

You have heard of an influx of “Grimmelkint” Spring boggarts into Imperial territories, which are taking a special interest in forests. You may have even encountered one of these strange creatures yourself, either in your forest or on the road to Anvil. They are humanoid, with growths of bark, flowers or fungus on their faces, and seem to want to eat the natural materials produced by forests.

Attempts to simply kill these strange creatures have been unsuccessful, leaving the attacker feeling unwell, and another boggart soon cropping up in its place.

For the moment they are just a nuisance, but left alone they may begin to affect the production of forests in Imperial territories - including yours!

You also know - either from personal experience, or second-hand from someone else - that they are somewhat more likely to heed the words of someone with visible briar trappings. For example, a mountebank from Holberg has set up a lucrative trade offering Twilight Masquerade enchantments to local forester guilds.

It’s not quite enough to get the boggarts under control, but it’s a start...

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**The above is an OOC document that you should not take into play. Feel free to make any notes about what your character knows instead.**