

- magic loot
 - ↳ what do they have
 - ↳ what can we give them.

11.

- Qs.
- how to initiate Unearthing Crimson Tide.
 - perform encounters in HH
 - find slowdown @ sacrifice.
 - how does it work @ the Haven.
 - finish HH major buildings.
 - refine map - detail smaller paths.
 - watching whats going on
 - ↳ spec out happenings.
 - what do inhabitants know.
 - detail of sacrifice area.
 - Mentor knows 3 main buildings
 - blockhouse
 - trading station
 - town hall.
 - what potions available.
 - Wight loot
 - potions
 - spell scrolls.
 - +1 weapon.
 - magic arrows.
 - +1
 - others (2-4) w/ the extra damage.

ENCOUNTERS.

DEVOTMENT. - sacrifice site.

ARCHONIST + ZLATAN - in the air.

? MALERAKAS

PRIEST + MINIONS.