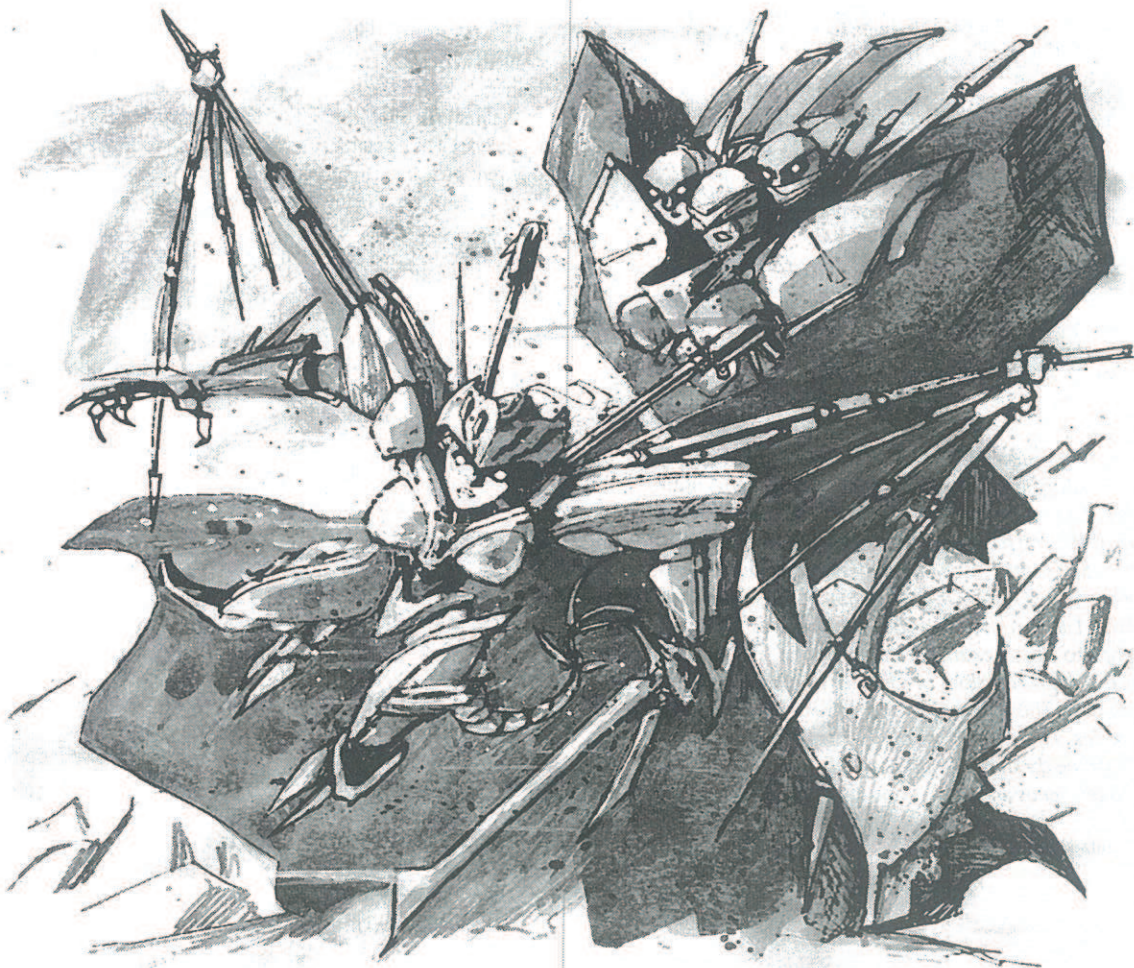


JUDGMENT

After the Z'bri and their spawn are defeated, Lilith turns on Tera Sheba, accusing Her of cowardice. Tera Sheba orders Joan to destroy Dahlia's toy. Lilith states, in a deep and throaty voice, that She is no Fatimal marionette. She is the true Daughter of Joshua. Lilith calls for Joan to throw off Tera Sheba's dominion. Lilith begins to burn with the last reserves of Joshua's energy, and Tera Sheba holds Her ground. This is the moment that Jonhur and the PCs foresaw, and they must act to prevent disaster. Lilith raises the spear, cries "Blood and Sacrifice!" and hurls it at Tera Sheba. Two things can happen. Firstly, the PCs could interfere with Lilith somehow. Possible actions include attacking Lilith, using Synthesis, throwing themselves in front of the spear, whatever the Weaver feels is a reasonable attempt. The PCs' actions will deflect the spear into Joan, taking Her down (but not out). Alternatively, the PCs may choose to do nothing, and Lilith gets a clear shot at Tera Sheba. Joan leaps in front of the Harpoon, and takes the blow for Tera Sheba. Either way, Lilith freezes in horror, as She believes She has killed Joan. This is also a horrendous moment for the PCs, as they should believe that Joan has been felled by the blow. Is this what Jonhur foresaw? Have the PCs saved or doomed the Eighth Tribe? These questions and more should race through the PCs' minds. Take a moment for the ramifications of their actions to sink in.

Tera Sheba takes advantage of the situation and in a heartbeat is across the room. She swings Her monstrous ax deep into the Lilith's chest, imbedding it into what once was Joshua's Brow — slamming Lilith to the ground, and shattering Joshua's Jaw. As Tera Sheba removes the ax and steps away, Lilith's energy begins to short out. Lilith manages to raise Herself defiantly to Her knees. Tera Sheba raises the ax once more to deliver the final blow, but Joan is now behind Her and She grabs the ax from Tera Sheba. Joan tosses the ax away, and kneels in front of Lilith. Lilith falls into Joan and points weakly at Her supporters — including many Joanites. "Forgive them, my Aunt," She says, "they knew not what they did." With a final cough, Lilith dies in Joan's arms. The Liberator's reign is at an end. Tera Sheba waits behind Joan for a while, and then turns away. Joan stands, cradling the remains of Lilith's shattered body, Lilith's spear still impaled through Her shoulder. The Pillars are not facing each other. Tera Sheba speaks, Her voice without emotion. "There is nothing here that interests us anymore. Retire your troops, dear Sister, we must see to our own ranks."

"Must it have been so..." Joan says, fiery tears running down Her face. "There must be another way." She then spreads Her wings and flies out of the Palace with Lilith, leaving Tera Sheba standing alone amid the dead and the shattered ruins of Lilith's throne room.



AFTERMATH

Lilith's death is felt throughout Vimary. The remaining Children of Lilith are knocked senseless by the collapse of their spiritual link to Lilith. They lie, spent from their exertions, scattered about the throne room. A great wave of sorrow can be felt in Dream all over Hom, Haven and Vimary. Tera Sheba spends a few moments in silence before departing. Dahlia has abandoned the Festival Grounds, leaving a landscape of shredded tents, mud, blood and corpses. Survivors are picking themselves from the ruins and many see Joan leave with Lilith's remains. There is silence across Haven. The Joanites and Shebans troop back into Vimary, barring the Fallen's passage over the bridges. The survivors begin to return to Hom, seeking shelter from the rising bitter wind. The PCs will get a sense that those remaining in the throne room are speechless; most are still trying to grasp the events that have transpired. If the PCs acted against Lilith, the Children of Lilith could misconstrue this as betrayal. It is best that the PCs withdraw and let the Children mourn. Ardatli soon rallies the remaining Children and begins tending to their dead. A funeral pyre is built, and those who fell in defense of Haven are burnt and their souls committed to Lilith. The Z'bri corpses are unceremoniously burnt in front of the Joanite towers guarding the Fallen Bridge.

CYCLE RAMIFICATIONS AND OUTCOMES

Lilith's fall led us into some of our darkest days. Had we seen then what we do now, they would not have been so bleak. We had risen so high, grown bold on Her strength. She had allowed us to feel whole, complete. At least until the end, when She had appeared to go mad with Her rage. Was She real, in the sense that She was more than Dahlia's tool? We do not know for certain, but the events She precipitated suggest to us that maybe even the Master Trickster Dahlia may have been the unwilling dupe of the eternal Mother-Goddess. And whenever the Mother-Goddess is involved, life and love spring forth.

What drove Lilith to Her death? There are many answers, but few truths. I believe She was Her own being. Another of Joshua's children struggling in these trying times. While unique and powerful, the enormous pain and confusion She suffered towards the end has earned Her our mourning and remembrance. She should not be thought of as a puppet, but rather as another of the Eighth Tribe caught up in the struggle with the Fatimas. Lilith was indeed a liberator, if only as the bringer of an insight into what we can and should not be. Lilith was one of us, a child with grand visions of a life free from all the dark legacies of our past. Those who knew Her should treasure their memories. Those who hear of Her legend should see the light through the darkness — just as we all must in one another, if we are to be friends and retain hope in this life.

— Altara Ven

FALLEN FACTION PERSPECTIVES

With Lilith's destruction, despair engulfs the Fallen. Their great liberator has been destroyed, and may even have been a Tribal hoax. The great prophecy has apparently collapsed. Cynicism reigns in the face of cheerful promises from Doomsayers and the Children of Lilith. Most wait in fear to see what the Shebans and Z'bri will do, now that the Fallen no longer have their guardian.

Details follow on the broad views held by each faction, immediately following Lilith's passing. The Weaver should be able to make use of these to create the appropriate atmosphere for each faction and to generate her own quests.



CHILDREN OF LILITH

Lilith's "death" engulfs the Children and other close supporters of Lilith in despair and confusion. This was always intended by Dahlia, to teach the Fallen a lesson, but because of the existence of the Joshuan Synthesis, a few other unexpected outcomes are revealed. Lilith's death causes the Children to fragment, as different groups of the Children decide to follow different paths. These events send many to seek out other Fallen factions for security and answers. Some abandon Hom and Haven altogether, to leave behind their shame and pain. A largish cell forms around Ardatli and takes the name of the *Eternal Flame*. They firmly believe that Lilith has only done what Her father Joshua did, and that She will return with Him to liberate the Fallen. Children in other mixed-faction cells draw upon this faith to support their own dilemmas.

A cell of Joanites, the *Hammer and Sword*, who defected from the Tribes during Lilith's reign to join in the "crusade" against the Z'bri, continue the cause — finding friends amongst the Jackers. They believe that the Z'bri are behind Lilith's death, and are consumed by the need for revenge. Many other Children, especially those who left one Fatima to join Lilith immediately upon their arrival, feel the sense of loss most acutely. Several commit suicide, hoping to join Lilith and Joshua in the River of Dream. Others form cells around different and new desires and purposes — most taking up one of the other four Fallen perspectives — mutually supporting themselves through their grief. A few, including Jen Luther'on if she was involved, do not merge into any other faction. They remain convinced that Joan has not abandoned them and secure in their loyalty to both the Warrior and the Fallen. They keep this twin loyalty secret from most Fallen (who would see them as a threat), but maintain contacts in Bazaar, most notably with Templar crusaders Valerie Ben'on and Sherra Uhan'on (see *Vimary Sourcebook*, pp. 92-93, and *Tribe 8 Rulebook*, p. 56).

In the end, for the other Fallen there is a general feeling amongst the Jackers and some Doomsayers that the Children of Lilith are both blessed and cursed — much like all the Fallen are. The Herites though, are not indifferent. They burn bitterly with the memory of their betrayal, a memory that has split them, with Kyrt heading the moderate faction and the others forming extremist cells that fear they can trust none in their cause against the Fatimas.



DOOMSAYERS

Some of the Doomsayers cannot stop preaching about how their fears were realized, and Chevon's perfect vision is treasured. Her many writings are collected and copied to learn from. Others are mystified, and agree with the Jackers that more has passed than can possibly be seen. Lilith was not a lie, they say, at least not a complete one. Joshua of old walked amongst them in a fashion, especially towards the end. There are many lessons to be learned from what they saw in Lilith. The presence of the new Synthesis among Lilith's closet followers is a sure sign that He was here, at least in Dream.

Veruka preaches that although Lilith was intended to fool the Fallen, She did — in the end — become one of them. The suspicion that Dahlia somehow made Veruka ill because she would have seen through the great trick of Lilith turns Veruka into a figure of awe among the Fallen. That a Fatima was so concerned about one of them lends weight to Veruka's words. Veruka is seen as someone who must be protected, to save them from future stumbling, and Hal Ninva takes this opportunity to have the Lightbringers provide her with constant guard and care. Some Doomsayers still preach that all that has been is part of the prophecy of "Blood and Sacrifice."

Jonhur remains for a while in the seclusion of the Temple on Hom, hearing Chevon's record of Lilith's reign read to him by other Doomsayers. He becomes obsessed with Chevon, and travels around Hom and Haven with some followers, collecting transcriptions of her speeches and any records that she left behind. Then, with the new year, he heads out into the wilderness, seeking enlightenment.



HERITES

The Herites are grateful for Lilith's death. They came so close to accepting Her, in some cases, and their relative inaction against Her is now condemned by all as their worst failing. Kyrt leads the others in pledging that never again will they trust the Fatimas or any of their ilk. Only humankind offers a destiny with hope, and only humankind can get there. Their renewed fanatical zeal is tempered by caution at falling into any more Fatimal traps. Troy Fenys calls for more assassinations, particularly of the Sheban High Judges. The Herites receive many new members from the Children of Lilith, and others who feel the sting of Lilith's deception. These numbers go to replace those many lost, and the Herites soon rise again, strong in their conviction of their righteousness.



JACKERS

The Jackers feel that they have lost a powerful leader, the great Joshuan presence of Lilith. They still feel there was something right about Lilith, and cannot accept that the great Trickster may have been Herself tricked by the Mother-Goddess while showing the Fallen some truths. The Doomsayer Havark tells them that the Z'bri are now restless, and that they best prepare for the worst. Mek and Tobias instigate efforts to further fortify Hom and Haven, with Lilith's Palace and a few locations to be made into keeps to withstand sieges from their enemies. Fortunately, the Jackers' valiant fights against the Z'bri, which saw many of their number fall, have brought many others to their ranks with hopes for revenge and glory fighting their ancient enemy. There is also a sense amongst some that the pragmatic nature of the Jackers was lost, and must be found again if they are to survive.



LIGHTBRINGERS

Many Lightbringers have lost much of the respect they claimed from others for leading the Fallen into Dahlia's hands. Full of words of wisdom from their "lesson," the other Fallen are generally too jaded by Lilith's passing to return their trust and support in the short-term. Hal Ninva is not discouraged, and moves to include Veruka (see above) in his power base in order to rebuild the Fallen. His self-serving distancing from Lilith in the final season of Her rule has allowed him to survive as a viable leader. At Hal's direction, many of the Lightbringers return to Hom, and start trying to rebuild the sense of Fallen unity, this time from the ground up. Kymber Reva seems to carry all the guilt for what has occurred, and leads the Fallen who return to Hom. Deus and Altara Ven return with her, but Evangel Black remains behind to work with the Children in preparing the Fallen for the further armed conflicts ahead of them.



GUIDES

Halos and Den Hades are as enigmatic as ever. They subtly stimulate discussion about the lessons that can be learned from Lilith. They also help Deus comfort and guide Kymber Reva in the months after Lilith's fall. They make a point of approaching the remaining Children — who bear the legacy of Joshuan/Lilithian Synthesis — and try to become their spiritual mentors.

TRIBAL PERSPECTIVES

After Lilith's fall, the Tribes take stock of what has transpired. Word that Lilith was Dahlia's tool is not accepted by Tera Sheba, who actually thinks that Dahlia's denial is indeed true — and not a lie as She thinks Dahlia intends Her to believe. Sheba sensed the strength of Her long lost Brother permeating Dream throughout Lilith's reign, and so instigates plans to address this situation under Tribal law. Joan returned to Her Watchtower after Lilith's destruction, where She remains. Many rumors of what Lilith's death meant to the Fatimas circulate, and the Shebans do their best to make such talk heretical and stamp it out. Popular wisdom says that Lilith's remains are entombed in Joan's Watchtower.

The Fates remain, as they have for most of the saga, distanced from the Lilith enigma. Magdalite diplomats are heard spreading an account of the slaying of Lilith that portrays Tera Sheba as acting too hastily and without impartiality. Their account hints that Tera Sheba had secret personal reasons to see Lilith destroyed. Word gets around that Agnes is pleased that She is now the only "child" Fatima, but others say that She is angry at Tera Sheba for taking away Her potential playmate. Dahlia's people seem to give contradicting accounts of Dahlia's involvement and whether Tera Sheba acted justly. On one hand, they say they are grateful that Lilith is dead, because of the trouble with the Z'bri She was inciting. On the other hand, they say that it is clear the Fallen are the chosen of Joshua.



WEAVER'S SECRETS: CHILDREN OF PROPHECY UPDATE

Children of Prophecy is the first volume in the over-arching story of Tribe 8. It began with *Enemy of My Enemy*, the quest presented in the *Weaver's Assistant*, while the *Vimary Sourcebook* provided more depth to its background. *Children of Lilith*, however, is the first major milestone of this volume and many of the key plot lines have now entered high gear. This section should help Weavers keep track and plan ahead, always bearing in mind that they can discard or transform any story element they wish.

KEY DEVELOPMENTS

Children of Lilith saw the Fallen, not to mention the Seven Tribes, undergo a major catharsis. Many things have changed and new forces are in play. The following are some of the most important developments that will have lasting repercussions.

The Legacy of Lilith: Lilith is dead and gone, but she is not forgotten. Among the Fallen, She radicalizes many. The Herites especially point to the dangers of trusting in a Fatima and swear to avenge Dahlia's trickery. The concept of a "Nation of Lilith," however, gives a true name for the first time to the vision of life after the Seven Tribes. This concept, and the Children of Lilith who embrace it, will endure for a long time. Among the Seven Tribes, the reign of Lilith gave many time to get used to the idea of the Fallen as sisters rather than outcasts. Joan and Her tribe embraced this idea most powerfully and it is an idea hard to shake. The understanding between the Joanite Crusaders and the Fallen, although it faces grave challenges, will endure.

The Justice of Tera Sheba: Anger and revenge play ever-increasing roles in the Terasheban outlook. Lilith dared to assault the Wise-Woman and all her followers must pay for that affront. High Judge Cylx Seth'on, the Crucible, and the Order of the Black Owls have no intention to let the Fallen off the hook.

They do, however, need to take a step back in order to plan again. Indeed, the destruction of Palis Hall and the revelation of an agreement between Inquisitor Ever'on and a Z'bri have endangered their position.

The Wrath of the Z'bri: The beginnings of the Templar Crusade and Lilith's raids into the H'l Kar have awakened the Beasts in the north and other areas. The Baron has an increasingly harder time silencing the calls for a war against the Tribes. A bloodletting is in the works.

THE NEXT STEP

The birth of Lilith in Mahgog has awakened the Fallen's desire to know the world beyond Vimary. The Seven Tribes are also learning the importance of exploration. The next Tribe 8 scenarios, which appear in the *Tribe 8 Companion* (on sale in spring 1999), will take Fallen and tribals into the Outlands to witness the mysteries of the wilds and the haunting legacies of the World Before.



Chapter 5:

This chapter provides resources on people, places, events and groups important to Children of Lilith. Notably, it details Lilith the Liberator Herself, Her powers, weapons and followers. Weavers will also find information on events and locales that can easily be used with or without the Children of Lilith cycle.



LILITH THE LIBERATOR

Although She believes Herself to be, Lilith is not a real Fatima; but even Her creator Dahlia cannot say what Lilith is — especially when She breaks with Dahlia in the final quest, *The Last Days* (see p. 66). Dahlia created Lilith for the sole purpose of teaching the Fallen a few hard lessons about life, with the intention of catalyzing them to get organized and begin in earnest to build the society that will outlive Her and Her siblings. Dahlia's scheme involved recovering parts of Her brother Joshua's body, and using powerful Dream to bring a new being — Lilith — to life. To this end, Dahlia's Tricksters and Spies recovered Joshua's great head and several parts of His body, and used them to construct Lilith. The omens and portents, Jonhur's visions, the rising of Haven, the creation of the Children of Lilith, the confusion amongst the other Fatimas, the massacre of the Herites and the final destruction of Lilith, were all parts of Dahlia's grand plan to wake the Fallen from their complacency.

Lilith does have Her own distinct personality, however, some of which comes from the person that died at Her creation (see *Joshua's Legacy* p. 22). Dahlia "constructed" Lilith's memory to contain the notions that She is indeed Joshua's daughter and the beginning of the fulfillment of His prophecy. Lilith never thinks otherwise during Her existence. Dahlia always intended to carefully control Lilith by assuming the pretense of being either Joshua and the Mother-Goddess. Even the master Trickster overlooked one thing, however: Her Brother's lingering presence.

PORTRAYING LILITH

As a Fatima, Lilith is strongly connected with all those around Her due to Her overwhelming presence in Dream, but She is also distant and aloof in the physical world for this same reason. All Lilith's conversations tend to be philosophical, cryptic, prophetic or evasive. All Lilith's actions (except fighting) are also slow and ponderous, Her stride sure, Her gaze level and penetrating. Anyone trying to confuse, intimidate or trick Her must first undertake an opposed test of their WIL against Lilith's INF. The MoF acts as a penalty to the attempt. All Human Perception skill tests suffer the same penalty.

As Weaver, you should try to have Lilith speak as little as possible to keep Her mystique and reduce the possibility of mistakes. Lilith's voice is deep and husky, a coarse whisper that is heard "through" all other conversations and noise. Although you can force PCs to make opposed WIL tests vs. Lilith's Intimidation Skill to represent the supernatural effect of Lilith's presence, it is better to describe to your PCs the mixed sense of intimacy, well-being and friendship they experience in such circumstances. From the end of *Solstice Rising* until Lilith's destruction, She should be portrayed as more decisive and angry. Lilith will no longer be polite and restrained in conversation, actively intimidating those who argue against Her or whom She finds foolish or weak.

LILITH'S GROWTH

The Joshuan artifacts alter Lilith throughout Her life, making Her less Dahlian and more Joshuan. From Her birth, She begins to exhibit a personality that Dahlia Herself had not planned. The Joshuan artifacts create a higher degree of independence and aggressiveness than Dahlia had intended. These changes are triggered primarily by the Z'bri, and Her significant shifts towards a more Joshuan nature are detailed as significant events in some of the quests and Hooks. As She changes, Lilith starts to interpret Dahlia's (in Her roles as Joshua and the Mother-Goddess) "commands" in terms of Her Joshuan, warlike nature and the need for the Fallen's liberation. With the passing of time, the seeds Dahlia had planted within Lilith to direct Her actions not only ripen but grow beyond expectation, especially when they instigate aggressive dealings with Vimary and the Z'bri. This includes things like the fortifying of Haven, the arming and training of the Fallen and the raids into Z'bri territory.

At first, this change is something Dahlia thinks She can easily control with Her vast powers, but with the manifestation of Joshuan Synthesis in some of the Fallen, Dahlia takes steps to curb these changes. Her primary thought is that by removing the Joshuan parts from Lilith and adding mundane material, She will slow or stop the Joshuan "infection." Dahlia manipulates Lilith's desire to protect the Fallen to instigate Ardatli's manufacture of weapons with pieces of Joshua in them. The many blades covering Lilith are used for this, and over time these blades shrink in both number and size. Lilith also begins to alter herself with Ardatli's help, adding plates and lengths of steel to Her frame. During this time, Lilith also "grows," Her height rising from seven feet to about ten in Her last days. Lilith also wields new weapons, including the spear She forms from Her staff and that She throws into Joan (see p. 67). She also learns to extract Joshua's hammer from her own head and use it as a powerful weapon.



LILITH'S POWERS

Lilith's presence touches everyone whom She meets. The few Joshuans on Vimary and Hom (like Jacques from *Enemy of My Enemy*, see *Weaver's Assistant*, p.36) sense that Lilith is Joshua's child. The Joanites feel Her presence strongly, the essence of their Fatima's long lost Brother around Lilith making them uncomfortable. They experience strange dreams and flashbacks of glories of the past and the troubles of the present. Lilith intimidates the Shebans, even when She is being friendly, for the fragments of Joshua's memories reveal a prominent feeling of hate for Tera Sheba concerning a forgotten loss, something that even Lilith cannot articulate.

Lilith's powers are meant to be equivalent to those of a Fatima, and even as a construct of Dahlia, both Dahlia's and the Joshuan artifacts give Her a great deal of power. Lilith is supposed to be the Liberator of the Eighth Tribe, Her powers inspiring inner strength and confidence. Lilith is capable of great feats of Synthesis, and should be considered as any other Fatima, especially since Dahlia is likely to be actually using Her Synthesis to bring about the event. As Weaver, feel free to have Lilith do the miraculous, but shy away from making the fulfillment of such requests easy or certain, else they will become mundane.

LILITH'S GAME STATISTICS

Lilith's Attributes and Skills have two values in most cases, one which corresponds to Her first arrival in Hom and the other Her maturity for *Summer Swords* (see p. 56) and after. These changes occur as Dahlia's influence becomes less and the Joshuan one increases. When Dahlia is actually controlling Lilith, all the Attributes marked with an asterisk ("*") can be considered five points higher.

Weavers should feel free to modify these Attributes and Skills. Lilith is meant to be as mysterious and all-powerful as any Fatima, at least from a Player Character's point of view.

Highlights: Righteous, sincere, liberating



ATTRIBUTES

AGI	+3/+4	APP	+2/0*	BLD	+3/+5	CRE	+0/+1*	FIT	+4/+6
INF	+3/+4*	KNO	0/+1*	PER	+2/+3*	PSY	+3*	WIL	+2/+3*
STR	+3/+5	HEA	+3/+4	STA	55/70	UD	13/18	AD	13/19

SKILLS

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Acrobatics	2/4	+3/+4	H-to-H	4/5	+3/+4	Lore (Z'bra)	1/2	0/+1
Athletics	1/3	+3/+4	Human Perce.	1/2	+3	Melee	4/6	+3/+4
Combat Sense	3/4	+3/+4	Intimidate	1/3	+3/+5	Navigation	2	0/+1
Craft (weap)	2/5	0/+1	Leadership	1/2	+3/+4	Notice	1/2	+2/+3
Dodge	3	+3/+4	Lore (Joshua)	3	0/+1	Stealth	3/2	+3/+4
Dreaming	3/4	+3	Lore (visions)	2	0/+1	Tactics	1/3	+1
Fly	3	+3/+4	Lore (weap)	1/4	0/+1	Throwing	3/4	+3/+4

SYNTHESIS

Synthesis Skill Rating:	4/6 (incapable of fumbling)
Eminences:	Illusion, Motion, Force, Vengeance
Aspects:	Metamorphosis, Puppet Show, Rage

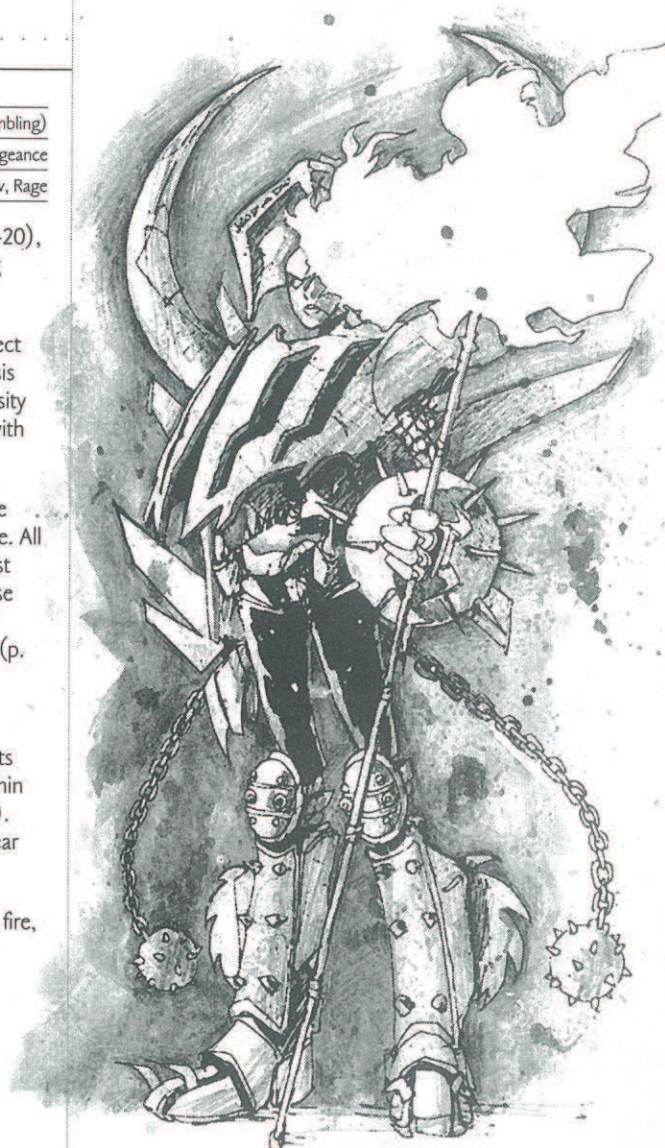
Equipment: Hand Blades (AD +10), Shoulder Blades (UD +20), Enchanted Body (AR 40/50). She also carries the following weapons:

Staff of Lilith: (Acc +3, Parry +3, AD +25) The staff can project an electrical attack up to 50 meters away. Lilith rolls Synthesis (+AGI) to hit and opponents are at -5 to Dodge. The Intensity of the electrical bolt is the final MoS x3. Lilith has this staff with Her until She forges Her spear.

Hammer of Lilith: (Acc +2, Parry +2, AD +30) By striking the ground with Her hammer, Lilith can cause the earth to shake. All those within 20 meters must pass an AGI or BLD test against Her MoS to stay upright. Lilith may throw Her hammer (base range = STR + 10 meters); the hammer returns to Her hand automatically. Lilith has this hammer from *Summer Swords* (p. 56) on.

Spear of Lilith: (Acc +4, Parry +3, AD +50) A devastating weapon forged to kill Tera Sheba, this spear will fly toward its target with fearful accuracy. Lilith may hurl it at anything within Her line of sight (the target counts as being at Short Range). The spear can be deflected or intercepted. Lilith has this spear during *The Last Days* (p. 65).

Notes: Lilith is ambidextrous, can fly, is immune to firearms, fire, electricity and asphyxiation, and has perfect night vision.



LILITH'S SYNTHESIS

Lilith, although not a true Fatima, has powerful spiritual abilities and influences. Her presence carries with it the powerful dream connection created by Dahlia and the potent effect from the relics of Joshua that make up part of the Liberator. Dahlia has masked Her own presence so has not to reveal Herself, but Lilith has a unique connection to Joshua and can channel some of his lingering power. The results of this channeling include the granting of Joshuan Eminences to Lilith's followers. To gain an Eminence, supporters need to spend considerable time with Lilith, and be working for Her cause. This procedure allows the Player to replace one of their Eminences with a Joshuan one — either Vengeance (see **Tribe 8 Rulebook**, p. 169) or the lost Eminence of Force (see below).

Followers of Lilith will almost certainly lose their Second Eminence in favor of the new one. Whereas Fallen factional Synthesis is gained purely from pursuit of an outlook, the Joshuan Eminence can be a sign of too close an association with Lilith. For the Weaver this represents a potentially interesting roleplaying device, as, over time, a PC can find one of their Eminences replaced with the Joshuan one. The Eminence should also bring with it rage and hatred of Z'bri and the need for revenge. This process is not irreversible, and it is suggested here as tool to promote roleplaying and character development — as well as to add a spiritual mystery for the PCs to ponder.

A Joshuan Aspect is also included here, as it is a secret teaching of Joshua that Lilith can relate to her most trusted followers. Ardatli and the few closest Children can also teach this mystery. These powers granted through Joshua's influence are aimed at dealing with supernatural aggressors such as Z'bri and for fighting in general. It is suggested that you keep the Electrical attack in response to Z'bri Sundering a secret until it occurs, which can be a nice and unexpected surprise for your Players.



FORCE (LOST JOSHUAN EMINENCE)

Driven by the ravaging will of their Fatima, Joshua's tribe understood raw power like no other and the Children of Lilith echo this insight. This Eminence traditionally covers physical applications of force, including strength and electrical force, but also grants insight into the power of will and spirit. Possible conjunctural effects include:

- Determining who among a crowd is the most powerful, either physically, spiritually or even politically (PER, Threshold 4)
- Adding deadly force behind a physical blow (FIT, Threshold 5, MoS added to MoS of next physical attack — in this round or next)
- Channeling electrical current (or summoning lightning) to strike an opponent (WIL, Opposed by AGI, min. Threshold 6 to 9, victim suffers an electrical attack at Intensity of channeled charge). Note that the threshold depends on conditions (6 for channeling a current from a live wire the dreamer is holding, 9 for summoning lightning from a cloudless sky). The dreamer may augment the Intensity (multiply by MoS), but suffers an attack herself at the base Intensity.

RAGE (JOSHUAN ASPECT;
WIL. THRESHOLD 3)

Rage augments the dreamer's body, especially against Z'bri Sundering. The dreamer can call upon this Aspect when combating any supernatural forces (others using Synthesis and Z'bri) or at a time when wounded by any assailant. If the roll fails (MoF 1+), the dreamer enters a berserk rage where her STR and HEA are increased by 1, all wound penalties are ignored and she will attack anyone who is supernatural or armed, unless she rolls WIL with a threshold of 6. If the initial roll is successful, the Rage MoS is added to STR (and thus Damage) and HEA attributes (Stamina and System Shock), for a number of minutes equal to MoS. It also offsets any wound penalties and effects. For example, an MoS of 3 would reduce wound penalties of -4 to just -1 for that time.

If attacked by a Sundering Aspect (Animation for example), the Fallen strikes back automatically. The Z'bri receives an electrical attack (see **Tribe 8 Rulebook**, p. 153-154) at an Intensity double the Rage MoS. For purposes of damage, this counts as an electrical weapon attack. Rage may be activated in response to Z'bri Sundering before any damage or Z'bri controlled action is applied (say from Exsanguination) to the dreamer. If the Z'bri is injured, penalties apply immediately to this Sundering attack, before any effect or damage is applied.

WEAPONS OF THE LIBERATOR

When Lilith was first “born” at the end of *Joshua’s Legacy*, Dahlia noted a disturbing influence in Dream — that of the echoes of Her Brother Joshua. Dahlia always knew the relics had power, and the use of Her sibling’s corpse was important for maintaining the illusion, especially to Her other siblings, that this was indeed Joshua’s Daughter. What She had not anticipated was that Lilith would take on the powers of Her “Father,” and that these influences would extend to the Fallen and manifest as new Eminences. To try and reduce the influence of Joshua, Dahlia has Lilith go about removing some of the Joshuan relics and making them into artifacts for Her followers. Most of these Joshuan parts are turned into weapons by Ardatli (see p. 85) and Lilith, to be wielded by the Fallen during the duration of Lilith’s reign. They are similar in many respects to Joanite blades. Lilith and the Children of Lilith see that the weapons are only given to those devoted to Lilith or deserving of Her gifts.

Each forging of a sword or hammer takes at least a week, and requires a piece of Lilith (actually Joshua) and Lilith’s presence at the beginning and end stages of the process. Smaller weapons made from mere fragments take less time, but are also produced in smaller numbers. Weapons made this way are impossible to break under normal usage (even intense combat) and they count as a Fatimal Artifact for Synthesis rolls (see *Tribe 8 Rulebook*, p.165). If ever used to strike a Joshuan or someone with a Joshuan Eminence (not Jackers with Vengeance), they will lose this ability instantly and go inactive until they undergo a purification ritual involving Dreaming and the forge in Lilith’s Palace.

Lilithian weapons have the same game statistics as a comparable normal weapon (see *Tribe 8 Rulebook*, p. 140) with +1 bonus to both Accuracy and Parry and a +5 bonus to Damage Multiplier. Inactive weapons lose these bonuses until purified.

LILITH’S PERSONAL WEAPONS

Lilith carries several notable weapons made from fragments of Her Father Joshua. These include Her staff (made from the shaft of His hammer), Her spear (a modified form of the staff) and Her own hammer (made from Joshua’s hammer’s head, although on a new shaft). Note that She has these weapons at different times. Only Lilith or another Fatima may wield these weapons, although a human might be able to use them in an exceptional circumstance. These weapons are effectively unbreakable. See p. 75 for statistics for these weapons.

CHILDREN OF LILITH

The Children are composed mostly of those who choose to follow or associate very closely with Lilith. They are more than a simple fraternity; the Joshuan artifacts that make up Lilith bring with them Joshuan Synthesis which flows to Her close followers (see p. 76). The Children of Lilith begin as a loose body of Fallen who draw close to and idolize Her when She first arrives. Although Hal Ninva and many of the other Lightbringers also

work closely with Lilith, they retain their own outlook. After the raising of Haven in *Lilith’s Gift* (p. 40), the Children formalize their existence. Forming around Ardatli Maque (see p. 85), they try to keep their group secret (at Lilith’s suggestion) when more and more of them start to manifest Joshuan Eminences and Aspects. The powers came as a surprise to Dahlia and, through Lilith, She tries to keep them a secret until She can fathom what is going on. Up until the end of *Solstice Rising*, the Children of Lilith carry out secret nighttime meetings in the Haven smithy, branding those that join (only those who have Joshuan Synthesis powers) with their sigil. After this, and perhaps best demonstrated by the hook *Summer Swords* (p. 56), the Children are open about their allegiance as Lilith begins to take groups into H’l Kar to fight Z’bri.

OUTLOOK

The newly formed Children of Lilith represents a fifth Fallen faction whose Synthesis is attributed to Joshua’s daughter Lilith. Unbeknownst to themselves, the Children are, in fact, followers of Joshua. The Children form a true warrior class amongst the Fallen, much as Joan does amongst the Tribes. Their powers come from a time when Joshua and Joan rose as the Ravager and Warrior to free the Tribes from the Z’bri.

The Children’s outlook changes during Lilith’s reign. During the early days, the Children are guided by Lilith’s burning desire to protect the Fallen and to try not to interfere in their affairs. As Lilith becomes more “Joshuan” (see *Summer Swords*, p. 56, and Lilith, p. 74), this outlook changes. The original cause of Joshua takes prominence, and is much more in line with the Eminence of Force and Aspect of Rage. Near the end of Lilith’s reign, She is more and more consumed by these outlooks. Her followers hence shift from neutral protectors of the Fallen to an outlook somewhere between the Herites and the Jackers, although clearly distinct from both. At the end of Lilith’s time, the Children are like the Herites, holy crusaders, and the Jackers, filled with a need to bring retribution. In the Children’s case, their anger is firmly focused on the original enemy of humanity — the Z’bri. This burning desire to destroy the Z’bri stems from Joshua’s original purpose when He rose from the camp of Trah’zon. Children with whom the PCs are in contact during this time can also manifest this same development of outlook. PCs who are Children should feel a similarly growing hatred of the Z’bri, perhaps having nightmares about the camps and the perpetual pain and perversion that they represent.

In the aftermath of Lilith’s reign, the Children change once more and become more reflective. They become focused on understanding the “Lilith phenomenon” and carrying on Her good work. They incorporate some of the organizing instincts of the Lightbringers and start to think of creating the Nation of Lilith — their name for the free society that must follow the Seven Tribes.

HAVEN, THE ISLE OF LILITH FIELD OF BRIDGES

Ah, old mother, you should have seen their eyes. When the isle of Haven bubbled forth from the Great River, the Tribal watchers stood astounded, shocked and fearful. Later, when we explored, we found a place of few buildings but many blacktops and bridges. The area closest to Hom has already been dubbed the "Field of Bridges." The Fallen Evans were joyful at the rich earth that they said would provide us with a fabulous harvest, with which to face the next winter. Kymber has already begun organizing the proper irrigation and planting of the fields. On the far side of the island is a huge pool where, Kymber says, fish may be farmed as well, but probably not until next year.

To get to Haven from Hom, one must pass through a great metal wreck of some gigantic water vessel. The Lightbringers are making sure that this hulk can be used as a defensive position to stop the Seven Tribes from storming the island. Near the center of Haven stand a few large buildings, one of which the Lightbringers are making into a palace for Lilith. The new palace of Lilith rises on a hill all its own. Inside, a great cleanup of the river's weed and dirt is taking place, but it is clear that it will be the greatest structures we Fallen have.

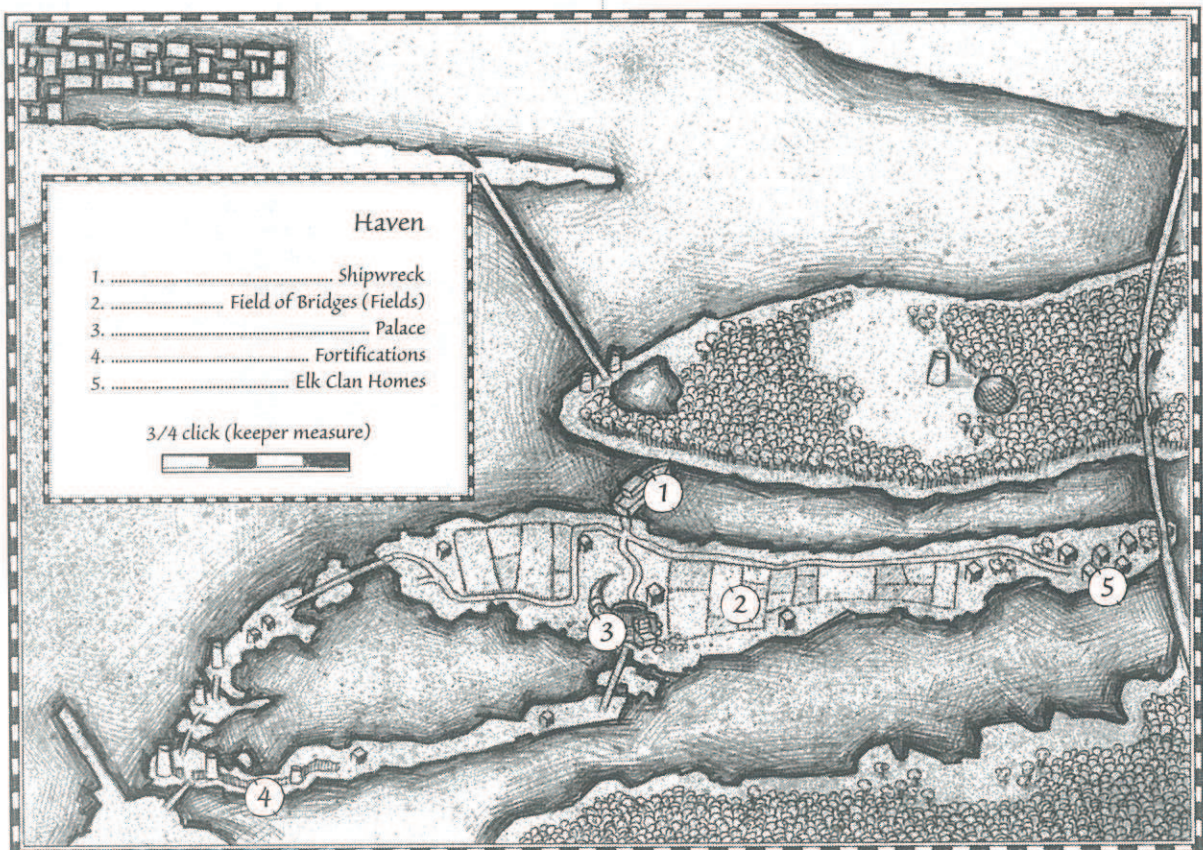
Dear mother, you should see their joyous faces as they hunt around their new land, seeking treasure and new homes. I do hope you wake soon so that you can give this your blessing.

— Altara Ven, speaking to the comatose Veruka.

When Lilith raised Haven, with it rose a large rusted ship that now straddles the river between Haven and Hom. By early summer, a well fortified wall on the Hom side allows the Lightbringers to restrict who enters the isle. Once across a path of rocks made on the old hull, visitors are greeted by a large area made up of blacktop paths, canals and rich soil. This area, known as the Field of Bridges, is being turned into farmland, at Kymber Reva's direction,. By midsummer, the area is covered in grain fields and vegetable patches. By the fall, the harvest leaves much of the area barren until the next year.

THE SOUTH BANK

The south side of Haven is separated from the mainland by a wide strip of water. At the southernmost tip lies a collection of treacherous ruins that allow access to the southern shore by way of a series of narrow paths and stairs. Early on, the Lightbringers and Children quickly construct a defensive position to control the access points, and stave off possible assault by Squats or the Seven Tribes. A couple of cells decide to make their homes in the ruins, and receive food in return for their guard. An old brass ship's bell is mounted to sound the alarm in the case of an attack. The southern side of Haven also features a huge pool. It is connected to the river, and makeshift bridges must be crossed to get to the isle's southern tip, which holds the crossing to the mainland.



THE EAST TIP

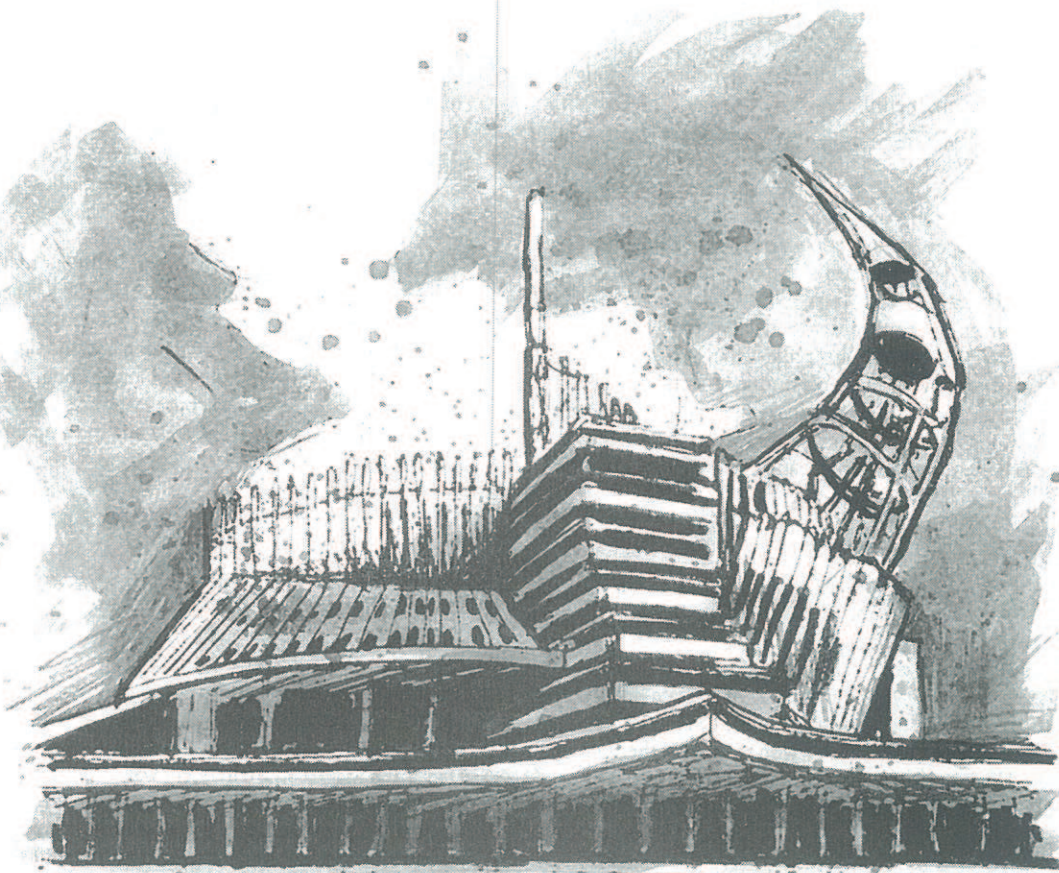
At the eastern end of Haven are a number of buildings lying in the shadow of the South Tier Bridge. These prove to be popular places for newcomers to settle, and the largest of these is partly fortified to provide protection from the less secure buildings nearby. Along with the Fallen, a Squat family negotiates to live in the relative safety of the island in return for supplying fish and game to the Fallen. Hal Ninva agrees, but is quick to stop an influx of Squats during the year, limiting them to one large extended family calling themselves the Elk Clan.

LILITH'S PALACE

Lilith moves Her residence to the newly risen isle of Haven within a few days of its appearance. She chooses one of the few large buildings, one which had risen high on the island's only real hill, and quickly turns it into a crude fortification. The multi-floored building has several large rooms, that in time become Lilith's Court, a smithy, a meeting room and training rooms. Lilith's supporters keep watch, making sure no strangers go unchallenged when approaching the building.

Lilith's Court is a huge central room, which sits off the main entranceway into the Palace. Here rests a great throne for Lilith, along with many other benches and stools. An enormous fire pit burns in the center of the room during the colder evenings and feasting nights. Four grand stairways ascend from this room into other halls, and are used by those in the court to sit on and watch any proceedings. Two staircases also descend from the chamber, one going down to Ardatli's smithy, and the other to the Chamber of Truth.

Within a cycle of the moon, many Lightbringers and other close followers of Lilith have established their own rooms here, although many retain places on Hom to keep in touch with the rest of the Fallen. At Kymber Reva's suggestion, part of a floor is made into a hospice. She also ensures that dry areas in the upper quarters are turned into huge pantries. By midsummer, the whole place, including the basement chambers, has been put into use. Day and night, a watch strolls the roof and corridors, now filled with a new sense of purpose. The smithy operates sixteen hours or so a day, with Lilith participating in some forgings. Two large chambers are in almost full time use by Lightbringers and Children who come to learn from Ardatli and other trainers like Patri Morly. Lilith sometimes even comes and watches impassively for hours at a time, leaping up to demonstrate the finer points of a move to awed participants.



THE FESTIVAL OF LIBERATION

The Festival of Liberation is an annual event that occurs at the beginning of spring and goes on for seven days and seven nights. It is the only time that all Seven Tribes formally unite for a festive event. The Dahlians are the organizers and performers of the Festival. Each Festival is a unique event, and depending on Dahlian creative whim, is in a different location each year. Dahlia Herself cloaks the Festival Grounds, so that no one will know where it will be held and exactly when it will commence. The Grounds are not technically invisible; through clever layers of illusion, misdirection and Dahlia's will, inhabitants of Vimary simply fail to notice its location. In the past, Dahlian craftsmen have erected the splendid Festival grounds around unsuspecting folks going about their everyday business. When Dahlia unveils the site, it is to the delight and surprise of all Vimary.

In the spring of Lilith's reign (see *Lilith's Gift*, pp. 24-43), the Dahlians approached the Yagans to be the hosts. They agreed, and allowed the Dahlians to set up the stands, booths and tents around the crest of the Great Hill. On the crest, an amphitheater has been constructed for Liberation Plays. The seating faces south, thus giving a grand view of Bazaar, Hom and the Great River. From a distance, the Festival appears as though someone had draped a multicolored scarf on top of the mountain. Surrounding the crest is a maze of tents, corridors, booths and walkways. The tents are of all shapes and sizes and their interiors defy measurement. There are tunnels of tents that snake from the fringes of Bazaar up the slopes of the mountain through all sorts of attractions, performers and merchants. The Dahlian intention is to provide a unique experience of discovery. During the days and evenings there is a festive atmosphere, but at night this mood changes as a mournful horn is heard throughout Vimary. A Liberation Play is about to commence, and those at the Festival proceed to the amphitheater. Each night there is a Liberation Play, and the order of the Plays corresponds with the birth of each Fatima: Baba Yaga, Eva, Magdalen, Tera Sheba, Dahlia, Joan and finally Agnes. Mary is honored within Agnes' Passion Play. Joshua has a lesser role within Joan's Play. After each Play there is a celebration, honoring that night's Fatima and Her tribe. The celebration is held in that tribe's dedicated section of the Festival Grounds. These sections are open to all tribes, and there are many sights and event to participate in.

TRIBAL SECTIONS

Because the Yagans are the Seven Tribes' historians, their section aims to present the past to all. The Pellis Artisans display famous skins collected over the years. These are sacred, and are presented accordingly — Yagans do not tolerate disrespect of any sort. Yagan mystics accept requests from festival goers who are curious about their future or wish to contact the spirit of departed loved one. The Yagans are brutally honest, and many petitioners leave shattered, knowing their ultimate fate. Pellis Artisans also set up tattooing parlors, allowing tribals access to their incredible art.

The Evan section is always alive with music, dancing, food and ale. At the end of the previous harvest, Evan farmers construct wonderful displays out of their produce. These displays touch

on many different themes, mainly historical. The displays are kept preserved by Synthesis over the winter and are used as the food for the Festival's feasts and celebrations.

The **Magdalite** section is a wonder of unbridled passion and carnal pleasure. Many are seduced and brought back to this section's public and private booths. Each day ends in a celebration of passion, where alcohol and other drugs circulate freely, along with many aphrodisiacs.

The **Terasheban** section features public tribunals, where disputes can be resolved in open court. This can be a rowdy affair, depending on how notorious the issue and participants are. A number of minor courts are set up for those who wish to resolve smaller matters. During the Festival, any number of crimes may occur: petty theft, disagreement between two merchants, or even murder. In these cases, an impromptu court is formed and the matter is resolved. The Day of Judgment is a popular event where infamous criminals, who have been imprisoned until the Festival, are executed.

The **Joanite** section has various exhibitions of weapons and trophies. The Hall of the Foe has trophy heads of various Z'bri, Squats and beasts. Regular contests of skill and strength occur, and some border on bloodsport. The Day of the Strong is a tribal-wide contest. Dahlians make sure there is healthy gambling action occurring, of course.

The **Agnite** section is a wild child's playground filled with clowns, shows, rides and games. Agnites take great pleasure in stealing children from the other tribes and taking them to their section. There is an annual event called the Storming of Agnes' Castle, where the tribes storm a large structure in an attempt to get back their children. This ends up being a hilarious water/mud fight between the elders and the besieged children.

The Dahlians do not have a section as such, but they are everywhere entertaining the other festival-goers. They make sure the Festival runs smoothly, and is always interesting. Their skills and abilities create a seamless environment; the sights, sounds and smells are always exciting, if not intoxicating. A person can meander through the Festival, but never the same way twice. She will eventually arrive at the crest and the amphitheater, but will never be quite sure how she got there.

THE FATIMAS

The Seven Sisters themselves all attend this Festival, which celebrates their achievements. They do not spend all their time here, often remaining secluded in special tents reserved for them, but their presence is mightily felt. Indeed, the Fatimas traditionally receive petitioners (from all tribes) at this time and usually walk about the Festival Grounds at least once. Agnes, Dahlia and Magdalen are frequent wanderers and may even do so unattended by a priestly entourage. Many tribals come to the Festival precisely because it is their chance to actually see these holy avatars. Seeing a Fatima of another tribe is especially fantastic to a tribal because it rarely occurs elsewhere.

THE INSTITUTE, HAUNT OF THE BLOODY PAST

The Institute is an ominous place, a sprawling complex of medical buildings extending far above and below the ground, situated on the northeast-most extreme of Tribal lands. It survives from a time when the Z'bri first appeared, and much of it was bricked in and fortified to protect those inside from the fall of the world around them. Although the external ruins are not very large, it paradoxically hides over a hundred miles of mostly windowless corridors and tunnels, each cold and sterile. The Institute sits close to the Rust Wastes and the Keepers, as well as the H'I Kar and the Z'bri. The Institute is no normal place, though, for if it were, it surely would have been destroyed by the ravages of time or pillagers. In fact, the Institute survives due to its twisted spiritual power. It is not really a physical place on the island of Vimary, but a "secondary orb" (known hereafter as the Institute Orb) within The Sea of the Lost (see *Tribe 8 Rulebook*, page 161, for more on Orbs and the Sea). The Institute Orb is isolated from the River of Dreams, and travel is restricted to and from the Physical and Spiritual worlds. It is hence extremely difficult to move between the Institute Orb to other secondary orbs within the River of Dream, or indeed, the River itself. As such, it is only rarely accessible from even the physical world, appearing as simple ruins.

The Institute's spiritual power originated from the extreme hopelessness and suffering felt by the staff and patients as the world went mad about them, augmented when many doctors began torturous experiments on their patients in a mad, vain attempt to understand the fall. These experiments rapidly became arcane rituals that trapped the spirits of those who died in the Institute as ghosts. These echoes of hatred and despair created the Institute Orb, but it only reached its current power after an entity known as S'Cur, once one of the great Z'bri warlord Tibor's leading generals, clung to the material world

after being slain by Joshua the Ravager. He felt drawn to the hospital site, the pain of the ancient dead from the World Before granting him the energy to survive. S'Cur is now a dark presence in the Institute, and can manipulate much of the building's workings for his own ends. S'Cur is not omnipotent, and unless intruders are near his heart he requires his "servants" to find them. S'Cur typically communicates through the Institute's phones and sometimes the intercom. His voice sounds like a distorted communication, understandable but vaguely disturbing.

Many of the Institute's resident ghosts come from a time before the camps. They are the spirits of both patients and doctors who died fighting the plagues and injuries the Z'bri heaped upon mankind during the great fall. Some are twisted with hatred and despair, others are kind souls who simply wish to be freed from their long suffering. They now haunt the Institution as specters, sometimes possessing those weak of spirit, and trying to carry out their old lives. Some of the Institute's lights, plumbing and lifts still work because of their collective memories and the great spiritual resonance of the place. When not "materialized" in Vimary, those few windows and cracks in the walls reveal a misty world outside, with no distinct features but the shadows of other buildings. Anyone breaking a window and getting outside while the Institution is not in the Physical Orb finds herself becoming slowly overwhelmed by the myriad of voices from the millions of spirits in the Sea of the Lost in which the Institution Orb floats. Leaving the Institution leaves one lost in Dream, where life and sanity may both be lost unless a great dreamer comes to the rescue.

The Institute is presented as a tangent to the Children of Lilith story and is here to add mystery and dread. In a cycle centered around the possibilities for the Fallen's future, the Institute gives a terrifying glimpse at the past. The Weaver is encouraged to expand upon the Institute, especially if the PCs become concerned with the plight of the lost souls.



RESIDENTS AT THE INSTITUTE

From the first days of his presence at the Institute, S'Cur began to reconnect its Orb with the Physical World in a long-term plan to allow him to manifest there in more than just spirit. The result was that on nights when he wished, he could have the Institute move fully into the Physical World. S'Cur soon realized that even though the building could remain for short times, he was at best just another insubstantial phantom stalking its hallways. S'Cur turned to one of his brethren, Z'vatis, a minor Melanis Z'bri Lord. He drew him to the Institute with promises of forbidden knowledge and great power, in return for trying to bring him once more into the physical world. Z'vatis agreed, and left H'l Kar with his retinue in secret, to set up in a section of the Institute. For several years, he tried in vain to meld S'Cur's heart stone (left behind when he died) into "patients" that his underlings brought him.

A turning point for the Institute was the capture of some Keepers who said that they could repair much of the science of the past. Z'vatis thought that might resolve the problems he was experiencing, and agreed. They also said they could get Keepers from Olympus whose passion was to study and work with this equipment. Since the Institute's equipment had survived the passage of time, and since it had formed from spiritual memories and reflections, they were sure that the Keepers could come to some arrangement. Thus came the second major group of inhabitants of the Institute, the Keeper group that is now led by Professor Clarice Chalk. Chalk and her "team" have managed to repair several operating theaters and other systems in the Institute.

The other major group at the Institute are the Squats, many of whose weak spiritual presence has allowed them to be possessed by the many ghosts who haunt the place. The ghosts powerful enough to possess the Squats tend to be those with a previously long life of service to the Institute, and those that saw it as home. They are only half-aware of the strangeness around them as they continue their typical tasks, which for most means they are cleaners, elderly doctors and operating theater staff. Even with all these "living" residents, most of the Institute is uninhabited sanitized corridors and rooms lit by insubstantial and cold fluorescent lighting.

In *Children of Lilith* the most important inhabitant is Inquisitor Mezat Ever'on (see p. 90), who brings the PCs here in *Lilith's Gift* (see p. 31). Ever'on's uses the Institute as a private jail and interrogation chamber with the assistance of S'Cur and the other inhabitants. Ever'on's own fanatical belief in the search for truth and the use of pain to extract it drew him to the spiritual echoes of the Institute. S'Cur immediately sensed a potential tool and victim.

Although the Inquisitor himself was deterred by the otherworldliness of the place, S'Cur took the guise of Ever'on's dead father and led him to believe that he controlled the elements and that this place could bring his son great power. S'Cur, as Ever'on's father, also explained that the Institute and its environs are somehow resistant to or hinder Eminences that allow Dream Travel and scrutiny. Ever'on recognized that this may afford the Institute some protection against those who have these abilities, possibly even the Fatimas themselves. Ever'on is, of course, unaware that Z'vatis and the other Z'bri are there.

TROUBLED DREAMS

Most uses of Dream do not work the same way in the Institute. Anyone trying to use Synthesis is immediately besieged by a host of spirits (ghosts, specters, shades). These spirits assail the dreamer's senses and attempt to draw upon her power to release them. All Synthesis rolls suffer a -4 penalty. The spirits are a menagerie, with members ranging from young children to victims of Z'bri Sundering. The ghosts are all minor and most plead for the newcomers to grant them release. The stronger spirits seek to possess an individual in hopes of getting out of the physical area of the Institute. Once a dreamer repels this assault they become attuned with the "Institute Orb," and they can hear the haunting cry of a child or inhuman howl of a tortured beast on the border of their perception. Ever'on, through his father (really S'Cur), does not suffer this, nor does anyone using Technosmithing. If a person gets a reasonably powerful and sane ghost to act as their "guardian spirit," in return for some favor (likely a difficult one to fulfill), then they can use their Synthesis without penalties.

The other problem is possession. Without a "guardian spirit," Synthesis users risk possession for a short time by the clamoring spirits. This might even take the form of multiple spirits taking over different body parts, or flickering between control of a host — leading to some strange arguments. Possession is an Opposed Test between the spirit's (WIL + PSY)/2 and the highest of the target's WIL or PSY (either side may roll Dreaming instead). An MoS of 1 forces the PC to the floor screaming, at MoS 2 the spirit takes momentary possession, and an MoS of 3 or more allows possession for that number of minutes. A fumble by the target gives permanent possession of the body to the spirit, until exorcised under ritual — typically done by Yagans. Especially desperate spirits will use their brief possession to knock the host unconscious, granting themselves much longer control. When the victim awakens, the Opposed Test is taken anew with the dreamer suffering a -1 penalty.

The spirits of the Institute run the gamut of personality types, from the selfish and grasping to the noble and pure. The Weaver can select the spirit's inclination or choose randomly (equal chance of evil or good nature). Assume Attributes of 0 or less for these minor, clamoring spirits; see p. 93 for statistics for more substantial spirits.

GAINING ADMITTANCE

There are a few ways into the Institute. One is to get a lift in one of the wagons that the Inquisitor uses, wagons driven by Keepers and possessed Squats. The "spiritual veil" between the orbs distorts sound so that speech is deep and slow. The actual transition between the orbs seems to be triggered by turning on one of the emergency arrival bay areas' lights and sirens. This creation of a gateway between the Institution Orb and the Physical World, where the Institution manifests briefly, is at S'Cur's discretion. He has grown so used to automatically manifesting the buildings when the siren sounds that it is now an automatic reaction that S'Cur would have to struggle against to resist. The arrival place appears to be like any modern ambulance emergency arrival zone, with red flashing lights and the sound of a strangely subdued air raid siren that washes across the landscape. The other ways in include being captured at a latter point by the Keepers, or by chance — stumbling through subterranean tunnels or shadows. The Institute's only limit to its ability to connect with the Physical Orb is that it cannot, for some reason, appear in direct sunlight nor stay for more than about five minutes in every hour. As such, it often connects through dark passages in the ruins of the World Before. S'Cur controls connections occurring at the physical site of the Institute's ruins in the Discarded Lands, but other ephemeral connections can appear in tunnels across Vimary. Powerful ghosts can briefly control (but not use) them. The ghost rolls WIL vs. a Threshold of 4; the link is maintained for MoS minutes (raise the MoS to 6 for areas further west than Bazaar and further east than Olympus).

S'CUR'S HEART

S'Cur's heart is kept secured in Z'vatis' floor of the cardiology section of the great complex. S'Cur's heart has been linked up to a series of organs, including eyes, ears and a voice box, to allow him to speak with Z'vatis and his staff of Serfs. They must constantly be replaced, because the grafting only lasts so long before the organ withers for ill-understood reasons that are the main focus of Z'vatis' research. There are also various wires and devices linked to the heart, including the phone system, public address system and some cameras. These links were made by Professor Chalk, and that the systems continue to run provides S'Cur with hope that he can be reborn. Chalk and her people routinely come to check up on the various machines they have monitoring S'Cur, but he does not allow them to remain — not trusting anyone, and especially not non-Z'bri. Guarding the Heart Chamber is Velen, a Melanis Z'bri Iv'chet (Vassal), who acts as high priest to two dozen Z'bri Serfs who worship S'Cur as a god. All these Serfs have been altered to include technological devices into their bodies, with varying degrees of success. These experiments are part of the research into creating a half biological, half mechanical form, that will accept S'Cur's heart and soul and allow him to finally leave the Institute. Player Characters may never get a chance to see S'Cur's heart stone, but it can be glimpsed in his spectral form if he manifests to them. Those familiar with the Guides Halos and Den-Hades (see *Tribe 8 Rulebook*, pp. 82 and 100) may note that S'Cur's heart bears a passing resemblance to the crystals those mystics wear about themselves.





THE ORDER OF THE BLACK OWLS

The Order of the Black Owls is an inquisitorial order within Tera Sheba's tribe. In recent years it has become an important tool of High Judge Cylix Seth'on (see *Vimary Sourcebook*, p.95). Cylix is dedicated to destroying the Fallen and the Owls have effectively become the major intelligence-gathering wing of his anti-Fallen alliance, known as the Crucible (see *Vimary Sourcebook*, p.135-136). The High Judge keeps the precise nature and activities of the Order secret even from his allies within the Crucible, however, so that they continue to contribute to his personal power. The Owls both spy on and seek out likely Fallen to turn, whom they either pressure into cooperation or interrogate for information. The Owls have also conducted a few killings on Cylix's orders.

The Black Owls were organized during the second decade of liberation by Cylix's mother Sethyra, Tera Sheba's first appointed judge. The Order was to gather intelligence on dangerous criminals among the Shebans themselves and Seven Tribes as a whole. As the Terasheban control over the Tribes became stricter, the Owls transformed into secret inquisitors. Now, under Cylix's guidance, they are almost totally focused on the "Fallen heresy."

The Owls are organized in a system of cells, which report to cells of controllers and from there up to the top of the Order where sit Cylix and his entourage. Membership in the order was originally reserved to Shebans, but for many years now they have been allowed to recruit selected members of other tribes. Only Joan officially sanctions this recruitment, so most non-Sheban Owls are Joanites. Even Joanites, however, may only be part of the lowest level of cells. Cylix has ensured that most Owls have a personal reason for hating the Fallen and so are dedicated to his cause.

ACTIVITIES

Owls receive such tasks as monitoring Bazaar; watching important persons and investigating crimes attributed to the Fallen for which the Watch cannot be trusted to get results. On Hom, they operate from secret locations and usually in the guise of Fallen themselves. Here they spy but also take part in activities designed to intimidate the Fallen – such as the occasional kidnapping and torturing of Fallen for information. The Owls in

disguise on Hom still require frequent contact with the Order. Every night, a few select high-ranked Owls contact their underlings or pick up messages at "dead drops," and then convey this information to their various headquarters in the Sunken City by a number of means. One method to get information through is the use of a courier during the day who takes the message to the southern bank and meets up with mounted Joanite patrols or other disguised Owls at one of several planned locations. At other times, they slip messages to Joanites at the Fallen Bridge or take them personally into Vimary on other pretenses. The order also uses trained "carrier owls" to deliver messages, a testament to their support from the Great Owl totem.

RITUALS

The Black Owls gain their name from the spiritual support they receive from the Great Owl totem (see *Tribe 8 Rulebook*, p. 163). During their initiation into the order, Black Owls undergo a secret ritual during which Great Owl judges the candidate's worthiness and (if she passes) grants her special abilities. The character gains the Animal Kinship (owls only) and Night Vision Perks (see *Tribe 8 Rulebook*, pp. 196-197) and their Sneak Skill is raised to level 4. Some characters may also acquire the Animal Companion Perk (an owl). The character's new spiritual connection does have a few other effects, however: her eyes will reflect light as a faint yellow like an owl, something an observer may notice (Notice vs. Threshold 6 in proper conditions); she becomes nocturnal in disposition, being more comfortable and effective at night (Weavers *may* impose a -1 Action Penalty to actions requiring great concentration undertaken during the day); and Great Owl becomes aware of the character at all times. This last fact means that the totem can report her actions to ritualists it feels inclined to address (like the character's superiors), and that Great Owl can withdraw its support if the character goes against its will (e.g. by betraying the order or harming an owl). The punishment for betrayal is usually death, carried out by other members of the order.

PORTRAYAL

The Fallen first become aware of the Owls as suspicious shadowy figures seen to move around Hom in the darkest of hours. This, of course, does not raise too many concerns for some months because the Herites and Jackers are typically doing the same to avoid watching eyes from the Vimary bank. *Solstice Rising* (p. 47) covers the Fallen's discovery of the Owls. The attempt to kidnap Inquisitor Ever'on (pp. 48-51), which leads to the killing of many Shebans, only destroys one of several "controller" headquarters and definitely does not bring about the destruction of the Order.

As Weaver, the Order of the Black Owls can be used as an adversary for your PCs during and beyond the events of *Children of Lilith*. Cycles that have strong themes of intrigue or conflict with the Shebans, can easily incorporate the Owls as the arm of the Tribes sent to investigate and disrupt Fallen activities.

ARDATLI MAQUE, CHILD OF LILITH

Ardatli is a recently Fallen Joanite swordsmith of the Weaponshaper guild, whom Lilith makes Her companion from Her first days in Hom. Dahlia is initially behind her move to follow Lilith, manipulating her by filling the void created by separation from Joan with the essence of Lilith. Ardatli soon develops her own true devotion to the Liberator, however, and consequently is one of the first to receive the Joshuan Synthesis ability Force (see p. 76). Ardatli spends much of her time with Lilith, moving her forge to Haven when the island rises to stay with Her. Ardatli becomes the nominal leader of the Children of Lilith (see p. 77), a group who see Lilith as their Fatima, or at least Joshua's progeny, and start to worship Her secretly. Ardatli forges the Lilithian blades granted to the Children (see p. 77).

In many ways, Ardatli's place at Lilith's side is a matter of destiny. Her grandfather was a follower of Joshua who died when the Ravager fell, leaving Ardatli's mother to be brought up by his Joanite lover. Ardatli served in the cavalry, but has spent most of her years around the forge as a weaponsmith. In her last year with the Joanites she had nightmares about Z'bri and a forge, where she worked under the great river. When Ardatli took her problem to the Yagans, they got her expelled. Dahlia believes this is all within Her plan, but senior Yagans thoroughly interrogated Ardatli about her "visions" before they cast her out.

Highlights: Wise beyond her years, stern, loyal

ATTRIBUTES

AGI	-1	APP	-1	BLD	+1	CRE	0	FIT	+1
INF	0	KNO	0	PER	0	PSY	+1	WIL	+2
STR	+1	HEA	+1	STA	35	UD	7	AD	8

SKILLS

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	2	0	Healing	1	0	Riding	2	+1
Craft (metal)	2	0	Human Per.	1	+1	Surv. (Winter)*	2	0
Craft (weapons)	3	0	Lore (Joshua)	1	0	Swimming	1	+1
Dodge	2	-1	Lore (weapons)	3	0	Teaching	1	0
Dreaming	1	+1	Melee	3	-1	Throw	2	-1
Hand-to-Hand	2	-1	Notice	2	0	(*Specialization)		

SYNTHESIS

Synthesis Skill Rating: 1 (beginning), 2 (by summer solstice), 3 (by fall equinox)

Eminences: Devotion, Force

Aspects: Battle, Rage

Equipment: Lilithian Greatsword (Acc +1, Parry +1, AD +20), Lilithian Hammer (Acc +1, Parry +1, AD +14), Plate and Leather (AR 12, Enc -1).





CHEVON THE DERANGED

A Fallen Evan Doomsayer, Chevon came to Hom a few seasons ago. She fell in love with a Doomsayer named Yefette, who claimed to have received a vision of Joshua. Chevon nurtured and supported the charismatic Yefette, but she did not anticipate his call for his followers to begin an exodus by committing suicide. Yefette died in Chevon's arms, comforted that his lover had the courage to join him on his journey. Chevon watched as the man she loved drank the poison she had not, the burden of her deception snapping her mind.

Sensing an opportunity to improve Her upcoming jest, Dahlia entered Chevon's dreams, whispering Her plans for the future. Dahlia enhanced Chevon's hallucinations, nudging her further into madness. She also encouraged Chevon's need to preach, and sent the madwoman out into the streets. Over the past few months, Dahlia has been giving Chevon visions of the truth about Lilith and the upcoming deception, counting on the Doomsayer to be a loud voice against Lilith.

Highlights: Prophetic, haunted, insane

ATTRIBUTES

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

SKILLS

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Dodge	1	0	Human Percep.	2	0	Speak (Evan)	2	+1
Dreaming	2	0	Lore (omens)	2	+1	Streetwise	2	0
Hand-to-Hand	1	0	Melee	1	0	Survival	1	+1
Healing	2	+1	R/W (Tribal)	1	+1	Theatrics	2	+1
Herbalism	3	+1	Ritual	2	+1			

SYNTHESIS

Synthesis Skill Rating:	1
Eminences:	Empathy, Shadows
Aspects:	None

Equipment: Ritual implements, herbs and potions, including doses of high-quality Hazers and Healers (see *Tribe 8 Rulebook*, p. 138), sword (AD +8)

JONHUR THE CHOSEN

A former Yagan-cum-Doomsayer, Jonhur has unknowingly been carefully groomed by Dahlia for the Lilith deception. Through Dream, She has gained his trust in several forms, and taught him many secrets of the spirit realm. Jonhur is one of the more troubled Doomsayers, which is saying a lot for a collection of people who find more meaning in omens, prophecy and dream than in life. He believes that, for the last few seasons, he has been in contact with an entity in the spirit realm, which has been calling out to him. He is unaware, of course, that this is Dahlia preparing him for the quest for Lilith. Jonhur is fanatical about his role that he has learned is to be the nursemaid to Joshua's offspring. He is convinced he is the greatest prophet of this time, but to avoid ridicule and scorn has confessed this to few.

Jonhur has the fire of the young and self-righteous about him. There is fire in his eyes and boldness to his countenance. He carries various charms with him, and his silver bracelets and rings are his most treasured possessions. His nearsightedness sometimes requires him to wear a leather thong-bound eyepiece much like a patch, which gives him a distinctive appearance. He also carries a slightly damaged rifle hunting scope to see long distances, which means anything over about three dozen paces. He also has a sacred relic of Joshua that has been turned into a large, keen-edged knife.

Highlights: Serious, mystical, zealous

ATTRIBUTES

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

SKILLS

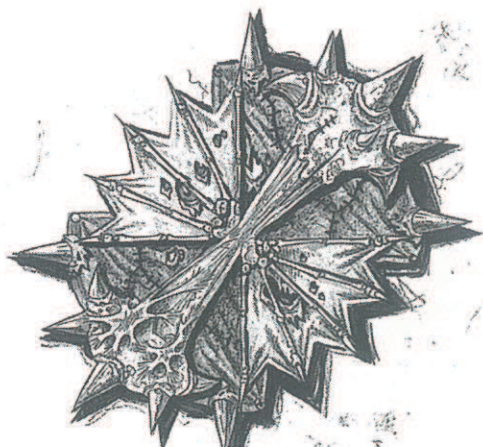
Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	1	-1	Herbalism	1	0	Notice	2	-1
Cooking	2	+1	Lore (Joshua)	2	0	Ritual	2	0
Dodge	1	0	Lore (Visions)	3	0	Sneak	1	0
Dreaming	2	+2	Melee	1	0	Survival	1	+1
Hand-to-Hand	1	0	Mythology	2	0	Swimming	1	0
Healing	1	0	Navig. (land)	1	+1	Theatrics	1	0

SYNTHESIS

Synthesis Skill Rating:	3
Eminences:	Mystery, Fate
Aspects:	Dream Travel

Equipment/Notes: Joshuan Dagger (Acc +1, AD +8), Sword (AD +8), Eyepiece, hunting scope. Jonhur has Poor Eyesight (see Tribe 8 Rulebook, p. 203)





KYNIT, IV'CHET KNIGHT OF HOUSE KOLERIS

Kynit, a minor noble of House Koleris, is rumored to be an adopted "son" of the Baron, who rules all the Z'bri. Kynit has some of the Sangis ways and abilities, which helps to perpetuate this rumor. Most particularly, Kynit has a special power to transform any (Z'bri or human) he impregnates, or those they give birth to, into twisted monstrosities. These monstrosities are slaved to Kynit, seeking him out after maturing. Many mature quickly, in mere hours or days, but are weak. Those that mature slowly, over weeks or months, are the largest, strongest and the most deformed. This has given him a pack of loyal "followers," and he has developed a reputation among the Squats around Vimary as a monstrous and mythological hunter. Rumor of the terrible hunter and his beasts is also becoming folklore among the Tribes and Fallen.

Kynit's unique tie to the Baron gives him the freedom he desires to wander the wilderness with his pack. Frustrated with Z'bri inaction against the Tribes, Kynit has obtained permission to cause as much havoc as he wants, as long as it is away from Vimary. Kynit likes to prolong the hunt of any he pursues, to cause them and his pack as much distress as possible. When Kynit allows his pack to finally sate itself, he always protects one or two victims so that they can live to carry his "seed."

Highlights: Fearsome, sadistic, violent, lustful

ATTRIBUTES

AGI	+2	APP	+1	BLD	+3	CRE	+2	FIT	+2
INF	+2	KNO	0	PER	+1	PSY	+2	WIL	+3
STR	+2	HEA	+2	STA	50	UD	11	AD	11

SKILLS

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	3	+1	Leadership	2	+2	Sneak	2	+2
Dodge	2	+2	Lore (Z'bri)	2	0	Survival	2	+2
Hand-to-Hand	3	+2	Melee	3	+2	Tactics	1	+2
Interrogation	1	+2	Navigation	2	0	Throwing	2	+2
Intimidate	2	+3	Notice	2	+1			

SUNDERING

Sundering Skill Rating:	3
Atmosphere:	Koleris
Aspects:	Exsanguination, Shattering, Appeasement

Equipment/Notes: Bone Spear (Parry +1, AD +13), Claws (UD +9), Antlers (Parry +1, AD +15), tough hide (AR 15). Kynit may plant his seed in any living creature (male or female) and it will germinate into a monstrosity (see p. 95). A cleansing ritual can save the victim from the parasite.

KYRT THE FREE, HERITE LEADER

A lithe, clean-shaven man, Kyr is well known for his vivacious personality and charm. A Fallen Agnite, many mistake him for a Magdalite because of his antics. Kyr likes to get about Hom and keep apprised of events personally. He is also known for his cleverness, preparing traps for Tribal spies from Vimary and assassinating prominent Tribal figures in retribution for their crimes against the Fallen. Kyr likes to work in disguise, even on Hom, and he is very fond of Fallen Dahlians who know such masterful illusions. His lover Francheska was a Dahlian, and they work together against the Seven Deaths. Kyr never speaks of the reason he was banished, and asking him is a sure way to end a conversation. The truth is that he led a pack that got over-enthusiastic while bullying a boy, leading to his death.

Kyr's cell is known as the *Unchained*, a group of Herites whom Kyr tries to keep on a moderate path – a difficult thing given the typical zeal of this faction. This relative moderation sometimes puts him in conflict with more extreme Herites like Troy Fenys. Kyr has been creating close ties with fringe elements of the Keepers, seeing in them a powerful group with whom the Fallen have a mutual enemy in the Seven Deaths. Kyr has been negotiating deals of technology in return for the Keepers giving his cell transport in their boats and through their underground warren. He also wants to get his hands on their potent weapons.

Highlights: Driven, charming, crafty

ATTRIBUTES

ACI	0	APP	+1	BLD	-1	CRE	+1	FIT	+1
INF	+1	KNO	0	PER	+1	PSY	+1	WIL	+1
STR	0	HEA	+1	STA	25	UD	4	AD	5

SKILLS

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Acrobatics	2	0	Hand-to-Hand	2	0	Navigation	1	0
Archery	2	0	Human Per	2	+1	Notice	2	+1
Boating	2	+1	Interrogation	1	+1	Seduction	1	+1
Combat Sense	2	+1	Investigation	1	+1	Sneak	3	0
Dance	1	0	Leadership	2	+1	Streetwise	2	+1
Disguise	2	+1	Lore (Fatimas)	1	0	Swimming	2	0
Dodge	2	0	Melee	3	0	Theatrics	2	+1
Grooming	1	+1						

SYNTHESIS

Synthesis Skill Rating:	1
Eminences:	Inspiration, Recognition.
Aspects:	none

Equipment/Notes: Short Sword (AD +8, Parry +1), Dagger (AD +3, Parry -1) Leather armor (AR 5).





INQUISITOR MEZAT EVER'ON

Mezat Ever'on wants very much to please the High Judges with his zeal and effectiveness, his hatred of the Fallen enhanced by the death of his father, Regis, at Herite hands. At twenty-eight Ever'on is young for a judge, but has proven most charismatic and capable of assuming such a post. He believes he just needs one good case to bring his abilities to Tera Sheba's attention, and to receive the honor of becoming a High Judge. Ever'on has successfully made strong ties with those in senior positions, seeking out favors and debts to be called in later on. He also has a reputation for being a formidable interrogator, whether in the cell or the courtroom. His patron is High Judge Cylix Seth'on and Ever'on is a member of the Crucible, Cylix's anti-Fallen coalition. The young inquisitor fears the High Judge will betray him, however, and has taken steps to create his own base of power. The Z'bri S'Cur has taken advantage of this (and Mezat's longing for his father) to draw him into the Institute (see p. 82).

Ever'on sets out to crush the Fallen and their "false Fatima" (covered in *Lilith's Gift*). Only when he fails and is humiliated does he realize his naiveté. Shortly after this failure, Ever'on is approached by the secret Sheban Order of the Black Owls (see p. 84). Not long after, he finds that the organization ultimately works for Cylix, who sees that he is made a spymaster there. Some months later, Mezat Ever'on plays an important role for the PCs when he becomes the deal broker in a scheme between the Z'bri and Shebans in *Solstice Rising*.

Highlights: Arrogant, ambitious, flamboyant, cruel

ATTRIBUTES

AGI	0	APP	+1	BLD	0	CRE	0	FIT	0
INF	+2	KNO	+1	PER	0	PSY	+1	WIL	+1
STR	0	HEA	+1	STA	30	UD	5	AD	5

SKILLS

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Archery	2	0	Intimidate	2	0	Notice	2	0
Dodge	1	0	Investigation	2	0	R/W (Fanzay)	2	+1
Etiquette	2	+2	Law	2	+1	R/W (Tribal)	2	+1
Hand-to-Hand	1	0	Leadership	1	+2	R/W (Sheban)	2	+1
Human Per	2	+1	Lore (Sheban)	1	+1	Ritual	2	+1
Interrogation	3	0	Melee	1	0	Theatrics	1	+2

SYNTHESIS

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

Equipment/Notes: Hand crossbow (DM x6, 4/8/16/32 range), Hammer (AD +6, Parry -1), Heavy Cloth armor (AR 3). When he joins the Black Owls, he gains Night Vision and Sneak 4/0.

PORELYN/VISCOUNT KELY'SAN

Porelyn is fully possessed by Sangis Viscount Kely'san. Kely'san found a willing host in this troubled woman, haunted by childhood sexual abuse. Kely'san manipulated her weakness for sex and pain, driving Porelyn to further depravities and violence, allowing him to finally gain complete control of her mind. Finally, even with his Z'bri body many kilometers away in his chambers in H'I Kar, Kely'san could take possession of Porelyn without her noticing. Kely'san has also gone about augmenting Porelyn's flesh, making his vessel stronger and more beautiful – important traits for his unknowing spy on humanity.

Porelyn is an ex-Joanite Jacker, something Kely'san finds amusing, as it has allowed him to arrange for attacks by the Jackers on other Z'bri Houses and even rival Sangis nobles. She has a loose allegiance with Mek. She enjoys their violence and extremist attitude towards the Z'bri. Porelyn keeps a large mongrel dog which is really a chained Z'bri (see p. 93). If Porelyn is slain, which occurs in the last act of *Solstice Rising*, Kely'san's Z'bri spirit is powerful enough to escape, traveling away through the River of Dream to his real body. Porelyn's own soul is most likely lost because of the corruptions of Z'bri possession, but at the Weaver's discretion, she could be saved by those venturing into the River of Dream to rescue her.

Highlights: Violent, sadistic, sexually perverse

ATTRIBUTES

AGI	+2	APP	+2	BLD	0	CRE	+2/-1	FIT	+2
INF	+1/0	KNO	+1/0	PER	+2/+1	PSY	+2/-2	WIL	+3/-2
STR	+1	HEA	+2/-1	STA	35/20	UD	7	AD	7

SKILLS

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Archery	2	+2	Interrogation	1/1	+2/-1	Notice	2	+2/+1
Combat Sense	3/2	+2/+1	Intimidate	2	+1	Sneak	2	+2
Disguise	2	+2	Leadership	2/-	+1/0	Survival	2	+2/-1
Dodge	2	+2	Lore (Z'bri)	3/1	+1/0	Swimming	2	+1
Hand-to-Hand	3	+2	Melee	3	+2	Throwing	1	+2
Human Per.	2/-	+2	Navigation	2/2	+2/-1			

SUNDERING

Sundering Skill Rating:	3/-
Atmosphere:	Sangis
Aspects:	Appeasement, Soul Stealing

Equipment/Notes: Short Sword (AD +8, Parry +1), Ax (AD +11), Studded leather and rubber armor (AR 8). When two values appear, those before the slash are Kely'san's and those after are used for Porelyn when she is not actively possessed. Note that Kely'san is aware of Porelyn at all times and will respond to most stimulus (e.g. an attack) by possessing her.





BLACK OWL

The members of the Order of Black Owls are fanatical agents of the most reactionary Shebans. From the shadows they search out Fallen criminals, spy on Hom and Haven, and carry out assassinations. Most are Terashebans, but some low-level members hail from other tribes. The Owls operate in a network of cells that helps keep their secretive order from being discovered. Few among the Fallen even know they exist. All the Black Owls carry the blessing of the Great Owl totem that grants them special powers and keeps them loyal. See p. 84 for more details.

Highlights: Fanatical, silent, secretive

Eminences: Truth, Wisdom

Attributes: AGI +1, KNO +1, PER +1, STA 25, UD 4, AD 5

Skills: Archery 2/+1, Combat Sense 2/+1, Dodge 1/+1, Hand-to-Hand 1/+1, Interrogation 2/0, Investigation 2/+1, Law 1/+1, Melee 2/+1, Read/Write (Sheban/Tribal/Fanzay), Sneak 4/+1, Theatrics 1/0

Equipment/Abilities: Hand crossbow (DM x6, 4/8/16/32), 1d6 poison bolts (Potency 8 Sedative or Toxin, 4 round Onset), dagger (AD +3), leather armor (AR 5). Night Vision, Animal Kinship (owls).



PROFESSOR CLARICE CHALK

"Professor" Clarice Chalk is a heretic among the Keepers. She always believed in the power of pain. Exiled from Olympus several years ago, she spent a brief time as Cog S-099 of the Machine Monks and removed her own forearm to meld with the machine. She then left that dark order and became the student to the Melanis Tartarus (see *Vimary Sourcebook*, p. 34) who was obsessed with things mechanical. Tartarus regrew her limb and melded it with several surgical implements. He also made her skin deathly pale and flaky, at which point she became Professor Chalk. Tartarus introduced her to Z'vatis and she came to the Institute where she can practice her dark experimentation. She has recruited several Keepers of dark inclination to join her.

Highlights: Sadistic, cold, bloody

Attributes: APP -1, BLD -1, INF +1, KNO +2, WIL +2, STA 25, UD 5, AD 2

Skills: Combat Sense, 1/0, Dodge 1/0, Drive 1/0, Firearms 1/0, Hand-to-Hand 3/0, Healing 3/+2, Interrogation 2/0, Lore (Z'bri, Keepers) 3/+2, Navigation 2/+2, R/W (tribal, Keepspeak) 3/+2, Teaching 2/0, Techlore (Elec., Mech.) 2/+2, Techlore (Medicine) 3/+2, Tinker 2/0

Equipment: Scalpel-claws (UD+5), various medical tools, walkie-talkie, zip gun (DM x8, 4/8/16/32).

GHOSTS OF THE INSTITUTE

The Institute (see pp. 81-83) is haunted by a variety of specters dating back to the days of the Fall. These poor souls died locked in the Institute as the world went mad with the coming of the Z'bri. Some were caring doctors and nurses fighting the Z'bri plagues, others were madmen seeking to extract answers from tortured victims, and most were the patients who died in the care of either. These ghosts are normally invisible, but a PER test (Threshold 6) will reveal a glimpse of them. They can also manifest briefly on a WIL roll (Threshold 4), affecting one sense per MoS. Ghosts often try to possess the living in the Institute (see p. 82 for guidelines). See **Tribe 8 Rulebook**, pp. 162-163, for more on ghosts.

Highlights: Desperate (all), dutiful, kind (caregivers), evil (torturers)

Attributes: CRE -2, INF 0, KNO -2, PER +1, WIL 0, PSY -3, STA 10, UD 1 (victims); CRE +1, INF 0, KNO +1, PER +1, WIL +3, PSY +1, STA 45, UD 9 (caregivers); CRE +2, INF +2, KNO +1, PER +1, WIL +4, PSY -1, STA 40, UD 11 (torturers)

Skills/Abilities: none (victims); Human Perception 3/+1, Healing 3/+1, Lore (Institute) 2/+1, Lore (World Before) 3/+1, Medicine 2/+1 (caregivers); Human Perception 3/-1, Healing 2/+1, Interrogation 3/+2, Lore (Institute) 4/+1, Lore (World Before) 2/+1, Medicine 2/+1, Ritual 1/+1 (torturers)



MAX, GEK'ROH PET

"Max" is a Chained Z'bri bonded in servitude to Viscount Kely'san (see p. 91). Bound into the form of a huge fighting dog, Max was intended from the get go to pass unseen among tribals and Fallen. As such, the external transformations characteristic of the Chained are not present in him: he looks like an especially big and vicious dog, but no more. Massive internal change has occurred, however. Max can extend bony serrated claws from his paws, open his massive maw to unheard-of proportions and even spontaneously grow other limbs. He does so in combat if unobserved, if discovered, or if he is compelled to defend his master.

Highlights: Bloody, loyal

Attributes: AGI +2, FIT +2, INS +2, PER +2, STA 30, UD 7

Skills: Combat Sense 2/+2, Dodge 1/+2, Hand-to-Hand 3/+2, Notice (tracking) 4/+2, Sneak 2/+2

Abilities: Claws (UD +8 if retracted, UD +11 if extended), maw (UD +12), tough hide (AR 10), Night Vision.





S'CUR, MELANIS PHANTOM

The Melanis Lord S'Cur was a close ally of Tibor's, felled by Joshua during the Tribes' liberation struggle. Like most great Lords, S'Cur took a while to die and was slowly reduced to a complex crystal heart stone that contained his essence. S'Cur sensed the shadowy echoes of the Institute and saw a potential to cheat death. He arranged for his stone to be transported there by his ally Z'vatis and from there the two have developed a program to return him to full life. Currently S'Cur's heart is tied to makeshift organs giving him marginal senses (PER -3) and the ability to use the phones and PA. He may, however, wander the Institute as a spirit, manifesting like other ghosts (see p. 93). Indeed, he even has control over the facility itself through his Sundering. He can accomplish many tasks ranging from turning off and on lights (Threshold 2), to rearranging the maze-like corridors through spirit (Threshold 5) and briefly attaching the Institute Orb to the physical world (Threshold 4).

Highlights: Powerful, mysterious

Atmosphere: Melanis

Attributes: (as a spirit) CRE +3, INF +4, KNO +1, PER +2, WIL +6, PSY +1, STR +6, HEA +4, STA 60, UD 15

Skills: Dreaming 4/+1, Intimidate 2/+6, Lore (spirit, the Institute, Z'bri) 3/+1, Mythology 2/+1, Notice 1/+2, Ritual 3/+1, Sundering (Animation, Chaining, The One Thought) 4

Z'VATIS, SCIENTIST OF PAIN

Z'vatis, the minor lord recruited by S'Cur to help him restore his fleshly life, is largely responsible for the shape of the Institute. It was Z'vatis who invited Professor Chalk and who has been grafting organs and technological implements to S'Cur's heart stone. Z'vatis is not, however, dedicated to the same goals as his deceased master. He is a member of the Melanis Covenant (see *Vimary Sourcebook*, pp. 136-137) and wishes to see his House return across the Fold and leave the other Z'bri to wither. His duties for S'Cur serve his studies into the nature of spirit and Z'bri death. He reports his findings to the powerful Duke Nemerath, who lives deep in the H'l Kar.

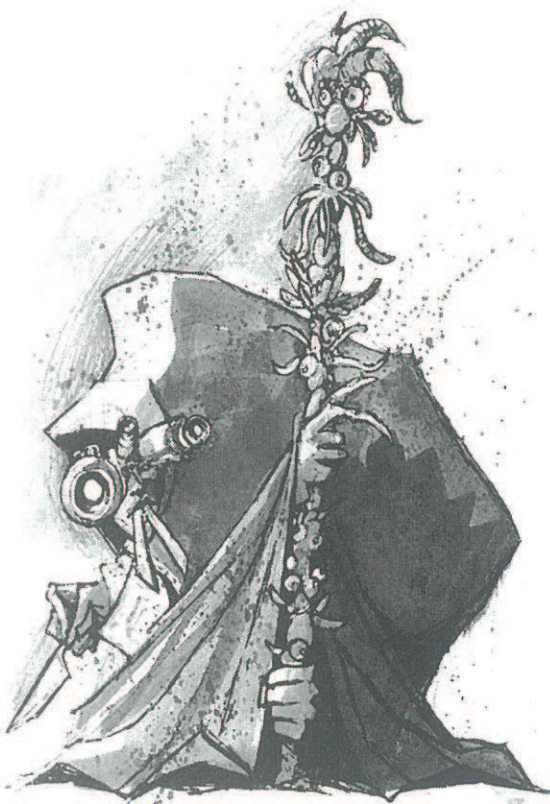
Highlights: Sadistic, secretive, disturbing

Atmosphere: Melanis

Attributes: AGI +1/+2, APP 0/-1, BLD -1/+3, CRE +3, FIT 0/+2, INF +2, KNO +3, PER +1/0, PSY +2, WIL +3, STA 30/50, UD 3/9, AD 4/10 (normal body/battle body)

Skills: Combat Sense 1/+1, Dodge 1/+1, Dreaming 3/+2, Healing 2/+3, Human Per 2/+2, HtH 1/+2, Interrogation 3/+3, Lore (Z'bri, Institute) 4/+3, Melee 2/+2, Ritual 4/+3, Sneak 2/+2, Tinker 2/+3, Sundering (Animation, Appeasement, Chaining) 3

Equipment: Bone scalpels (AD +6), Chained probing staff (tendrillike eyestalks penetrate the target object or being and provides data; assume an appropriate diagnostic Skill at level 4/+4; living targets suffer tremendous pain and a Light Wound).



WEAVER'S AID: GENERIC GAME STATISTICS

The following table provide a quick-and-dirty summary of major game statistics for standard character types. Much more complete generic archetypes appear on pages 40-47 of the *Weaver's Assistant*. The table below summarizes those, some types from the *Tribe 8 Rulebook*, and some other types that might prove useful. Note that these statistics are intentionally on the low end of the spectrum of ability and meant to represent somewhat everyday people. Talented NPCs will have higher stats.

GENERIC ARCHETYPE REFERENCE TABLE

Name	Attributes	Skills	Notes	Page
TRIBALS				
Agnite Barren	PSY -1, WIL +1, STA 25, UD 3, AD 4	Hum Per 1/-1, Melee 1/0, Nav. 1/+1, Survival 1/0	dagger (AD+3)	WSA, p. 40
Dahlian Dancer	AGI +2, APP +1, STA 25, UD 3, AD 3	Acrobatics 1/+2, Dance 2/+2, Seduction 2/+1		WSA, p. 40
Evan Nurse	KNO +1, PSY +1, STA 25, UD 3, AD 3	Healing 1/+1, Herb. 1/+1, Mythology 2/+1	medicinal herbs	WSA, p. 41
Joanite Warrior	BLD +1, FIT +1, PER +1, STA 30, UD 3, AD 7	Com. Sense 2/+1, Dodge 1/0, HtH 2/0, Melee 2/0	sword (AD+8), armor (AR 10)	WSA, p. 41
Magdalite Concubine	APP +2, INF +1, STA 25, UD 3, AD 3	Grooming 2/+2, Seduction 2/+2, Streetwise 1/+1		
Magdalite Diplomat	CRE +2, PER +1, STA 25, UD 3, AD 3	Disguise 1/+2, Etiquette 2/0, Hum Per 2/0, Notice 2/+1	dagger (AD+3)	WSA, p. 44
Pellis Artisan	CRE +1, KNO +2, STA 25, UD 3, AD 5	Craft (skin) 2/+1, Melee 2/0, Ritual 2/+2	skinning knife (Acc 1, AD+3)	WSA, p. 45
Sheban Advocate	KNO +1, STA 25, UD 3, AD 3	Interrogation 1/0, Law 2/+1		WSA, p. 46
Weaponshaper	BLD +2, KNO +1 STA 35, UD 6, AD 7	Craft (weapons) 3/0, Lore (weapons) 2/+1, Melee 1/0	any weapon	WSA, p. 43
Yagan Mordred	PSY +1, WIL +2, STA 30, UD 3, AD 3	Dreaming 2/+1, Ritual 2/0, Synthesis (Curse) 2	ritual implements	
FALLEN				
Child of Lillith	PSY +1, STA 25, UD 3, AD 4	Lore (Lilith) 2/0, Melee 1/0	Sword of Lilith (Acc +1, AD +13)	
Doomsayer	KNO +1, PSY +2, STA 30, UD 3, AD 3	Dreaming 2/+2, Lore (Joshua) 1/+1, Ritual 2/+1		
Herite	AGI +1, STA 25, UD 3, AD 5	Com Sense 1/0, Dodge 1/-1, Melee 2/+1, Sneak 2/+1	Sword (AD +8)	
Jacker	AGI +1, FIT +1, STA 25, UD 4, AD 5	Com Sense 2/0, Dodge 1/+1, HtH 1/+1, Lore (Z'br) 1/0, Melee 2/+1	Sword (AD +8), Armor (AR 10)	
Lightbinger	INF +1, WIL +1, STA 25, UD 3, AD 3	Etiquette 1/0, Leadership 2/+1, Theatrics 1/0		
Z'BR				
Flemis lv'chet	BLD +4, WIL +2, STA 50, UD 9, AD 9	Speak (tribal) 2/0, Lore (Ancient Z'br) 1/0, Sundering (One Thought) 2	Hide (AR 5)	T8, p. 178
Koleris lv'chet	AGI +3, BLD +2, FIT +2, WIL +2, STA 40, UD 10, AD 10	Com Sense 2/0, Dodge 2/+3, HtH 3/+3, Melee 3/+3, Sundering (Shattering) 2	Bone blades (AD +10), Hide (AR 15)	T8, p. 178
Melanis lv'chet	KNO +2, WIL +2 STA 30, UD 3, AD 3	Dreaming 2/0, Lore (spirit) 2/+2, Ritual 3/+2, Sundering (Animation) 2	books	T8, p. 178
Sangis lv'chet	APP +2, CRE +1, WIL +2, STA 30, UD 3, AD 4	Leadership 1/0, Melee 1/0, Seduction 3/+2	bone rapier (AD+8)	T8, p. 178
Serf	PSY -1, STA 25, UD 3, AD 3	various menial skills		WSA, p. 47
Gek roh (Chained)	AGI +2, BLD +2, INS +2, PER +2, STA 40, UD 6	Com. Sense 2/+2, HtH 3/+2, Sneak 2/+2	Claws (UD +10), hide (AR 10)	WSA, p. 41
Monstrosity	BLD +2, PSY -2 STA 30, UD 8, AD 7	Com Sense 2/0, HtH 2/0, Melee 1/0	Claws (UD+5), hide (AR 5)	WSA, p. 47
OTHERS				
Keeper	KNO +2, STA 25, UD 3, AD 3	Firearms 2/0, T-smithing (any) 2/+2, Tinker 2/0	handgun (DM x15)	
Merchant	INF +1, STA 25, UD 3, AD 3	Haggling 2/+1, Streetwise 1/+1, Trade 2/0		WSA, p. 44
Squat	FIT +1, STA 25, UD 5, AD 4	Archery 2/0, Com Sense 1/0, HtH 2/0, Melee 1/0, Survival 2/0	Short bow (DM x7)	WSA, p. 45
Thief	AGI +1, STA 25, UD 3, AD 3	Dodge 2/+1, Sleight-of-hand 2/+1, Streetwise 2/0		WSA, p. 46

TRIBE 8

NEW YEAR'S TRIBE

Tribe 8 enters its second year with a bang in Children of Lilith, but there's lots more stuff out now or on the horizon. Tribe 8 continues to be one of the most exciting game lines in the industry. Don't miss out!

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Georgia Panaritis, the premier creator of RPG-related fine jewelry, has produced a first series of pendants and brooches related to Tribe 8 (Tera Sheba, Joan, the Fallen, the Seven Tribes). Check out her web site at <http://www.cam.org/~java/TheCrypt/>, or the DP9 on-line catalog at <http://www.dp9.com/>.



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Still can't get enough T8? Check out the Dream Pod 9 Funhouse at <http://www.dp9.com/funhouse/> for scenarios, legends and other articles relating to T8.

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— Jonhur the Chosen

Children of Lilith is a complete cycle for Tribe 8. Its many quests and scenarios chronicle the rise and ultimate fate of Lilith the Liberator, the Eighth Fatima, come to fulfill the prophecy of Her Father, Joshua.

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