

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

Real World Date: 5 July, 2014

Game World Date: 8-9th

Synopsis written by: Rascal

While I was in the Open Sore bar trying to get a drink I noticed Julianne spouting off her mouth at the group of Halfling dancers, telling them about the Incanabula. I rushed over to Hoo to tell him what Julianne was doing. He was sitting with a couple of goat people (Cervidal) who were staring at him as he tried to buy them drinks and get them to talk. I decided the best bet was to tell him what was going on in Dwarven, which the Cervidal didn't seem to respond to. As we were talking Julianne started singing with the band and keeping the bar relatively enthralled. Hoo sent me back to the party to see if any of them would be able or want to respond to Julianne.

When I got back to the corral I noticed that Scott and Azura had thousands of copper pieces on the ground and were pulling out our gold from Llvarniq. When I asked why they were piling our treasure in the corral they told me that we have a gold bug infestation in Llvarniq's storage sack.

Goldbugs are ancient constructs created by a mage in a long ago war. Goldbugs eat gold and excrete dirt. When consuming a gold coin they reproduce, replacing that gold coin with another goldbug. The bugs are hard to spot but easy to kill, any damage will kill them. They appear to all senses to be gold coins until they start to move. Goldbugs can sense gold from up to a mile away and can eat through any natural-non-metal material. Upon death a goldbug looks like a gold coin but any handling causes them to flake and any rough handling will turn them into dirt. In life or death a goldbug can be separated from real gold coins with alchemical testing or money testing kits.

I was told that the party might need my Backpack of Holding to deal with the problem but that right now I should go collect Julianne and Hoo from the Open Sore. Feeling particularly used I went back to the Open Sore and told Hoo we “needed to discuss plans for tomorrow back at the corral” and also needed Julianne. Hoo caught on and wasn't interested in getting Julianne out until he realized that he could possibly drag or scare her out. Once Julianne finished her performance to her adoring fans Hoo and I told her we needed to discuss plans with the party. She wasn't interested in leaving so Hoo told her we could always leave her here alone and she practically led us out the door.

Outside Hoo noticed that a halfling in black robes followed us out and seemed to be following us in a very obvious manner (lacing up his pull-on boots, smoking a pipe while facing away from us...). I told Hoo in Dwarven that we had a goldbug problem, meaning we had constructs eating the party gold. I handed him my backpack and told him that the party might need it to deal with the problem while I dealt with the tail. Hoo suggested I just tail the tail, and Hoo proceeded to lead Julianne and the tail to Ekram's Supplies. I peeled off from them and slid into an alley, waiting for our tail to walk past before sliding out myself to follow him, hiding once I noticed that at the warehouse while our tail didn't notice me everyone else was staring at me.

Outside the warehouse our tail basically waited at the corner doing nothing. I saw a blur of dust speed up and into the warehouse and figured Arco had spelled himself for speed again to get to the warehouse for some reason. I saw our tail write something on the wall then watched him whittle a stick until Julianne came out of the warehouse on her own. She turned to the tail and told him that she needed him to walk back to the corral with her so she wouldn't be alone and practically dragged him with her down the road. Sighing and shaking my head I left the shadows and followed them towards camp.

I walked into camp to see that Enola had our tail pinned to one of the posts at arrow-point, and there was a massive pile of gold in the corral. Julianne was explaining how she figured she'd bring him

to the party because she thought Hoo and I wanted to kill him. Azura turned to me as I walked into the corral and pointed to the tail. "What can you tell us about him?" I asked what they knew and found out that they had interrogated him very quickly and found that he overheard Julianne talking about a book and treasure and had wanted to try stealing some from us. He had told them he didn't have a chance to pass a message to anyone, so I told them that all of it was probably true, except that he had written something on the wall of the warehouse. The party sent me back to check the writings on the warehouse since I hadn't thought to check them as I passed earlier and I found that he had been playing tic-tac-toe with himself and never won. Note to self: Rascal, stop being an errand boy if you don't like it.

When I got back to the corral The party was all gathered, I collected my backpack of holding from Hoo, and we had 5 large metal chests we were loading down with gold. Hoo pulled out a small box with a brass plate, "how would I know if this was affected?" The box was our box of yellow mold which had been deposited in Llvarniq's bag. Hoo admitted that Llvarniq told him he could take whatever he wanted while he was in the bag. We were all highly annoyed that when asked, Llvarniq told us he doesn't have any reason to protect our stuff, only place things in there and take things back out again. Hoo dropped out of his moon locker 3000 items and let Scott pull the group's items back out of that before placing them back. We noticed someone coming towards the camp so Azura ran towards them to try and keep them from seeing our massive pile of gold. He called out asking Julianne about some orc named Harka. Apparently Harka was flirting pretty heavily with her in the warehouse and she offered him a job in the party. Looking at him I'm glad that cooler heads prevailed. We debated long and hard on the decision, and Enola's recommendation came out as the winner; take him back to Willip with us and offer him a job at the inn, giving him the opportunity to prove himself and gain some basic training in town. Harka was sent back home to gather any personal belongings he wants to bring with him as well as food for himself. Julianne spent this portion of the night telling Fetig horror stories about what we had faced in the desert, which I found amusing though some of the others found annoying and wanted her to stop.

Azura came back and Hoo then moved the 5 chests of gold into his moon locker and we agreed Julianne had to give him the 8 ion stones she had to increase his survivability. Hoo doesn't seem happy about giving us back the items he took from his time in the sack, but I think he'll be feeling better about everything once we start splitting up shares rather than just feeling like we are taking stuff from him. (Not to mention that the party doesn't seem to trust my holding on to 120 lbs of gold coins for them in my bag but they trust this guy to store 500 lbs of gold in a locker on the moon that only he can access, I mean really, I'm not that skeezy). When Harka got back he recognized our halfling captive as belonging to the town but didn't have anything else to say about him.

Day 9:

In the morning we checked in on our supply order and paid up with that tab at the warehouse and the corral. We played our annoyed-at-you card and forced Ekram to count out the majority of his payment in coppers while still managing to get on the road around mid-day. A couple of miles outside of town we dropped off Fetig the Halfling to walk back to town and picked up the carts speed to full, telling Harka that if a fight crops up his job is to hide while we fight.