Village Status

* Turn:
* Population: 151 or so
* Units: 2 manpower
* Buildings:
  + Crude Shrine
  + Hedge’s Hovel
  + Herbalist’s Workbench
  + Scholar’s Hut
* Resources:
  + Food: 2
  + Wood: 1
* Animals:
  + Wolves: 7
  + Morghouls: 2
  + Eagle: 1
* Technology:
  + On Board:
    - Bowing and Fletching
    - Item Lore
    - Animal Husbandry
    - Currency
  + 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
  + 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
* Scouts have seen some small food/wood sources in the plains nearby
* Baby boom in 8 months?

The Towering Statue Site

* They are still in the statue, and have not investigated the garden, or the village (if I recall)

Uses for the Titanic Fingerbone

* Can be used to craft any weapon out of bone (DL 12)
* The weapon will be a bone weapon, but have +1 damage, and a durability of 20
* Will have one unique property
  + Random roll d12
  + Multiple rolls allowed if the craft check is made by 2 or more

Possible Properties of a Weapon Carved from Nhamashal’s Bone

|  |  |
| --- | --- |
| 1 | +1 Power; +1 Charisma |
| 2 | The wielder is immune to deafness and all sonic/sound effects, including auditory illusions |
| 3 | The wielder may use the power Whisper on the Wind at will |
| 4 | Fast(12) or Fast+1 |
| 5 | The wielder may spend personal inspiration to shout upon a successful hit. The victim must save Mus 16 or be knocked back 1d3 hexes, and take 1d6 penetrating damage |
| 6 | If the attack is blocked by a weapon, the wielder may shout by spending a personal inspiration. The victim must save Mus 16 or have his weapon torn from his hand and knocked 1d3 hexes away |
| 7 | The wielder may spend personal inspiration to “Weep for the Old Gods” and heal themselves 1d4 damage |
| 8 | Pierce(2) or Pierce+1 |
| 9 | +1 Accuracy; +1 Damage |
| 10 | The wielder gets +1 personal inspiration |
| 11 | The wielder may spend personal inspiration to slam the weapon on the ground, doing 2d4+1 penetrating damage to all adjacent enemies |
| 12 | The wielder may spend a personal inspiration and cast Chant of Protection for 6 rounds |

Uses for the Voice of the Heavens

* The VoH is a large horn in the head of the statue dungeon
* It counts as an artifact (and requires item lore to unlock)
* If used as such, it has the following abilities
  + Can make the user’s voice very loud – which has no game effect other than allowing everyone within several hundred yards to hear him
  + Can blow the horn, calling his allies to battle – each ally can choose to fight with wild abandon (costs 1 insp)
  + Can create a cone of sonic destruction – save Ref 16 or take 2d8 damage (8 charges)
* It can also be consumed to teach one character the Words of Power skill and one spell