Village Status

* Turn:
* Population: 151 or so
* Units: 2 manpower
* Buildings:
  + Crude Shrine
  + Hedge’s Hovel
  + Herbalist’s Workbench
  + Scholar’s Hut
* Resources:
  + Food: 0
  + Wood: 0
* Animals:
  + Wolves: 7
  + Morghouls: 2
  + Eagle: 1
* Technology:
  + On Board:
    - Animal Husbandry
    - Currency
  + Implemented:
    - Bowing and Fletching
    - Item Lore
* Sites:
  + F3 – enclave hex
  + B1 (wood) – enclave hex

***Ongoing Threads***

* Rivka – Learn the burial rituals of the Lantern Gods
  + Ulder done
* Meet the Freemen
* Go talk to the Theyd of Uldranna
* Andrick – Find mates for the morghouls
* Haber – Open the lock box
* Calistae needs her tools, but that is a journey
* Baby boom in 7 months?

***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

***Issues for the Council***

* Complaint: “My daughter is sick – it’s that witch in the swamp!”
* What do we call ourselves?
* What do we do with the Statue of the Old God?

***The Raider Enclave***

* Players encounter the raider enclave of Rigut for the first time
* This is a freemen enclave with 2 units of raiders and 1 unit of slaves (200-250 people in total)
* They have the techs
  + Military training
  + History
  + Locks/nets (tools of slavery)
* They live in the remains of an old human settlement, with a rampart, ditch and spikes defending it, along with the remainder of the original wall
* Their leader is Alaric The Fist
  + He is a giant of a man
  + Legend has it, he found a potion that made him so large
  + He is a high level pugilist who beats foes to death with his hands
* One lieutenant is Geordina
  + She is a reasonably skilled fire mage