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?

***Phaedra Visits***

* Phaedra visits Rivka and tells her the tribe needs a name
  + She jokingly suggests “Thavma Phaedra” (means admirers of Phaedra)

***Grumn and Those Pesky Kids***

* Grumn is agitated
* He was carrying bundles of herbs through town but tripped, dropping everything
* As he scrambled to pick up his quarry, the kids came and took the bundles, hiding them from Grumn

***Oyun and Andrick Search***

* Oyun comes to Andrick and offers his assistance in searching the surrounding wilderness for the rogue morghouls
* He suggests at some point, if they do not find mates, the tribe should let the morghouls free so they can have a chance to find their own kind

***Vasilios’ Legend***

* Vaara comes across Vasilios who is depressed
* His father has been berating him over the adventures of the past several months
* He said Vasilios needs to decide whether he will make his own legends, or whether he will be a bit player in someone else’s
* Worse… Spiro has started talking about arranging a marriage between Vasilios and Rivka as a way of “forging an alliance”

***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?

***Overview***

There are several points of interest

* Rigut – the raider enclave
* Ansippe – the raided and ruined village
* Refugee Caves – where the survivors of the attack are hidden
* Gripol – former slave village
* Parga – a group of tribes who are infighting with each other

***Ansippe***

* Ansippe used to be a village of former freemen slaves who fled from the southeast
* Recently, raiders have set up shop in nearby Rigut, and have been pillaging from the nearby tribes
* Against the word of his elders, a young man named Skaro struck back against the raiders, gathering a group of warriors to ambush them
  + Skaro and his followers are now prisoners of Rigut
* This incited the raiders, and they came in force, destroying the village which lies in smoldering ruins

***The Ruins of Ansippe***

* The village is destroyed – anything that can burn is burned, everything else has been knocked down
* There are bodies strewn about, most of them look to be freemen, most in rough cloth
  + However, there is one body that is dressed for war
    - Leather armor
    - A bronze spear
    - 68 bronze bits
* One of the smoldering buildings has a cellar, blocked by rubble
  + Inside, the bodies of a dozen people, dead of thirst? Or shadow?
  + They rise up and scramble out of their tomb with surprising speed
  + They are weak, but fast zombies
* One of the bodies is clutching at a skin, upon which is drawn a crude map leading into the hills
  + Where the refugees will be found
* Various predators and scavengers have moved in
  + Oooh… maybe a chance of a morghoul or two???
  + These would be feral and hostile
  + Could Andrick tame them?
    - On a super-high roll… unless he brought a morghoul, in which case it would be easier
* Or... maybe some fire spirits have been drawn to the blaze and are here restarting fires capriciously

***Gripol***

* Gripol is an enclave of former slaves, like the PCs
* They are in a similar situation, but less of them survived because the shadows managed to kill more of them in the final battle (they have only 1 unit), including most of the leader/hero types
* Their leader is Nienke and she is a skilled logger and carpenter
* Also knows Glassblowing and how to find sources of sand

***Parga***

* Parga is a group of three tribes who live in the outdoor portion of their former shadow stronghold
* There are three groups living here, none of which get along particularly well
  + Theyd – led by Kester
  + Dwarves – led by Albok
  + Humans – led by Cynna
* Each is looking for a way to gain advantage over the other two and expel them, or rule over them
* In the meantime, their lack of cooperation has led to them having built, or researched nothing. They are barely hanging on the brink of crisis
* They are currently deadlocked, but the arrival of Rigut (and soon the PCs) will change that, as each group tries to use the outsiders to gain support/advantage

***Rigut –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)
  + Currency (freemen all have this)
    - They use Bronze Bits as currency
  + Leatherworking
* 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