

lays their words to Runica while the il-Pan, or warlord, Uptesck Beararm speaks for the Warriors. The Riders have no word on the council.

Runica is loyal to Blenzik Tree-Chopper, Pan of the Emilzur and ultimately to the ur-Pan, leader of all the Char-Un.

What makes a man great?

Honour, valour and indifference to suffering make a man great. Having many horses, slaves and wives proves your worth to the clan. Maintaining the ways of Kargzant the Sun and honouring our ancestors proves our superiority over the settled people.

A captured enemy must be given a chance to honour himself before his ancestors before he is sent to them; pulling out his nails or flaying him allows the chance to show his stoicism to all and to enter the Wandering Steppe with his pride intact.

What is the difference between men and women?

Men follow the Path of Fire as shown by Kargzant the Wandering Sun. They are the hunters, protectors and leaders. Women follow the Path of Earth shown by ma-Tamara the Moon Mare. They are the gatherers, mothers and teachers who foster new life among the clan.

If you are valiant and grow wealthy you will have many wives with many strong sons. Your wives will obey you in all matters though you would be wise to listen to their advice. ma-Tamara shares strange secrets with her daughters and it is often wise to heed their words.

Some women follow ma-Tamara's Red Daughter, Durla, who taught women that the path of Fire was open to them. These warriors are just as mighty as your brother but will have trouble finding husbands, they are not dutiful like a wife should be.

What is evil?

Those who would mock Kargzant are evil. The Bird-



Ujirichi Eighteen-Scalp is rightfully proud of his many living tattoos, rich in magic. They are as much proof of his prowess as warrior and hunter as the gold-chased scimitar he brought back from his time serving Maresson in the lands of the Muddy-Hands.

Brains and the Horse-Eaters are such though they more than mocked him, they actively harmed Horse. Those who ride other beasts are deluded and think to emulate the Char-Un. They do not deserve our hate but only our pity. Living in one place all the time is evil for it allows the evil spirits to congregate and pollute us while our ancestors continue their travels and leave us behind.

What is my lot in life?

You need to ride hard and fight harder. You need to take care of your horses and foster many sons. You need to show the might of the Rutrigurs and the nobility of our Leaders. It is up to you and your friends to return the Panship of the Emilzurs to our clan. If you prove yourself mighty in battle you will earn the right to be Pan yourself.

The surest source of wealth and glory is in the south. When you are a warrior you should ride into the mud-lover's lands and fight for their gold. Return when you long for the clean steppes and the round-faced Nelar. Yes, I've seen you stare at her; she'd make a good mate though you will need much wealth to convince her father.

When your father dies his herds and wealth will be divided among you and your brothers, except Heyal for he now rides the path of the shaman and will inherit Guldin's wealth.

How do we deal with others?

All Rutrigur work together and none will starve while another has food. You must always help another clansman if he needs it.

Other Char-Un may help though it may cost you dearly. Remember your foster-brother's clan, the Itamars, for they owe your father many favours.

The Bear-men are dangerous if you don't watch for them. They move slowly and even a stripling like you can smell them from a league's distance. They rarely bother us this far from their forests but the western clans often fight with them. They make valuable slaves in the markets to the south.