**Springtime in Anthis**

Village Status

* 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
* Technology:
  + On Board:
    - Bowing and Fletching
    - Item Lore
    - Animal Husbandry
  + Implemented: None

Ongoing Threads

* You have a carved club with a metal head (artifact?)
* Rivka – Learn the burial rituals of the Lantern Gods
* Who are the Freemen?
* Ogre is still near the enclave and is dangerous

Dogs vs. Morghouls

* We can put animal husbandry on the board due to the outstanding and unlikely task of taming the wild wolves
* However, the wolves and the morghouls do not get along
  + They need to be kept apart or they get violent with each other
  + Nothing really seems to have worked
    - Training attempts to get the two species to live together will require an animal lore test DL 20
  + There will be an incident with Oyun, the wolves and the morghouls where they will be snarling and snapping at each other – and turns to violence
    - Oyun and Andrick will likely have to intervene

Love in The Air

* As the weather turns the citizens are enjoying their first spring of sun and freedom
* PCs notice that many of the young adult members of the enclave have become preoccupied with the opposite sex
* The morning exercises of the warriors have started to draw small crowds of admiring onlookers
* Rivka notices several male admirers hanging around the shrine chatting up Wren
  + Wren sheepishly asks Rivka… if she’s ever kissed
  + Wren hasn’t and she is somewhat overwhelmed by the new attention she seems to be getting
* On the other hand, Vasilios has not been receptive to Rivka’s flirting
  + But he has been exercising quite a bit in the yard with the warriors and the hunters
* In general, many of the working folk are preoccupied and less is getting done
  + Get all of the enclave administrators and have them test
  + Success means that effective policies and oversight is in place to keep everyone working
  + Fail means -1 CH for the next 2 months

Timon Gets Back Into The Workforce

* One morning as Timon and Varaa are having breakfast, Timon talks about wanting to “get back into the fields and work”
  + He is tired of managing things from the sidelines and he is getting back to work

Grumn and The Boys

* Haber comes across Grumn being accosted by some young boys who are yelling and tossing rocks at him
* Allow Haber to chase the boys off
* Grumn is quite upset… and he goes to the ground scrambling to pick up the herbs he was collecting for Haber
  + He is upset that Haber has been gone so long/often and so he brought some gifts
  + He has 6 bundles of his newly named Haberweed (allows someone to ignore a -1 penalty for up to 2 hours)
  + Also, he wants Haber to schedule some time with him for an “experiment”
  + Haber will have to think of something to do with Grumn

The Snake Speaks

* Varaa is surprised by a scream in the fields
* When he investigates, he spots a couple of the younger kids helping in the fields, cowering against a fence
  + They are cornered by a large viper
* Varaa should easily be able to fix this with his magic – hopefully speaking to the snake
* If he does so, the snake will pass on a message, from the “Shadow on the Hill”
  + She requests a visit

Visiting Calistae

* There might be more here, but for now, Calistae intends to
  + Provide two new rumors for the board
  + Give the characters the Glass Blowing tech
  + Tell the characters about her secret sanctum that contains her creation tools
    - This place is far to the NE and would require a special journey as none of the hexes are surveyed