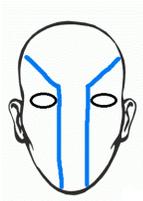


Jhen Lupas



Woad Tribe Markings and tribal characteristics: *You are a member of Jhen Lupas, the tribe of the Wolf. Family and tribe is your paramount concern. You do not fight needlessly, and you do not fight a battle you can't win. A last stand is fought by all, not a lone member of the tribe. You are a survivor, but also proud and noble.*

You are the first tribe under the call of the Boar Tribe to begin to ensure that the forces coming North do not endanger the sanctity and purity of the Ebon Wood. The tribe of the Owl has also come and guards the woods in the night much as you do in the day, though the Jhen Noctuum are not fond of the race of man.

You have scouted the Ebon Wood near the human town of Farraglynn. You have found the people dwell fearfully within the town for the most part. The woods are yours. Your camp is made in a secluded glade, but is not hidden. There may be hope for a peace built on mutual self interest. Your camp will be a refuge for those that find the town a place to "civilized" to dwell, or simply want to get out from under the governance of the nobles. Though you mourn the loss of the Jhen Taxus you understand the townspeople did try to help, that the men that butchered them were not of the town.

You feel the loss of the Yew Tribe, however you accept that they have passed and believe that what remains of them should be left in peace. Also the camp of the Jhen Taxus has been ringed with plague markers; any violation witnessed or discovered will be met with swift death to prevent the spread of the disease.

The only law that matters in the woods or in your camp is your law, "Do no harm that does not prevent a greater harm".

Jhen Noctuum

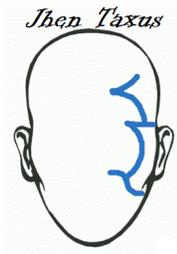


Woad Tribe Markings and tribal characteristics: *You are a member of the Jhen Noctuum the Tribe of the Owl. You are fearless and terrible hunters known for viscous and sudden attacks. You abstain from armour in favour of a silent approach. Using tribal magic's to suddenly render your victims helpless as you bloodily cut into them. Your time is the night, and as such is the reason the Tribe of the Boar has chosen your tribe to be the guardians of the Southern Ebon Woods during the dark times.*

You watch and observe every facet of your prey, and when they are weak and afraid you strike. You are not forgiving and your favour is not something easily won, only a payment of the blood will appease you. Now you seek the blood of the human race, though the Tribe of the Wolf believes that peace may be possible you know that the race of man can never truly be at peace with anyone.

You have not take kindly to death of the Jhen Taxus, and will seek to take ears from humans to show your anger, or kill them if they are alone. You will render helpless non-humans who attempt to help your human prey. You will implore non-humans to aid you in your anger, and warn them of human evil.

Dead Tribe (See below)



Jhen Taxus

- The Tribe of the Yew are a small solitary group given to less hostile reactions to their Southern neighbours. Though wary of armed humans in numbers they do not have the deep seated hatred of that race that some of their brethren do. They do however tend to revile the Orcish race in much the same way as some southern tribes hate humans.

Jhen Taxus are known for their diplomatic nature, and for the fine bows and arrows they craft. The arrows of the Jhen Taxus are legendary for their resilience; some would even say that Jhen Taxus arrows are unbreakable.

Not a very notable tribe, the Jhen Taxus are not very knowledgeable concerning Woad politics, they have however heard rumours that the Jhen'Urdo the Tribe of the Boar have begun rallying the far Northern tribes to form an army capable of stemming the flow of the Southern races into the Ebon Woods. On the flip side the Tribe of the Yew takes greater care to preserve some of the old knowledge of the Woad nation.