

Prevent-ED Storyline

(Make it interactive, make sure that the participant is following the story, understanding the steps and locating important landmarks on the map. Emphasize that they do not need to remember the storyline – their role is to give directions - and they should not hesitate to ask any questions about it throughout.)

For weeks, we have been sailing from the East, thrilled by the abundance that this extraordinary Northern isle may offer. I have heard many stories about the great riches of the Chuain Clan, residing in Chuain village. *This will be our endmost trading spot; can you see it? (Indicate north-east position if necessary).*

However, after hours spent delving into prior traders' diaries, I suspect - I am almost certain - that barterers here work in ways unlike ours. As far as I know, the North bears highly skilful artisans and craftspeople, who shall not accept our meaningless coins as payment. To begin with, the Chuain Clan, always wish for fine silks, warm felted wool, strong nettle twine and other natural fibres, traditionally handcrafted in Brodgar Town (*can you see it?*). Likewise, Brodgar's artisans will only exchange their textiles for pliable cooper and bronze, as well as hard-wrought iron, which have always been forged at the Dunnattor Castle's Smithy (*can you see the castle?*). As you can see, this land's trading network values expertise skills and heritage, thus we, too, must abide by these customs. There is, however, one thing we can do for ourselves: if, with the help of our travelling companions, we collect enough wood from the Fae Forest, we should be able to exchange it for metals at Dunnattor Castle (*can you see the forest?*).

In a nutshell, the Fae Forest, Dunnattor Castle and Brodgar Town are three inescapable visits before getting to Chuain Village. Aside from those, there are a few other things I can remember from the diaries.

First, some of the main pathways and crossings might require a passing tribute. Most traders mention minerals as the easiest way to get through them. Minerals, such as Cairngorm crystal (smoky quartz) and modest amethysts, can be found, in tiny pieces, in loch banks. Just in case, we must remember this and gather some when we come near a loch. There are three lochs that I know of: Loch Brae, Loch Klavee and Loch Ronnach (*can you see them?*).

Second, lore superstitions encourage travellers to visit Fhinn's Shrine and The Mighty Eagle's Yew, presenting respect and offerings, so that future ventures are smooth and fortunate (*e.g. are you superstitious?*). Further legends and spells locate hidden treasures in Aonaran Hollow and the Auld Cairn, places whose significance and matter would be up for us to decide, should we choose to visit them.

And... joys of navigating an island, we could collect seafood when we dock, as well as when we head back to our land. Furthermore, we should try our luck at fishing, once we get our hands on a couple of high-quality fishing nets knitted at Brodgar. Bountiful fish is commonly reported around most coastal spots, such as the Nuggle Cliff, the Deer's Head, the Boobrie's Light, the Selkie Bay, the Clachan Sands, Bruadar Cliff and Gneiss Cove. Plenty for us to train our skill and reward it with fresh fish!

But for now, let's get on land. As you are able to see, it is possible to dock either at Bruadar Cliff, Clachan Sands or Boobrie's Light. Boobrie's might be more convenient to begin with, since we are first heading for the Fae Forest. However, the ocean around a lighthouse is always unpredictable, and we should also be wary of raiders, who might be waiting for trading ships in Selkie Bay. Bruadar Cliff would not be the easiest either, although I have heard about a stone staircase, carved basalt, which ascends towards the foot of the holy sites. Now, off we go! It is up to us to decide together the best possible way around this isle of intricacies.