



CHIEFTAIN

Stern and fearless warrior embodying the virtues of the tribe, severely wounded during previous encounter with "midgets".

As the mightiest Hunter in the tribe you were blessed by the Oracle as the leader of The People! The arrival of the midgets bothers you as you have complete knowledge about prof. Martin. You were present during the dramatic events of first human expedition to these lands. You were injured and you saw your friends being killed by humans. You know that were it not for the unique gift of resurrection, given to you by your ancestors, you would have lost them forever. You don't trust the newcomers and you are against taking part in building their bridge or helping them in any other way. Should they give you one good reason, you will end them with sacred weapons (Two halves of pool noodles. A person hit in the head with a noodle is considered fatally wounded.)

You can't make the decision to take any action against them yourself, but you try to stir up your tribe. However, it is possible to appease you. Courage and honor are what you value most. You will challenge the humans to try and see if they have those virtues.

You have at least two Hunters under your wings, who you are training on this path by duelling with them, and teaching the way of the Hunter. Perhaps one day one of them will become a Chieftain, when you yourself will be taken by a Golden Chariot up to the heavenly home above.

Your tasks are:

1. Mark your face with white paint symbols.
2. NEVER forget about your Ritual tasks! (written down in Rituals and customs of Ferra). If you neglect your ritual duties the Shaman may "take you down from office".
3. Choose two Hunters as your retinu and make displays of duels for all the midgets to see. Mark them as your own with white paint.

4. At least once a night try to challenge one of the midgets for a duel. Never duel yourself with midgets, this is beneath you. Should any of the humans best one of your Hunters in battle, mark the face of that midget with white paint. You respect that one.

5. AFTER THE ORACLE'S SECOND VISION you have to announce that, in your opinion, you will face wrath of your ancestors if you don't drive humans out of your lands.

Disclaimer! You may speak with your people normally with words when there is no human around!

