

Meeting minutes for Day of the Huntress, days 4 and 10 of the month Charlatos in the year 5111
Members in Attendance: Kizalia, Ranpalandil, Kysari, Landrat, Rasti, Kysari, Aisalt, Tykeara on the amulet.

Guests and Prospective Members: Ohnus

Exciting news from Alyias regarding house Annexes:

Effective immediately, we're going to change up how annexes can be improved upon somewhat. In the past, annexes have not been allowed to expand, and had to be in the central "annex building" that was located in each town. Effective immediately, I'm going to allow annexes to be built up to five rooms, and to have a portal that can be placed in any room in the realm that you desire, either in-town or out. So, for example, if you wanted to upgrade your annex in Solhaven from the warehouse to something more snazzy, you can place "a small,stone,tower" as your annex and place it somewhere within the realm of Solhaven. Note that the room and portal choice are bound by appropriate design, and that the location must be approved by the town guru...so no putting a bright pink bunny shaped building in the middle of Ta'Vaalor.

Doing so will move your annex from the location it's already in, as each house can only still have one annex in each town. This option, however, will allow you to customize your annex to your house needs, and allow you to place it in a location that makes more sense to you. Any and all upgrades of this ilk will be paid for by IP points, as set forth in the document. Your existing two rooms will be considered existing rooms, so if you wish to just do a 2 room annex, it would cost you 8 IP (4 for redesigning each room, the portal cost is free). Adding rooms on top of that will incur the normal 6 IP per room cost. Again, all the costs are listed in the IP document.

Any such additions/modifications to the annexes would fall under normal Quarterly report under a Building & Maintenance request.

GM Alyias recently awarded each of the houses with the maximum amount of Influence points for the last two quarters due to limited House Controller availability. This brought Willow Hall to 90 IPs accrued, which equals three years worth of points. At our Zul Logoth meeting, Ranpalandil led a discussion of how to spend them.

Ranpalandil says, "We should have a design contest, and vote on the annexes to upgrade."

Kizalia says, "I vote for a tree house in Illistim." "Down by Sylvarraend would be great." "That's my favorite place in the Nations."

Speaking to Kizalia, Ranpalandil asks, "The corner where the road head to Sylvarraend from the Whislars pass road?"

Kizalia says, "Oh yes, that's a perfect spot."

Landrat darkly says, "I agrees." "Dat be de place fer it."

Ranpalandil says, "I think we should try to get out of town for most of our annexes if they let us."

The meeting on the 4th of the month was held in our Zul Logoth annex where, sadly, there was no new food cart available. Just one strangely luminescent toadstool that our brave members were loathe to taste. Ranpalandil sent a letter to Alyias and hopefully we will have food there soon.

Ranpalandil says, "Then we get to choose two food items to put in a pantry that will be shared by all the houses at each annex. We can choose the same two items for each annex or we can pick different ones for different places." "Rasti has suggested a flagon of willow bark tea and some dried nuts and fruits." "I think that sounds fine. Is everyone ok with that and shall we use those

same two at all the annexes?"

It was agreed by all members present to contribute the willow bark tea and dried fruits and nuts to the shared pantry.

Rasti reported the following:

Rasti says, "I will report that Erelad did deposit 100,000 silvers by way of a donation." "And that our CHE GM has graced that Hall with 14 IPs." "We have more silver than I care to comment on." "And more IPs than any other house in the Lands I wager."

Talks then moved on to our new prize closets:

Ranpalandil says, "We can get 10 prize closet items created for 2 influence points. So I would like us to come up with 9 more items for the prize closet by the end of this month." "Rasti designed a very nice bow for our prize closet!"

If you would like to design something for our prize closet, please contact the officers with your ideas using the following guidelines from Alyias:

As part of their prize lists, CHEs are able to request normal shop quality unscripted items and items up to 4X in unlimited quantity for their prize closets. Groups may also request certain scripted items in unlimited quantity, providing they are normal shop quality and the GM who owns the script has approved it.

Rasti is currently working on a skinning knife and foraging sack in addition to his bow. Landrat is working on a fishing pole and possibly fishing gear, Kizalia designed a map case and Aisalt is working on a pink thrak toy with possible scripts.

Ranpalandil says, "Cairnfang Manor is looking into becoming a house. Someone from Cairnfang will join us for our meeting in Solhaven on the 18th to talking us about endorsing their application."

Alyias has updated the engraver's shop in the Landing to include our new Coat of arms:

The engraver has been updated to allow for a third engraving option that will allow you to show the new CHE images as your crest:

Usage:

ENGRAVE {shield} ASCII - Add your House's coat of arms to {shield} in ASCII art form

ENGRAVE {shield} TEXT - Add your House's coat of arms to {shield} in text form

ENGRAVE {shield} IMAGE - Add your House's coat of arms to {shield} in image form

Please note that this is only available to those houses that have set up a crest, and that you must have your portraits flag set on to see the image, and others that you show it to will have to have their portraits flag set on to see it as well. If the portrait flag is not set, it will default to the text version of the crest.

Also of note, a new house dues system was put into effect. If a member falls behind on their dues for three months, they will be restricted from member only areas of the house. As Willow Hall does not currently have a dues system set up, this will not affect us at this time.

Reminder: Next week's meeting is in Solhaven, with a guest speaker from Cairnfang Manor.

Submitted,

Anta Eirestor

Scroll Keeper