

**"All things die. Without Greenth, Spirits would fester and suffer."
Book of Greenth, Muune Koan 12**

As I returned from assisting Mother Dana, I encountered the party headed toward Keysham – Witch Hunter Cavill, Paladin Sir Pending and the two wood elves Ithryll and Inana. We found Keysham locked down – large heavy palisades closed to visitors except a band of adventurers called "the Slug Slayers" – the locals held this party in high regard. Cavill argued with the residents about entering for supplies but we were denied until the roaming monster was put down – Keysham's residents offering a variety of descriptions and directions for us to check.

One repeated location was Ken's Farm, so we prepared to head that way.

As we left we found a warrior in a heavy guard outfit, naming herself as Lissa Thorpe, also trying to gain entrance to Keysham.



We travelled toward Ken's Farm and found the farmhouse also locked up tight, refuse scattered across the area and claw marks in the heavy doors. While Cavill and myself attempted to persuade Ken to give us more information, the rest of the party investigated the area

Lissa, with a guard's uncanny ability to find trouble, disturbed a scrap pile and enraged a concealed monster – a hybrid of Bear and cockerel!



Ithryll in a remarkable shot, threw an enchanted acorn at the beast, turning it into stone!

Both Cavill and Ithryll were able to sense magical corruption in the air, so we headed deeper into the woods

We found a clearing occupied by two massive grotesque maggots, both disgorging "smaller" monstrous maggots



Sir Pending, with his usual show of immense force, slammed into one of the creatures, causing it to explode in a burst of gore, acid and maggots

While several slithered toward Lissa, Ithryll burst several with arcane magics, and Cavill showing us how a Monster Hunter works with magical flames and powerful swings of his great-blade, slaying the other monster and the swarm



With the corruption heavy in the air and these massive monsters we knew we were on the right track and headed further into the woods and noticed how the foliage got sicker and more unnatural as we ventured.

We ended up in a clearing that was truly unnerving – the trees covered in eyes and human-esk limbs, each moving of their own volition.

It was here we found a slew of strange creatures – a half man, half scorpion, a short armoured monster with a flaming skull for a face and several mutated people and animals



As we advanced, Inana loosed a remarkable shot into the man-scorpion, a well-aimed shot leaving it limping and flailing ineffectually on the floor for Lissa to finish off.

The armoured mutant sprinted into conflict with Cavill while a giant hell-spawned creature swung several arms at Sir Pending.

Ithryll's quick reflex saw a fish-creature swallow one more of her magic acorns and turning to stone

We fought back, Cavill showed amazing technique – While Sir Pending and Lissa were resolute in blocking blows, Cavill's blade barely stopped moving as he slew the armoured mutant and the giant creature as the Elves each accounted for mutants and Sir Pending's massive flail smashing abominations to pieces.



We found in the centre of the clearing a chunk of Witchstone stuffed into a glass jar and partially buried – no doubt a foolish adventurer disposing of inconvenient magic. Thankfully Cavill knew of this wyrd stone and we were able to store it in an iron cage and set about purifying and salting the area.



Cavill was sure to remove heads or similarly appropriate body parts from these creatures – I know Sir Pending ensured the rest of the carcasses were burnt, we often disagree on the care of the dead but such abominations are out of Grenth's care and best dealt with to leave no traces.

We returned to Ken's farm to let them know of our success before we returned to Keysham.

As with before, the residents were somewhat slow-witted and obtuse to deal with, but they have an impressive graveyard filled with interesting mausoleums and tombs. Meeting with Cavill in the local tavern "the Slug Slayers Rest" we were met with a massive illustration of these adventurers, most notable was the cleric Veronica who we know from running the Temple of Minerva...