

Life and Death. A careful balance over which Lord Grenth presides. It is us who guard this balance **Book of Grenth, Muune Koan 5**

During our travels to Keysham we heard tales of unnatural movements in the Crypts belonging to the House Hanan.

I was joined by Monster Hunter Cavill, always eager to investigate foulness, Sir Pending whose teachings also wish to halt fouling of The Dead.

Ithryll joined us, accompanied by a brownie, as did Vasha – the Khet's keen senses a boon in the musty crypt.

Thankfully sister Veronica penned us a letter of recommendation allowing us easier access to the town where her Slug Slayers were held in high esteem.

As we passed through the overgrown cemetery Cavill remarked on it's state.

I couldn't help but pause, full of sorrow, how could I explain at the height of the order's power there would be a pair of Grenth's Followers in every graveyard? A Cleric of Life in white and a Cleric of Death in black tending to the plots and the restful dead within.

Regardless, we ventured into the Hanan Crypts – met by an imposing statue of a female warrior and sickened by a grumble of massive maggots milling about the vestibule. Between Ithryll's hail of thorns, Vasha's arrow work and Sir Pending's armoured form we made short work of them.



An adjoining chamber was investigated by Vasha, revealing more maggots and a pair of zombies.

While my prayers to Grenth allowed me to hold the restless dead, Vasha and Sir Pending were able to return them to peace, albeit with slightly more fire than I would have liked but Sir Pending's order and my own differ in this and his noble mannerisms enough for me to withhold comment

We followed Ithryll further into the crypts and encountered more zombies – Grenth's power holding them fast while each of my companions accounted for a zombie.

As we followed the badly run-down corridor we encountered a pair of demons made from rotting flesh.

Ithryll threw a glass bottle containing a demon – a terrible bone demon that hammered into the foremost plaguebringer, allowing Cavill to reduce the beast into a pile of rotting meat.



While the pair of demons fought violently, Ithryll's brownie dipped his toothpick into her red spider venom and flailed ineffectually.

Ithryll followed up by hitting the pair with a massive blast of witchfire, reducing both to fragments.

Cavill led the party onwards, finding a junction with a pair of small plague demons singing and dancing.



As he moved forward to attack, Ithryll and myself pushed onwards and found an alcove overrun with more maggots – we fended them off while Cavill and Vasha advanced on the tiny demons.



Cavill slew the pair in a single strike and drew the attention of a heavily armoured warrior. Vasha's bow skills were on point however and she burst the armoured behemoth in a single strike – bursting it's head like an overripe melon.



Sir Pending explored onwards and entered a massive room, an ornate tomb in the centre flanked by plague demons and corrupted warriors in armour



As Sir Pending advanced, one of the demons pulled a chain and dropped the portcullis, separating the Paladin from us!
While Sir Pending fought with the tenacity and valour of his order, the mob managed to overcome him!
Thankfully Ithryll managed to work out the code to the door and allow us access to the room



Ithryll and Cavill pushed forward into the unholy monsters while Vasha fired arrows through the iron bars on the other side of the room



As soon as we began to push back against the demons, Ithryll managed to transport herself onto the top of the sarcophagus to throw magic into the foes.

As we cleared the room, I was able to come to Sir Pending's aid and Lord Grneth returned his spirit to us in time to finish up the melee

While the party checked the rest of the crypts for any more foes, Ithryll used her magic and my own holy water to clear up a symbol of corruption in the room as I tended to the large sarcophagus – containing Sir Percival Hanan. Distressingly, a square had been cut from his funeral shroud, no doubt for fell magics.



Regardless, we were able to secure the crypts and able to return to the officials.

As we return to Grand Sulis I am distressed by this venture – I should ask investigate the usage of a Paladin's Death Shroud.

Mother Dana may also know of world-weary followers of Grenth able to tend to Keysham's crypts or at least travel there regularly from our site at Grand Sulis...