



Krasten

A forest settlement



Nestled deep within the forest, the settlers of Krasten carved out a haven among the ancient trees. This settlement began when Baldrick Krasten arrived with his young family and felled the first trees that would become the foundation of the Krasten clan. Now an old man, Baldrick remains the leader of both the settlement and the clan that bear his name.

The relative isolation and security of the settlement attracted many who desired sanctuary from the horrors of the Blight and the great journey. Seven families live in the settlement now, two led by the sons of Bastien and the rest by men who pledged their loyalty and allegiance to clan Krasten.

Houses are constructed primarily of wood over stone footings, and the walls are lined with clay. There is a longhouse that functions as both the home of Baldrick Krasten and the social center of his clan and settlement. There are also six smaller houses, each occupied by a different family, a warehouse for storing crops and a small stable for the few horses and livestock that are kept in the settlement.

Daily Life:

Life revolves around farming and hunting for food, working together and supporting each other is the defining characteristic of the settlers of Krasten, they toil together to sow and harvest the lands and the hunting parties that venture into the forest are always comprised of young men from all the families. Hospitality is shown to strangers that pass by but they are always watched carefully during their stay.

Farming:

Portions of the forest surrounding the settlement have been cleared to make space for farming. Wheat is the main crop cultivated on Krasten and is used to make Bread and to trade with other settlements and merchants. Wheat is planted and cultivated for three years and on the fourth year Peas are sown instead to let the land recover. The grain obtained from the wheat has to be transported to one of the nearby enclaves to be processed at the mills and turned into flour for bread.

Hunting and Foraging:

The forest that surrounds Krasten is a constant source of meat and fruits for the settlers. Hunting parties are organized regularly and they are a social activity as much as a necessity, children go on hunts with their fathers and siblings and grow learning how to track animals and hunt with bow and arrow. Wild fruits, nuts, honey and even eggs are foraged from the forest by children and hunting parties.

The forests is home to a wide variety of small and large game ranging from rabbits, squirrels, deer and the occasional bear that sends the whole settlement into a hunting frenzy. Large animal carcasses are brought back to the settlement to be butchered and a feast and banquet is held in honor of the one who hunted the beast.

Threats:

While relatively isolated Krasten is not entirely safe from the depredation of the occasional brigand, the stray blight monster or star-spawn that wanders nearby or the yearly tribute demanded by Solasta and its guard. Until now Baldrick and his clan have managed to protect the settlement and pay their tributes on time.





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