Village Status

* Population: 151 or so
* Units: 2 manpower
* Buildings:
  + Crude Shrine
  + Hedge’s Hovel
  + Herbalist’s Workbench
  + Scholar’s Hut
* Resources:
  + Food: 1
  + Wood: 0
* Animals:
  + Wolves: 7
  + Morghouls: 2
* Technology:
  + On Board:
    - Bowing and Fletching
    - Item Lore
    - Animal Husbandry
  + Implemented: None
* Sites:
  + F3 – enclave hex
  + B1 (wood) – enclave hex

Ongoing Threads

* You have a carved club with a metal head (artifact?)
* Rivka – Learn the burial rituals of the Lantern Gods
* Who are the Freemen?
* Andrick – Find mates for the morghouls
* What is the great statue?
* There are bandits in the hills? (or have they moved on)
* Haber – Open the lock box
* Do we plan a festival/feast?
* Calistae needs her tools, but that is a journey
* Scouts have seen some small food sources in the plains nearby
* ~~Ogre is still near the enclave and is dangerous~~

The Caravan

* Personnel
  + Leader: Brinjas (BRIN – jaas)
  + Driver: Moto (MOE – toe)
  + Others: Xanthipe (zan – THIP – ee), Porto, Grigri
* When PCs return to the enclave (from moving Calistae into her keep), they find a caravan is visiting
* The caravan has three wagons, some pack animals (cattle), and supplies
* The caravan is full of Theyd/Goblins from the NW
* Their stronghold was in a set of cliffs by the sea
* Their story is like the PCs’, except that they were liberated by the sea god Ulder
* They are traveling to find other enclaves that survived, spread the news of Ulder, and learn what they can
* This enclave knows sailing, and has cultivation on their board
  + They also know how to make Salt Brew (which is a strange drink that tastes of grain, mushroom and brine)
  + They can also teach rafting to the village, allowing easy river crossing
* Generally, they are friendly (+1 all diplo) and eager to talk and trade
  + The PCs don’t have much to offer at the moment… so we’ll see how this goes

Religious Discussion

* At some point during the visit, Brinjas will talk to Rivka specifically about the gods
* Allow some theology to learn Ulder’s burial rites
* Also, Brinjas tells Rivka that one of the powerful shadows escaped Ulder’s justice
  + He calls himself Thox, and he wields powerful lightning magic
  + They should avoid this wizard if they can, but if they hear news, Brinjas and his people would appreciate it

Planning the Party

* One thing the group might do this session is plan their festival
* Generally, you can just let this one run without major GM intervention however, to get everyone involved…
  + Ask each person to come up with at least one idea, or thing that their character will contribute to the feast/party
  + This gives everyone something to do, and all can make a couple skill checks
* If they do plan the party, they might garner the attention of Ylid who will ask for a sacrifice of some sort, and then give the enclave a blessing, and some knowledge of good plants, mushrooms, herbs to aid in the revelry

Journey to Calistae’s Sanctum?

* This is another possibility
* The Sanctum is 10 hexes away, and so you are talking at least 2 weeks, if not more
  + It will take their enclave turn for certain
* This is a traditional adventurers’ journey, and so we will need a couple encounters on the way