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## Magical Beast Captured

### Mind-Controlled Victims Undergoing Treatment

A strange multi-headed feline monster with horrific mind-controlling abilities was recently discovered in the forest near West Haven. The monster must have arrived and set up a lair recently, as its presence was noticed when a series of people began going missing in the region with no bodies or signs of violence found. It is theorized that the monster exerts a kind of hypnotic control over its victims, allowing it to ambush lone travelers without a struggle and bring them back to its lair.

As the Song of One are the most familiar with the layout of the forest from their logging operations, they were able to track down the beast's lair and recruit a group of adventurers to root it out. At great risk to themselves, these adventurers were able to subdue the three humans and one elf that were being compelled to defend the monster, and then strike down the monster itself. Sadly, it appears that the beast may already have devoured several other people, as fresh bones were found in the lair. The four surviving victims were captured without serious injury and are undergoing treatment at the Healing Song. Now that the beast's influence has been removed, the Song of One are optimistic that the patients will make a full recovery.

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## Undead Attack!

For the first time in months, West Haven came under direct attack as a major force of undead moved into the area and launched an assault through the mouth of the valley. As loathsome as goblins may be, one fringe benefit of having goblins as the most common enemy in the area is that goblins are generally afraid enough not to attack a fortified and well-defended town, choosing instead to raid isolated locations, travelers, and other easier targets. The undead have no such fear, and sent literally hundreds of skeletons and zombies marching against the town's defenses.

Of course, the confidence of whatever intelligent undead were directing the attack was sorely misplaced! Between the Blades forces, the fortifications in the valley, and various adventurers whittling down the undead ranks a dozen at a time, the attacking force didn't get far before being exterminated to the last scrap of bone.

Reports indicate that at least two very powerful undead were located in the area. With information from the Lost, they were both weakened

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## Rat Infestation Reported

Residents of West Haven have reported a sudden increase in sightings of rats in recent weeks. Traps set up around all food storage areas have stemmed the tide to some extent. Out of concern for the less fortunate among us who are unable to protect their homes from vermin, the Thankless Shields have been attempting to track down the source of this problem. Already, at least one infestation of giant rats (some of them carrying disease) in a cave not far from town has been exterminated. Where the increased rat population came from and why the rats migrated here remains a mystery.

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## Confusion about Goblin raid

In a turn of events that comes as a surprise to absolutely no one, there has been some confusion and spirited words coming from the barracks over the past two weeks. As we know, a group of Blades was sent to clear out a location held by goblins, and returned victorious. An immediate celebration was called at which the group responsible for the victory claimed they had defeated TWO goblin tribes, complete with chiefs, instead of just one. The Blades that went swear the camp was in fact home to two separate clans that seemed to be living together, although few believe the story.

When asked for comment, Gordon Lockhome (who holds the current record for slain goblin chiefs) said this; "I can understand the lads trying to squeeze in on my record, might even call it a spirited joke were it not such an obvious lie. Goblins never work together. Never have, never will." When asked about the Great War, Gordon corrected himself with "That's what I mean. Never, 'cept then."

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## Stone Elemental Trouble

The presence of Stone Elemental creatures in the West Haven mine continues to be a problem. For the second time in as many months, more elementals returned to previously cleared tunnels, requiring the Song of One to once again recruit armed assistance to push them back.

Unfortunately, this persistent presence suggests that there is something deeper in the area that the elementals are protecting – it could be anything from a node, portal, or other source of power to an artifact or creature that they consider important. As this mine is an extremely useful source of materials, for the moment we have little choice but to keep pushing the elementals back far

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## Bounty!

\* To combat the infestation of filthy Goblin vermin in the area, the Thoughtless Blades are pleased to offer a BOUNTY of 5 silver pieces and 1 influence for every 5 Goblin ears turned in. (Left ears only, please.)

\* The Thankless Shields are in search of "Lady's Wort", a flowering plant that blooms at this time of year and has useful medicinal properties. A reward of 1 Shields influence is offered per plant turned in.