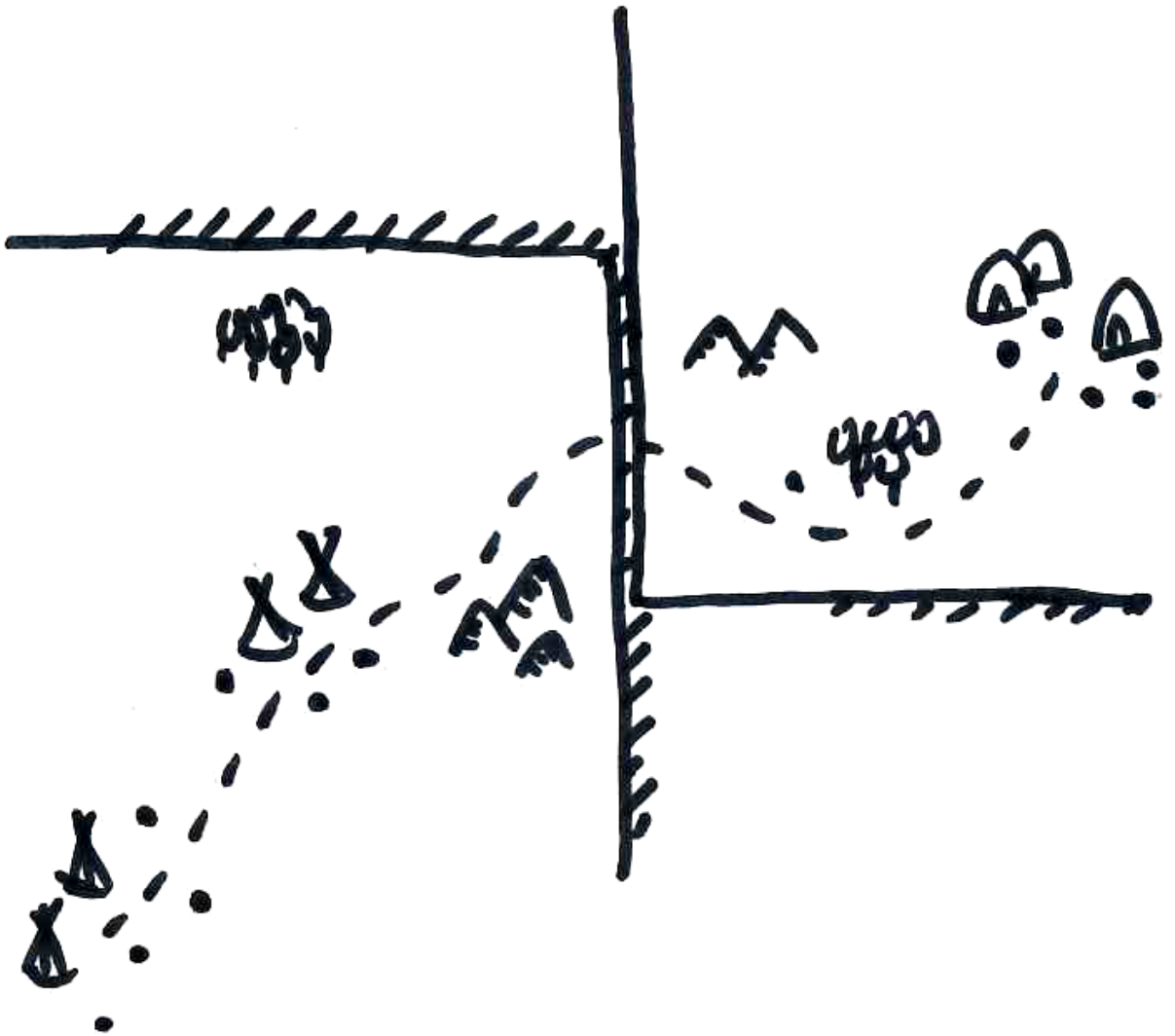


TERRA FABULA · CHAPTER 5

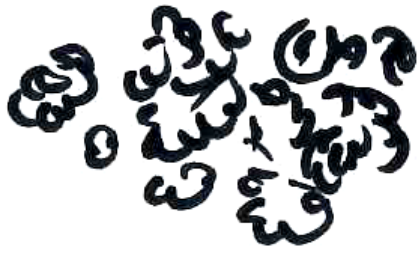
CONNECTION



STORYTELLER: _____

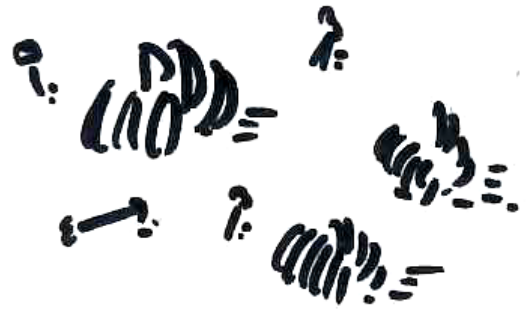
Choose one natural resource that is plentiful for your People, and one that is scarce.

Resources might be certain animals or plants (for food, clothes, or other reasons), fresh drinking water, a certain type of stone that can be sharpened and shaped – anything that the People use in their daily life.



FABRIC FROM
NATIVE PLANTS

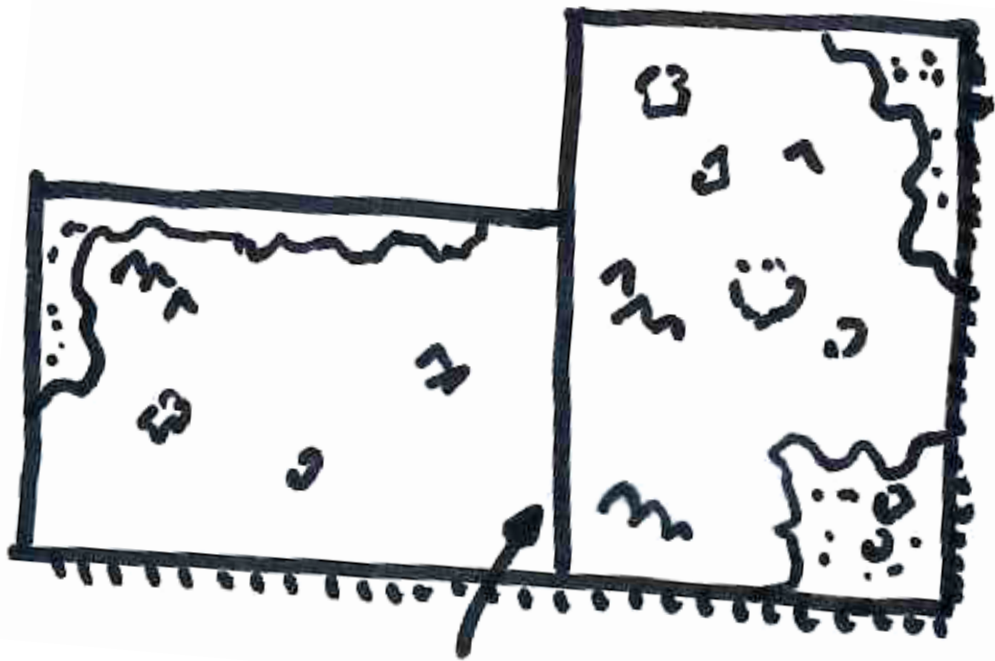
BONES FROM
ANIMAL REMAINS



OPALS FROM
DEEP CAVES

For whatever is plentiful, add one or more places to your map where the People find this resource.

Find a partner, and share the story of your People so far. Your two lands are next to one another. Agree on which parts of your maps join.



MAPS JOIN HERE

Next, each of you must decide what kind of relationship you want between the People of your land and your neighbours.

Choose a number from 1 to 3.

1. FRIENDSHIP AND COOPERATION

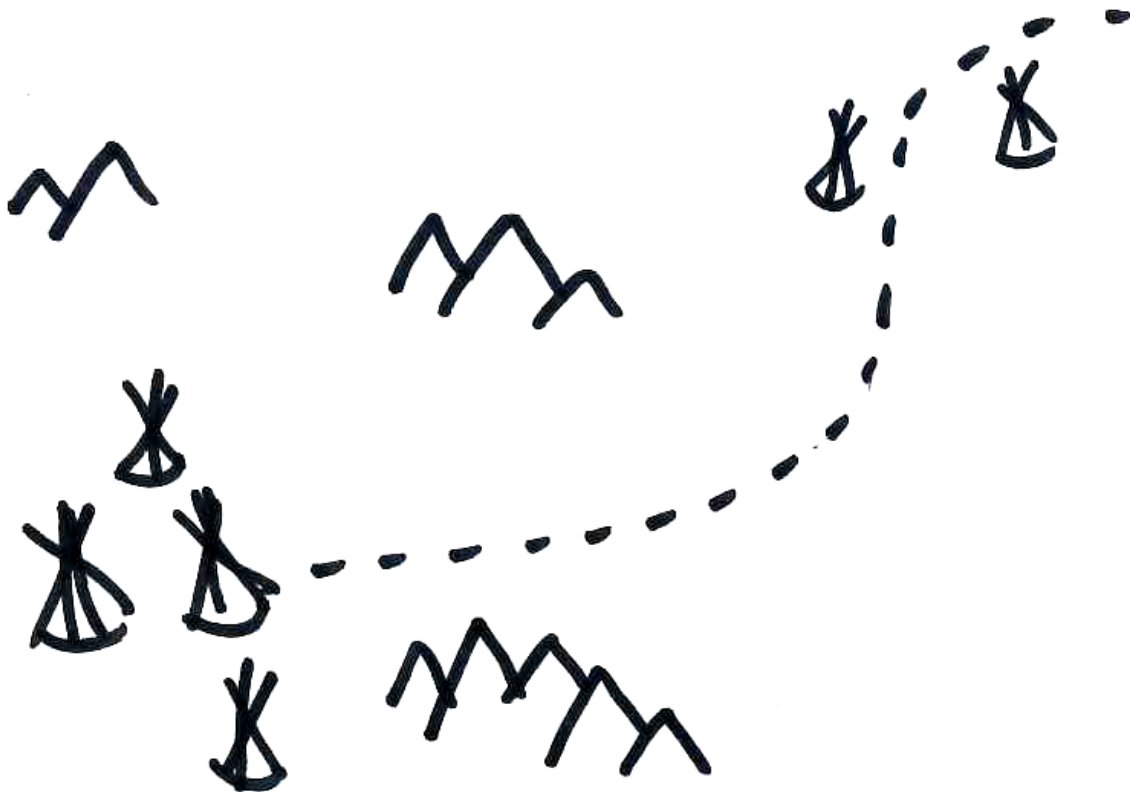
2. PEACE AND TRADING

3. SEPARATION AND WATCHFULNESS

The highest number that either of you chose will be how your People relate to one another. Find the page with that number and follow the instructions to update your maps.

1. FRIENDSHIP AND COOPERATION

Draw a path that joins your main cluster of buildings to theirs. Add some new buildings and People along the path.



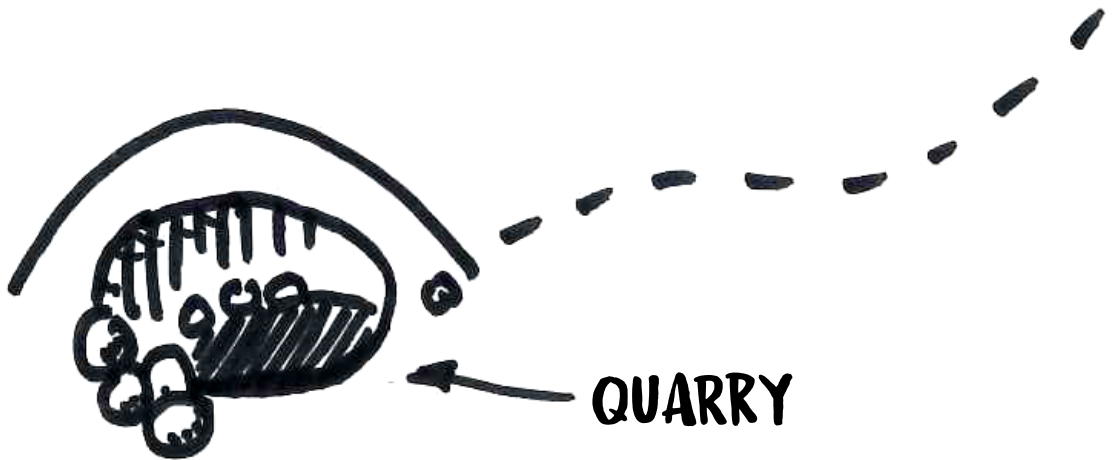
Create a shared resource of some kind close to the edge of the map.



It might be a farm, a ceremonial site, a fishing ground, anything for you both to use.

2. PEACE AND TRADING

Draw a path that joins your main cluster of buildings to theirs. Decide what resource they need that you have to trade.



Add something to your map so that your People have that resource, like a quarry for stone or a waterhole for fish.



Draw a marketplace to trade, near where your maps join.

3. SEPARATION AND WATCHFULNESS

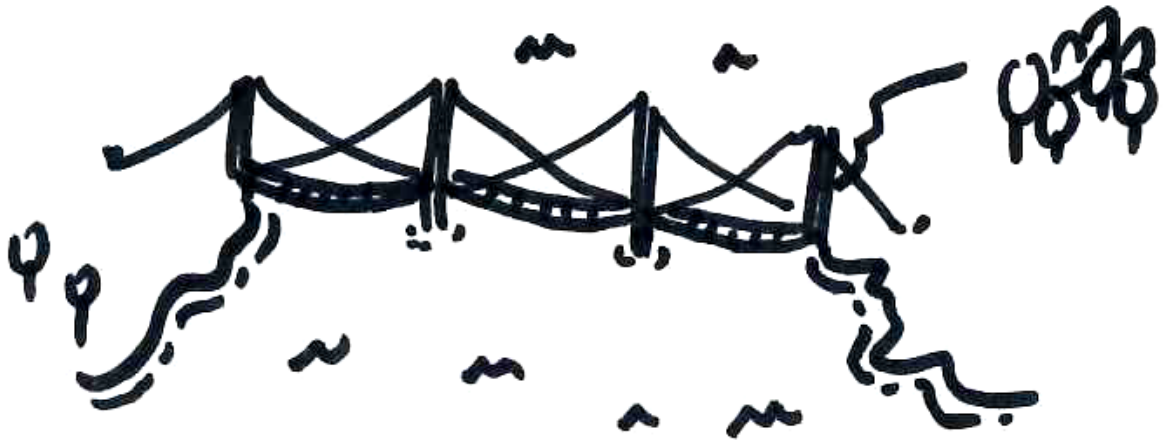
Draw a path that goes part way from your main cluster of buildings to theirs – but not all the way.



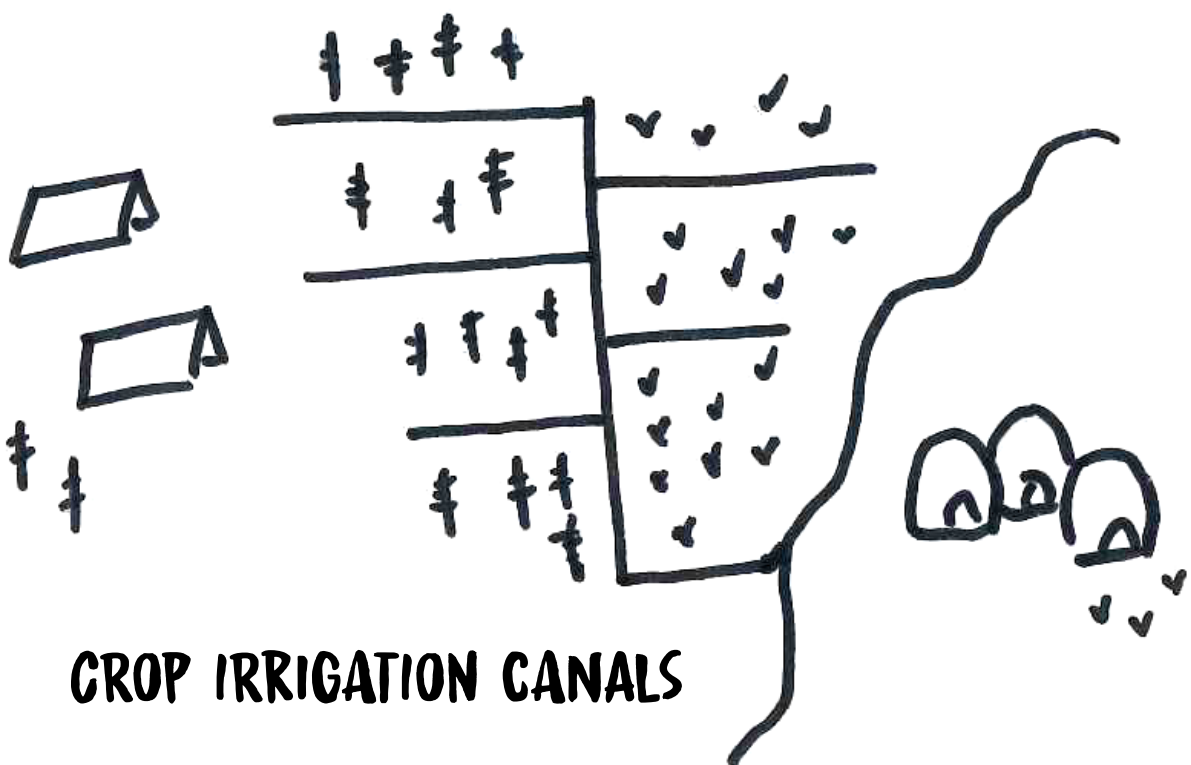
At the end of your path draw a building which serves as a watch house. Place one or two new People here. You may want to build a wall or some other sort of defensive structure.



What other projects do your People work on, by themselves or with other communities?



ENGINEERED BRIDGES



CROP IRRIGATION CANALS