Location: U17 on the Yahoo Group map. By the River Reaching, on the east bank.

Proximity to Nearest Settlement: 50 miles downriver from Hill’s Edge, 80 miles upriver from Scornubel.

Population of Nearest Settlement: Hill’s Edge 6000 (winter) - 10000 (summer); Scornubel 12000 (winter) - 80000 (summer)

Nearby Features: Fey Crossroad (leads to as-yet undetermined corner of Cormanthor Woods or areas tehreabouts, I’m thinking of a one-way portal, the other guardian having faded into oblivion), River Reaching. Natural forested hills, no roads or proper paths leading to or from location.

Income Source(s): Rare herbs, refined herbal medical products. Idea is to be mostly self-sufficient save the setting-up phase, so making money is not a major concern.

Other Relevant Factors: Aim is to set up a kind of socialistic commune; everyone working together for common good, and seeks to disregard personal possessions. Matheus will teach Silvanus’s tenets to people, and train anyone who wants to as druids. He will provide healing and use his considerable spellcasting skills in setting up the community. Everyone who decides to join them is expected to do something useful for the community or at least study to pick up a trade and take their turn with the many menial tasks of a middle-aged village/hamlet.

Size (Stronghold Spaces): The community has no walls and real borders, rather independent buildings and gardens in relatively close proximity.

Description: There will be a good, stable dock large enough for three riverboats to tie in at the same time. At the shore, there will be a small open area (market square), leading visitors from the boats to a decent-sized tavern/communal kitchen/gathering place. A large common room for the people to gather for meals, company and crafting out of the rain, a good kitchen where food is cooked for the whole community based on turns. Upstairs, there are a couple of simple but clean rooms for hire, intended for travelers but when there are none, they can double-up as hospital rooms. The rest of the community will blend in with the forest; several halfling-styled multi-family underground hovels will be burrowed into the small hills, a couple tree houses (Robin Hood style) and a couple simple log cabins. If there are more people moving in, the community as a whole will participate in building more housing.

Matheus has his grove a little ways inland from the village, bordering on the Crossroads site, though he sleeps in one of the underground dwellings. He will embrace the “disregard material goods” philosophy, only keeping track of the few magical items he possesses. Everything else he has or later gains is free for everyone’s use.

Cost: TBD. A lot of the work will be done by Matheus himself (burrowing the underground dwellings, woodshaping trees to allow the building of the treetop houses, carrying heahy loads by summoned elementals, etc.. Wood is readily available, and Matheus can again use magic to help work it into needed shapes.

**Total staff (see in-house Leadership table): Matheus seeks volunteers, not servants. By the way, what kind of fame/reputation modifications does he get to the follower attraction table?**

 **The Renown feat would give him some bonuses with NPCs when in an urban setting, but would not affect his Leadership score in any way, particularly not in his wilderness dwelling. His Cha is 11 (+0), so his Leadership score right now is 9.**

He will go on a road trip to nearby towns and cities, “preaching” about Silvanus’ teachings, healing the injured and announces that all who wish to try living with the land instead of on the land’s expense are welcome to join and to learn. Housing will be provided, meals earned, prepared and enjoyed communally. Ridiculously good medical care will be provided by yours truly, druid apprentices will be especially made welcome. If you feel you have no future here, but have a useful trade and are willing to work for the common good, then hesitate no more.

But anyone caught trying to exploit the benefits or the kindness of the community will find Matheus’s size 47 boot wedged so deep in their backsides they can taste the leather, and that’s just the start of their problems.

His “Renown” feat will help here, inflating tales of his heroics, so people won’t just take him as some crakpot mystic. Well, not that many will.