Hello Again,
This Moon we dealt with many problems, so pardon me if this message is long.

First on the agenda was the fact that many travelers have reported being killed by a group on the main road. A set of travelers we passed had been about to get robbed, when they along with the bandits were killed. The traveler said they thought it was Devouring death. They were all in the same place, so I'm not sure how they were healed. My personal theory is that it was a passerby with Resurrection, but they all seemed to be up near the same time, so Freebirth is more likely. Next we came upon some Fey. Apparently last Moon one of my fellow adventurers had killed a fairy, and we were already on poor terms with the fair folk. The fey told us that whoever killed the fey had to willingly sacrifice themself, and the rest of us had to hunt hags. Next we encountered the ones responsible for the dead, promptly got put in our place, were resurrected, and chose to continue the pursuit. I believe we had another encounter, but it was not relevant enough to stick in my memory. A while later we came upon a pile of corpses. My party member with levels in priest said they seemed to have been sacrifices, and our spirit caller detected no spirit, but without any trace of Moriganti, they must have wisped. It seemed to one of us, I forget who, as it was a very long Moon, that this was a very Devouring Death thing to do, though there was no temple to any death nearby. We then encountered the supposed followers of the Devouring Death again, and were once more shown we were not the region's most powerful fighters, and this time we were close enough to Syenon that the guards sent someone to Freebirth us, as well as some backup to chase down the culprits. One party member had had enough and left, but we got backup from the city guard and so were finally able to capture the crooks.

Next we went on a fear-of-fey induced mission to kill some of the hundreds of hags swarming the city. This is fairly normal for all hallows. OTW we encountered a follower of the fated death who said that she went where death was fated to be. We reeked of death, but it

made sense since we were on a mission to kill hags. The worrying part is that she said Syenon was practically sending a beacon out into the sky. More on that later. We ended up killing about 200 hags, though we were knocked out once in between. I myself got 36.

Some time later we went to investigate a farmer whose field had been taken over by a high fey. They said that our laws had trapped some of their fairies, so they took over the field, but our innkeep said it didn't add up just right. We also made a deal with the fey that our innkeep seemed displeased about to say the least. Partway through the high fey stopped, looked toward Coravane and more importantly Syenon, and said that we are in danger. Not here, but others, in cities.

Those were all the missions I went on, but my allies went on a few missions related to subduing the Illianor Mafia. A high level mafia ringleader escaped Illianor custody, and apparently they found him, chased him, and were all either killed or knocked out. I would assume he got away. The last mission this Moon was taking back a warehouse that the mafia had taken over. Apparently they were easily subdued, and in a side room the party found a large stone slate that was well cleaned and very nice that seemed to be a shrine to a god, but they weren't sure what god. When they returned our innkeepers had some disturbing news: In Syenon the Moriganti weapons had started killing people of their own accord. Almost as though they were sentient, but not quite. All our Moriganti weapons are now locked up just in case.
-Wandering Fog