

Journal of the H.A.L.L.O.W.ed Knights, Jularva 15-18(morning) 1005

Jularva 15, 1005 (Freeday)

Weather: high 95, low 75, clear, no wind, 28% humidity

Raven introduced a human named Tarys who claimed to be a monk to the party at their morning meeting. Tarys was willing to help the party out in any way they needed if they could help him find a man named Striker. Falco knew of Striker and that he occasionally would show up in the town market buying ginger.

After Tarys headed out the party headed to the Temple of Lathander (aka. The Beacon), to meet Salvador Erands about releasing the souls from the 9,999 soul gems. The party temporarily divested themselves of their weapons before participating in a large ritual to release the souls as 20 acolytes observed. The party made a 10% donation of 999 gems for the releasing of the souls.

Azura headed to the town square and found a note saying that Set-Haalean III of Durpar was seeking adventurers for assistance with a problem, and asking him to see Panik Selond for more information. Azura found building 314 – Spice Merchant and had a discussion with Panik Selond about the situation in Durpar.

*The merchant nation of Durpar has recently been plagued by a run of unusual monsters of unknown sort. (Handed a map of the area) Particularly the mountain Fastness which separates Durpar from the Dust Desert. In the last few months a few towns and fortresses have been destroyed. (The monsters bodies that they were able to recover they preserved in brine). The creatures are alien to the region. This plea for aid cannot be ignored. The Wazir chose several minions for a mission to aid the area, and the Society of Yalendeck, the Fellowship of Blinding Light, the Magi's Brotherhood, and the Wazir of Salindaar also selected their bravest adventurers. Fifteen were assembled under the Pasha's Castle. There have been several unconfirmed reports that monsters have been disgorged from a gated cave at random intervals. The entrance of which is armored. Parties sent to search around the cave have disappeared. Panik is proposing on behalf of Pasha: Find out what the cave is, what causes monsters to come forth, who is responsible, how to stop the monsters from reappearing, and in addition: any other information about this locale, magical devices, or anything else desirable. His High Radiance Pasha Set-Haalean III has assured all concerned parties that any information gained will be given to all. Wealth will be split among the contribution each individual/party does. His High Radiance Pasha Set-Haalean III promised to send an army to purge the area. Wazir of Salendaar feels assured the H.A.L.L.O.W.ed Knights will locate the person responsible and eliminate them from the face of the land. If we agree to do this, the Wazir has arranged for a personal flying ship to be for our use during the duration of our contract. 75,000 gp in coins and gems to pay for our services if we succeed and prove our success. Success will be determined by a third party arbiter appointed by Baron Gentwell. The reward will be held in trust in the bank of Whillip and will only be released if the arbiter concludes we have dealt with the problem adequately. Regardless of the arbiters decision we will each be allowed to keep an amount of treasure that may not exceed the amount we can lift unaided by magic.*

Azura headed back to the inn after his discussion with Panik and shared the information with the H.A.L.L.O.W.ed Knights.

Falco left a note for Sandor to meet him then went into the wilderness to train Raya in combat riding. At Midnight Falco returned but could not find Sandor and so go back to the inn to sleep.

Tarys started his search in the market by looking for someone who moves like a monk, eventually finding someone whom he attempted to sneak behind. After an incident with an apple cart jumping into his path he lost track of the man and had to resort to other means of tracking down Striker. Tarys eventually found a spice merchant whom he asked about Striker. Tarys is told that Striker usually comes on Newday, but knows that Striker lives "in a shack by the sea" to the Northwest of Whillip. After eating lunch at the inn Tarys left town on a cab to head Northwest. He stopped at a drawbridge in front of "The Manor". Tarys walked up to the guards at the drawbridge and asked after Striker, the guards promise to tell Striker that Tarys is looking for him and can be found at the Meat Tea or Inn.

Enola took a new copy of the Concordium to the registrar at Town Hall and dropped off a copy for free before heading out into the woods to train with Sul.

Arco went to the Mages Guild and found a scroll with the spell Locate Object on it, purchased it, then transcribed it into his spellbook. Arco then asked Raven to send him Harka whom he sent back to the Mages Guild with a request. The request was for finding a mage who could cast a ward on the inn against Infernal Retrievers. Harka was led through the Mages Guild by the pimply faced kid who acts as a door-guard until they came to a mage named Safra who offers to place a ward on the inn that would tell any spellcaster in the building whenever an extra-planar evil creature crossed the boundary onto the property for 10,000 gp. Harka and the pimply faced kid on the way back out of the guild hall stop and chat up a couple of girls, Linda and Treest a Human and a High Elf, working in the guild cataloguing magic items.

Jularva 16, 1005 (Hafn'mor)

Weather: Sunrise: 4:57, Sunset: 19:03, high 95, low 75, clear, no wind, 30% humidity

With the last rays of sunlight glinting off his turtle-shell armor Erik Redbeard, Dwarven sailor, walked off the docks of Whillip. After wandering the streets of Whillip for a bit he came across a cab driver who took him to Where Now so that he could gain directions and another cab ride to the Meat Tea or Inn and attempt to join the H.A.L.L.O.W.ed Knights. Upon arriving at the Meat Tea or Inn Erik ordered breakfast and after a brief introductory conversation with Azura stepped outside with him to duel as an example of his skills. Falco heard the fighting from the balcony and looked over the rail in time to see Erik trip Azura, knocking him to the ground as he laughed before getting up and asking Erik to try again after he activated one of his abilities. Erik failed to trip him a second time but they then traded blows back and forth until Azura seemed convinced of Erik's skills and worth. Falco came downstairs and made it outside in time for Azura's healing aura to finish removing the last vestiges of sleepiness to which he commented "Wow Azura, that's a great morning pick-me-up." Erik introduces himself to Falco who starts calling him Redbird. Falco asks why they had been fighting, to which Azura tells Falco that Erik was trying out his skills for a test to get into the H.A.L.L.O.W.ed Knights. Falco laughs and mentions how glad he is that he didn't have to stand up to Azura's full attack as Erik had to be let in. Erik then tries to jump up the building with a standing-running jump and fails to get to the window ledge, at which Azura tries to do the same and comes out matching Erik. Falco was considering climbing the wall

normally when Harka sticks his head out the window and asks what they're doing. Everyone heads in for breakfast as Harka takes Falco's, Enola's and Arco's orders for breakfast.

Arco mentions the bid he had received to ward the inn against extra-planar evil creatures and Erik mentions getting guard dogs. They decide to accept the bid as a temporary solution to their problem while Arco worked on a more permanent enchantment that could better protect the inn and their patrons. As Enola leaves town to train more with Sul, Arco and Azura take Erik with them for a trip around town on their continued search for a White Dragon talon. After determining that they can't magically detect the talon within the bounds of the first half of the city they go to the bank on their way to the mages guild, where they ask Eric the pimply faced kid to look into whether there is anyone in the guild who knows where they could find a White Dragon talon or who is willing to sell one. Arco then finds a couple of scrolls with new spells he wants to transcribe into his spellbook. Arco and Erik then went to the Temple of Selune and Gond, where they see a large telescope and learn that there will be a service after sundown. As they leave they see a large boulder which is supposedly from the moon. Arco and Erik inspect the boulder and the false crater that was built around it and determine that the crater is magical, and a weird dust is inside the crater but that the boulder itself is non-magical. They return to the inn and determine after talking with Raven that noon on Longday will be a good time to schedule a fire drill that can remove everyone from the inn for Safra to enchant the building. After sunset, Arco and Erik returned to the temple in order to attend the service, and gained a magical bonus against cold damage.

Falco and Raya headed back to the bulletin boards after breakfast and noticed that his carnation had been moved and a note stating 13:30 had been tacked behind it. Falco then started working with Raya to do tricks with a hat on the ground, practicing the riding tricks as well while everyone around them seemed uninterested. Around lunchtime they went down to the market and found lunch for both Raya and Falco before heading back to meet up with Sandor. When he spotted Sandor, Falco sat next to him and Sandor explained a little about the job that he wanted Falco's help with. They both agreed that Falco wouldn't be able to be as fully involved as Sandor would have liked since he was starting his training at midnight, but he agreed to help as he was able. Sandor was investigating a ring of child molesters who seemed to be working out of orphanages. The only things he was willing to tell Falco were that there were rumors that thieves guild members were potentially involved in the ring, and that the guild wanted to shut the ring down without it being known that the guild was involved in the investigation, the shutting down of the ring, or that their members were involved in something like that. Sandor asked Falco to find out who funds the orphanages, and who supports them from donors to the people or groups which provide the orphanage with food and or clothing. Falco could look through records in town hall, and observe the orphanages to figure this out but he was supposed to be discreet in his investigation. Sandor also told him that they were going to plan to meet every Newday at noon, and where they were going to meet would be indicated on the bulletin board with a number pinned under a carnation, the number indicating the building number in Whillip. After Sandor left, Falco went to town hall and determined that there are two orphanages in town, the Whillip City Nursery and Children's School in Building 448 which was run by the city of Whillip, and the Sembian Government Provincial Orphanage in building 318. There were no records on any private orphanages (which if Falco found any he knew could be useful information for Sandor to have in order to shut down a private orphanage if Falco found that one was involved in this ring). Falco figured out directions to the orphanages and then scoped them out briefly before heading back to the Meat Tea or Inn to continue

learning the language of Giants from Azura. As night fell and midnight approached Falco headed to Yorgul's Hut and met Yorgul to begin his training. As the New Moon rose high above them Yorgul began working with Falco to commune with the Lupine spirits and learn the meaning behind the language of the canids.

Jularva 17, 1005 (Aprochen)

Weather: Sunrise: 4:58, Sunset: 19:02, high 95, low 75, clear, no wind, 34% humidity, New Moon

In the morning Arco started his day by attempting to transcribe the scroll of Arcane Sight into his spellbook but failed. Before they all went about their daily activities Azura, Arco, Erik, and Enola went to a jeweler they knew in order to appraise the gems which had been used as soul gems and see about selling them. Manfred Winklecock welcomed them into his shop and asked them to show him their gems. He took the bag of gems from Enola and went behind his counter to begin examining them. After a while he came back out and told them that the gems were worth as a whole 700,000gp. He was willing to take 500 of their 9,000 gems and pay them 40,000gp for the gems. They thanked him and accepted his offer.