

H.A.L.L.O.W.ed Knights Adventure Journal

Real World Date: 03 August, 2014

Game World Date: Jularva 10th

Synopsis written by: Rascal

As the party continued down the road I noticed Hoo fly up next to Scott and say “Why did you get mad, I thought we had to move fast and didn't have time to deal with them?” Scott turned to Hoo, “You never, never attack an unarmed opponent who has surrendered. What you did out there dishonored the entire party.” I turned away, but kept an ear turned to the conversation, laughing when I heard Julianne pipe up with “yea! I mean, he just attacked me without warning. We were supposed to be dueling and I didn't even get to say en-guard!”

At high noon we came upon the danger our dueling-captive had hinted at. I heard a rumble and looked to the right to see rocks pouring down the hillside. Hoo then hollered out “There are humanoids creating an avalanche! Get the cart off the road and move!” While I didn't understand how a rockslide included an avalanche I ducked behind Scott as he tried to shield Harka and I from the rocks and Azura turned the cart to race down the grassy hillside. Azura apparently found a rock ledge to hide the cart behind, though I didn't notice until he jumped the cart over a small ledge and made a couple of sharp turns to slam the cart up against the ledge. With the turn Scott and Harka lost their balance and got thrown out of the cart. As the cart came to a slamming stop I lunged over the side of the cart and tumbled underneath it. As Scott and Harka scrambled towards the underside of the cart as well the rocks roared closer. I noticed a grinding sound as everyone but Arco jumped under the cart and a rock ledge appeared over the cart as boulders barreled out around us, breaking the edge of the rock ledge off to smash down right in front of us.

We started drawing weapons and moved out into the rocky areas once the rocks stopped coming down towards us and saw some ogres up on a ledge duck behind a rock wall. As those of us who preferred melee combat started scrambling over the rocks towards the ledge Hoo flew forward and Azura rode the chair over the rocks until they were at the wall. Before they got there I saw a volley of arrows that must have come from Enola pelt over the wall where one of the Ogres had been. As I kept scrambling over the rocks I saw Azura smash his hammer into something and dodge a couple of trees that the Ogres must have been using as clubs. A fireball exploded behind them and Azura rocked back a bit, probably with singed eyebrows. Then I saw Hoo appear to unload his fists upon one of them before Azura called down that the last Ogre had surrendered. Harka apparently hid beneath the cart eating a biscuit until Arco asked for his help in clearing the rocks away from the cart. That guy may actually survive to get back to Whillip.

As I was headed back to the cart Hoo picked me up on his carpet and dropped me off outside the area covered by the rockslide. I then watched as Azura carried the cart on the chair over to me and then he and Hoo moved the rest of the party one by one out of the rubble. We continued down the road, the three who Scott hadn't been able to cast Enduring Elements on were looking rough and I shook my head. I turned to Azura, “Don't you have an aura that can heal everyone, maybe keep the effort of getting over the heat from being a burden?” Azura perked up and seemed to hit himself in the head before I felt the cooling effect of his healing aura. We all continued in relative camaraderie until we came up on a cart with an odd make-up. There was a Troll driving the cart, which had the back open and covered with metal bars. There were a couple of Humans and an Ogre in the back of the cart and the cart was being pulled by a triceratops.

As we drew up alongside the cart Arco called out “How much for the lot?” The reply from the Troll was “400gp. Are you bounty hunters too? Because you look like a group of adventurers.” The Troll was wearing leather armor and had a battle axe lying next to him. Through the rest of the conversation the party determined that the Troll was a real bounty hunter “trying to clear the countryside of the murderous bastards currently plaguing it”. We looked back at his catch, and asked if he minded our helping his captives survive the journey. The Troll seemed only minorly concerned as he asked if they were looking bad. Azura popped his aura again to revitalize the captives before the Troll cast Endure elements on them. Arco then asked the Troll before we left if he could help with the poison pumping through his veins. The Troll said he could help delay the poison if the party could give him some mead. We all looked at Hoo who grudgingly looked through his supply and offered the Troll a gallon of good wine instead. The Troll accepted the payment and after he extended Arco's deadline we kept rushing towards Kester.

As we moved on into the mountains and up to the gates of Kester we were stopped by the guard who were blocking the gate into town. There were 3 Ogres at the gate and mounted calvary, they demanded that the party give their names. After our names and affiliations were given we were let through the gate and asked about where the nearest temple was. The guard dispatched a couple of members to lead us to the Temple of Fharlanghn, god of roads, travelers and wandering adventurers. Knocking on the door raised an acolyte who offered the party refuge for the night should they wish it. Scott asked if there was a priest who could be raised to help Arco with his poisoning

before he died in the morning. The acolyte let us in and managed to find a priest who came and “in the name of Fharlanghn” blessed Arco, healing him of the poison.

As we were settling down in the common room we were approached by two people, one of whom had a panther padding alongside him. They introduced themselves as being from Whillip, come to Kester chasing rumors of treasure that had drawn many adventuring parties away from Whillip. After introductions the remaining two members of the HALLOWED Knights recognized Falco, the Halfling dressed in armor made of woven plant materials that seemed to be growing. Falco recognized me and a couple of the other members and his companion Sandor recognized and was recognized by a couple of the other members. They mentioned potentially heading into the desert in the morning and we immediately warned them off of that. Azura explained how the reason so many groups were disappearing was because most of them were dying, not striking it rich. And how our current group was made up of the remnants of three different groups who had all banded together throughout the time we were out to try and stay alive.

Falco and Sandor talked for a little longer with us, listening to stories and providing a couple of their own before we all turned in for the night. Before we all turned in though Falco asked after joining the Hallowed Knights since they were down so many members. Azura told him that they'd consider it once everyone got back to Whillip, but that first thing in the morning the party had some business to finish before they could head back. Falco volunteered to set arrangements for everyone to get passage back to Whillip with one of the J.F.K. Enterprises flying ships he had helped guard on its voyage out to Kester. We accepted and banked the fire before finally getting some rest.