

Raziel, Keeper of the Echoes of Wisdom,

I write to you on a matter of some urgency. I trust to the reputation of your business not only as a bastion against those who would wish us harm, but also as a stalwart defence against the spirits of the unquiet dead.

My chapter of Hesiath's Grove is a place of quiet contemplation, our chapterhouse a large wooden compound recently constructed in the midst of a particularly fruitful copse of fruit trees. It is a particular wonder that the fecundity of Spring magic leads to such bountiful and fertile environs; together did we found this place as a new place of Prosperity within the new wilderness of our home territory, cleansed of the Druj infestation.

Yet the Druj left some legacies behind, as our Unconquered, Lydia, discovered of late. In a thick knot of overgrown woods not far from our orchards lies an unnatural edifice - one of the so-named "miasma pillars" that used to stand twenty-a-ring across Reikos. I know not what foul acts the Druj committed there, but the area, a cloying haze of fear and dread, is now a harbour for ghosts. These lost spirits appear to be our own kith and kin, savagely murdered during the fall of Reikos, now content with naught but terrorising any living that draw near.

At first, we were content to merely give the cursed location a wide berth, but it has become clear that the ghosts, perhaps emboldened by the aura of despair, are beginning to roam further afield. As the evenings draw in and we look to celebrate our Day of the Dead, we fear an intrusion at the worst possible moment. We are too few in number, and too scarce in liao, to mount a reasonable resistance to this threat - and so, Raziel, we look to you for any aid you can spare.

I have spoken with Escon, and together we have determined that the Sentinel Gate shall offer the folk of Anwil an opportunity to travel directly to the miasma pillar around the **ninth hour of the Friday evening** at the upcoming summit. I am assured that eight Courageous souls could travel through it, to the woods near **Hesiath's Grove in Haros, Reikos**, and perhaps deal with this threat. At the very least, perhaps you could use some of your signature bells and chimes to drive the dead from the area - but you would be Wisely counselled to ensure you are given sufficient anointings to resist the dread pall of the miasmatic aura.

Perhaps, if sufficiently Wise magicians can be located, you could even turn the power of the Chimes of Annulment against the pillar, and break its effects for good? Perhaps you can find exorcists willing to not only drive the spirits away, but return them to the Labyrinth? But I know better than to subscribe to the allure of hope. Alas, we have many preparations to take care of before the light of Saturday draws to a close, but Escon should be receptive to your questions, if questions you have.

In Prosperity,

Elon of Hesiath's Grove