Village Status

* Turn: 13 – Y2, Twins
* Population: 216
* Units: 3 manpower
* Buildings:
  + Shrine
  + Hedge’s Hovel
  + Herbalist’s Workbench
  + Scholar’s Hut
  + Moat
* Resources:
  + Food: 1
  + Wood: 1
  + Salt: 3
  + Hides: 1
* Animals:
  + Wolves: 7
  + Eagle: 1
* Technology:
  + On Board:
    - Animal Husbandry
    - Currency
    - History
  + Implemented:
    - Bowing and Fletching
    - Item Lore
    - Alchemy
    - Leather Working
* Sites:
  + F3 – enclave hex
  + F2/H2 -- goats
  + B3 (wood) – enclave hex (Etemnus’ Lair)
* Diplomacy
  + Men of Parga: -1
  + Dwarves of Parga: -1
  + Theyd of Parga: 0
  + Gripol: +1
  + Uldrana: +2
* Agreements
  + Uldrana: Trade 1 food for 3 salt, autogather(12)

***Important People***

* The Council
  + Timon – Elder and leader of the tribe
  + Spiro – Warmaster and brother of Timon
  + Rivka (f) – Priestess of Aquae, Liberator
  + Vaara – Mage and half-blood
  + Lothor – Huntmaster
  + Adele (f) – Head of the builders
  + Etreus – Head scout
* Villagers
  + Wren – Temple assistant
  + Oyun – Beast keeper, chicken farmer
  + Nefele – Spiro’s wife
  + Urige – Farmer leader
  + Grumn – Ashen, experimenter, sidekick
  + Vasilios – Spiro’s son, warrior
  + Pasha – Young girl from Ansippe, taken in by Talik
* Refugees (freemen)
  + Talik – De Facto leader of the Ansippans
  + Skaro – Hot headed warrior who incited the raiders of Rigut
  + Kelthinda – Mother of Skaro
* Dwarven Wanderers
  + Samson – Needs Calistae’s tools to unlock lock tech to enter locked enclave and recover seed of Mordain
  + Scorpio
  + Shel
* Uldrana
  + Mivolo – Diplomat
  + Brinjas – Boat Captain
* Others
  + Etemnus – Powerful forest spirit
  + The Satyr – Etemnus’ servant
  + Leda – Etemnus’ Daughter
  + Phaedra – Messenger of Aquae
  + Calistae – Shadow witch, mother to Andrik & Vaara

***Effects of Items/Status***

* Baby boom will give the status “Family Ties” to the enclave, giving all production rolls a +1 for a year
  + However, this could go wrong based on Vidra’s favor/malus
* Salt gives one food site a +2 production for 3 months
* Having a salt in the storehouse fulfils the requirement for safe burials
* Dorea can use salt to create smoked meats and other foodstuffs that pack at a rate of 3/1

***Ongoing Events***

* Rigut Raiders have made contact with the Men of Parga
  + Dilplomacy: +1
  + The Rigutians think the Men of Parga are weak, but may be willing to help them if they can get a good enough deal
  + The Pargans are anxious to tip the balance in their favor

***Kelthinda’s Prayers***

* Rivka wakes in the middle of the night and from her hut, sees a distant, but still bright moon in a strange “double” phase
* Following the rays from that moon, she comes across an apparition of a baby hovering over her
* The baby is Moro, messenger of his mother, Vidra
* Moro tells Rivka that the prayers of a despondent mother (Kelthinda) have risen from this village, and were carried on the wind to the ears of Vidra
* Vidra has taken pity on Kelthinda and wonders why nothing can be done to save her son
* “After Vidra has blessed your people with such fecundity, how can you now ignore a desperate mother’s pleas for the life of her child?”
* “Make this right, priestess. Lest your village be found wanting by the goddess of all mothers and childbirth!”
* Possible ways to make it right?
  + Go to Rigut and make an attempt to find Skaro
  + Make a sacrifice of 1 food to Vidra to beg for her forgiveness and blessing
  + A sacrifice of some beautiful/powerful item will work also

***Dorea and the Smoker***

* Dorea comes to the doctor, bringing gifts of spiced biscuits and tea
* She needs his help to build a smoker
* If the doctor can make a craftsman(14) test, Dorea will be able to create smoked meats that can pack 3/1 (as opposed to 2/1)

***Scouting Party***

* Andrik is out hunting/training with his eagle or wolf
  + And maybe an npc?
* He encounters a scouting party of Skaldi Radiers who try to capture/kill him
* He needs to fight his way out and escape
* BUT… during any battle, he will be in the position of taking a nasty blow
  + And his bird will get in the way at the last minute and save him, but will fall in the process

***Radier Camp***

* As it turns out, there is a raider camp
* These men are from Rigut, and they are camped here to look for the PC enclave
* There are no more than 6 men here
* They will fight, but not to the death
  + Instead they will try to flee
  + They will surrender only if they are outnumbered and obviously unable to escape
* They have some metal weapons!

***Hunter’s Find***

* One of the hunters working the goat herd stumbled onto a giant’s lair in the nearby mountains
* He describes a large pit in the ground, many dead bodies (dwarves?)
* And as he approached to investigate, a giant climbed out of the hole, scaring the crap out of him
  + At that point, he ran and didn’t look back