The keeper of ancient wisdom and knowledge, that was recently enlighten by a vision of impending doom hanging above his people.

As a newly appointed by the Oracle witch doctor you are now a cultural nexus of the tribe. Your main task is to make sure everyone in the tribe follows the rules given them by your ancestors. You guard all of the tribe's secret truths and customs.

You had a vision in which you saw a bridge arch shining above the “Rift”, connecting one side to the other. You’re a great supporter of helping the humans and building the bridge with them, because you believe this is what the ancestors wanted and it is how the tribe’s destiny will be fulfilled. Unfortunately you also had a terrible vision of death and destruction from up high, that filled you heart with a sense of dread. But what do those dreams mean?

You are aware that the Chieftain is in possession of the sacred and deadly weapons of your tribe (Two halves of pool noodles. A person hit in the head with a noodle is considered fatally wounded.) And you know that he is prone to using them.

You cannot take any action on your own to participate in the construction of the bridge. Your sacred duty forbids you to create things. However you can encourage your people to befriend humans and help them build it.

You have at least two Healers under your wings, who faithfully assist you with your mission, which is to live according to the teachings of your ancestors and perform rituals.

As the highest moral authority in the tribe you are de facto judge. So if someone (even the Chieftain) brakes the sacred law you can exile them (exiled people dwell in the light of the oracle and she may deem them worthy of returning to the tribe). You can take the Chieftain “out of the office” if he brakes one of the customs, or otherwise fails his people, but more than half of Ferra must agree to your decision. in an open vote.

Your tasks are:
1. Mark your face with yellow paint symbols.
2. Learn the customs and always have the list of them with you.
3. Never allow the list of customs to fall into the hands of midgets. If they want to know them they must learn.
4. Make sure every person in your tribe knows the customs.
5. Choose two Healers as your retinue and task them with overseeing the customs the same way like you do. Remember them the correct signs and actions. Mark them as your own with yellow paint.
6. Visit the Oracle regularly to know her will (she will always respond with a question to the questions anyone asks).
7. AFTER THE ORACLE’S SECOND VISION you have to announce that the ancestors created the “Rift” on purpose, to give their people an impulse to get to know the humans.
8. If someone gets mortally wounded you can gather around that person with your Healers and at night in the chamber of the Oracle, you can bring them back to life (feel free to improvise the ritual).

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