

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

Real World Date: 16 August, 2014

Game World Date: Jularva 11th

Synopsis written by: Falco

We woke in the morning to an odd scene. The H.A.L.L.O.W.ed Knights and their companions were having discussions about one of their members. It appeared the odd looking monk had developed some serious animosity among the members of The H.A.L.L.O.W.ed Knights. They made him the offer of 300gp for his services of carrying their money. There seemed to be some discussion about a pair of boxing gloves, but in the end Hoo accepted the payment of 300gp and left some large trunks and bags of coins on the floor of the hostel then left.

Eyeing the chests and wondering how they managed to pull them basically out of thin air Sandor and I walked up to the H.A.L.L.O.W.ed Knights. Azura and Enola were holding a document and discussing with the others that their agreement had outlined a payment which included teleportation of The H.A.L.L.O.W.ed Knights back to Whillip. I immediately asked if that meant they didn't really need Sandor and I to book passage for them back to Whillip. Azura told me to wait on that since the teleportation might be able to include us, or our passage might be able to be booked with the man we were going to see.

It seemed that since the wording of the document stated The H.A.L.L.O.W.ed Knights would be teleported back to Whillip, if we were all included as members of The H.A.L.L.O.W.ed Knights then maybe we would all be teleported back. It sounded like it might work to me, and I certainly wasn't going to complain about getting absorbed into the H.A.L.L.O.W.ed Knights earlier than originally indicated. Azura called for a vote of mass inclusion, voting for bringing everyone in. Enola agreed to bringing everyone into the H.A.L.L.O.W.ed Knights with one exception: Harka, the odd looking orc that was traveling with the party. Everyone laughed gently and it was decided that Harka would be transported with the rest of us as one of our employees.

The group then started talking about moving all of the money that Hoo had left on the floor for them and I offered to do it. They looked at me funny but when I insisted that I could transport all of it they agreed and watched in fascination as I grabbed the coins by the handfull and consumed the entire lot. As I stood up from my very unorthodox meal I looked at their gaping faces and told them that we had four hours to get to the bank or we'd have to look into a couple of my other means of transporting large quantities of items.

We decided to head straight to the house of a Tekelut Thringus, the wizard who apparently hired the H.A.L.L.O.W.ed Knights to find a book. We were passing through some ruined temple grounds on the road when Rascal yelled out that something was being summoned next to the cart Harka was riding in. Rascal ran back with his weapons drawn and flanked the apparent dust devil with Scott before it turned into a summoned creature that looked like some demonic nightmare. Arco yelled out that this thing is called an Infernal Retriever, that it's a Devil and that we should use silver weapons if we have them. Scott pointed at the Retriever with his sword and yelled "By Kor's breath you are bound to this plane!" and a glowing light seemed to wrap chains around it before dissolving into the air. As I rode Raya around the side of the cart to flank it Rascal tried to attack it but seemed to do no damage. Azura went into a rage then hit it with his hammer, which seemed to hit though it didn't seem to notice the damage. I noticed Rascal flinch (he later told us that he had heard the Retriever call into his mind "You shall give me the book or you shall burn in hell!") right before it fired a black ray that moved in a sine wave pattern at Rascal and slashed into him with its claws.

Infernal Retriever:

Devil, Darkvision, High HP, Telepathy & speaks Infernal, is an Outsider from the 9 hells of Baltor, relentless hunter who retrieves people and objects for a master. Extremely quick with an improved initiative and a fear aura of about 20 feet. Creature has a scaled hide and an hourglass shape to it with a slender waist, the bottom half of the Retriever has 9 limbs that are double sided. One side of each prehensile limb is smooth and the other side is clawed and used for attacks. The Retriever as a normal attack can hit with 6 claws and one eye ray. On top of it's head the Retriever has 9 eye stalks which can be used to shoot rays at it's opponents. On top of the head it has large claws and horns which are used as teeth for the orifice on top of its head that it uses for a mouth. Retrievers have spell resistance (including immunity to lightning) and damage reduction. They can't be damaged except by silver or magical weapons. They seem to have some ability to travel between the planes and teleport as well, which can be stopped with a Dimensional Anchor spell. Can't be flanked and don't take critical damage or sneak attack damage.

Rascal practically crumpled to the ground under the onslaught and I felt Raya panic. Julianne turned from the front of the group to run at the Retriever and after taking one step fell into the range of its fear radius and instantly dropped her sword. Julianne turned and ran off into the ruins with Harka on her heels. I jumped off of Raya's back as she turned and ran into the distance as well, launching my own attacks which seemed to do as little as Rascal's had. I noticed Sandor fire arrows at the Retriever which missed and started circling overhead and I prayed that they would hit the Retriever before it was taken down. I wasn't too worried since this thing was proving so difficult to even faze, but the thought that he wouldn't be able to hit this thing and we would have to deal with a cloud of these arrows wasn't a good one. Enola watched the arrows before launching her own volley into it's side as proof that fancy tricks weren't all there was to being an archer.

Arco threw a lightning orb at the Retriever which bounced off of it, leaving it unscathed. As it turned towards Azura and Enola I backed off and traded my rapiers for my bow, firing at it and watching as my arrow shattered proving that non-magical weapons wouldn't work against it. The Retriever spoke again into Enola's mind (saying "Deliver unto me the book or suffer the fate of the doomed!") before dodging its ray and getting slashed into unconsciousness. Scott screamed "In the name of Kor we will destroy you!" and I felt empowered and watched as everyone's weapons held a slight glow. Azura then swung at the creature a couple times, knocking it over and into the ground. I watched Arco draw a staff and hit the Retriever as sparkles flew up from it as one of Sandor's arrows slammed into it as well. As it tried to get up Azura smashed it back to the ground and Arco hit its unmoving corpse.

As the corpse dissolved back into the ether Sandor called out "Dodge the arrows" and I watched Rascal start looking into the sky while moving in a defensive manner and Scott create a ball of light which stopped Enola's bleeding and brought her back into consciousness. I realized what he had tried to say but decided that everyone needed to better understand what was happening so I yelled "attack the arrows!" Azura immediately dropped his hammer and drew a bow out of thin air to start shooting at the arrows circling around everyone's heads. As I sheathed my weapons I climbed the tree next to me and started looking for Raya. I spotted her running back towards the temple and climbed down as Arco launched a few magic missiles to take out the arrows. I ran up to Rascal and asked if I could borrow the carpet to go get Raya back. By the time I caught up to her Raya had calmed down and was laying on the ground exhausted. We rode the carpet back to find everyone almost back to full health and ready to head out again.

As we got to the house the H.A.L.L.O.W.ed Knights were surprised to see a domed pavilion with a staircase leading down into the earth. They packed the cart into their bag which contained a

leprechaun servant (I still want to know how that works) and we headed down. At the bottom of the stairs was a large circular room with 50 pillars in the middle. Rascal turned to me and told me that the pillars were actually Killer Columns, some type of purple wyrm that basically act as guards. Azura called out into the room asking for Tekelut, stating that The H.A.L.L.O.W.ed Knights were here. A Dwarven manservant came into the room with a staff and asked everyone to step into the middle of the room. We then are asked what our business is. Azura told him that The H.A.L.L.O.W.ed Knights had business with it's master and it told us not to leave and not to attack the columns as it went down a hallway, presumably to talk with Tekelut. It came back and had us follow it into a conference room where Tekelut was waiting.

As we entered the room each of us had a green light flash in front of our eyes. An old man with a grey beard introduced himself as Tekelut Thringus and offered everyone a seat and water or wine. Tekelut recognized the members of The H.A.L.L.O.W.ed Knights as well as all of the members of Nothing But Trouble. He even mentioned not recognizing Sandor or myself and knew everyone by name, and all of our members seemed very impressed that he remembered them. As we started discussing the job he had hired the H.A.L.L.O.W.ed Knights for Tekelut asks if they had recovered The Book. Enola opens a sack and calls down to Llvarniq for a Fleece Hat of Spell Storing. He passes up a very thick and odd looking book, which Enola passes to the Dwarven man servant. When Tekelut has the book placed in front of him he casts a spell called Analyze Dweomer from a scroll, and seemed very pleased with what he saw. He proceeded to write a bank note to The H.A.L.L.O.W.ed Knights for 150,000 gp which his manservant passes to Azura.

Azura then starts a discussion about the portion of the payment which included the teleportation of The H.A.L.L.O.W.ed Knights back to Whillip. The discussion basically went along the lines of describing a bit about how the original spell worked. Apparently the H.A.L.L.O.W.ed Knights knew someone named Ekhhs in Whillip who was currently on another plane of existence and is unreachable. But the spell was going to transport the H.A.L.L.O.W.ed Knights to Ekhhs's house and Tekelut was not willing to transport the other members of the party into someone else's house without their express permission. He was capable however of teleporting the party back to Whillip one at a time for 1000 gp each. Tekelut had 2 locations that he could transport them to, one being a cave and the other being the #2 pier where customs was set up.

We decided that we would like to be teleported to the #2 pier, and started haggling for price. The H.A.L.L.O.W.ed Knights offered to sell Tekelut Glan Sarin's spell book, which they had picked up during their adventures. Enola asked Llvarniq for something called a "Balarina Shoe" and the Dwarven manservant muttered something about why these things were given such odd names, to which Scott responded with "because some of us are not insane". The Knights mentioned the Infernal Retriever who had accosted us on our way here and that we were relatively certain that it had been Glan Sarin who had sent it. Tekelut agreed to examine the spell book and if he liked it purchase it off of us minus the cost of the teleportation. He cast another Analyze Dweomer on the spellbook after casting a spell to determine curses. He then placed his finger on the book and waited a minute. After a minute where nothing happened he opened the book and I noticed that Arco seemed impressed and shocked that Tekelut was capable of opening the book, and especially surprised that nothing had happened when he did.

Tekelut spent ten minutes flipping through the pages of the book and making the sounds of a child walking into a sweet shop for the first time. He offered to purchase the book for 25,000 gp minus the fees for transporting the 5 members not in the original group of the H.A.L.L.O.W.ed Knights, the cost of Azura and Enola being agreed upon in the payment for The Book. Scott accepted the offer for the group and Tekelut led everyone back out into the main room. He had all of us stand in the middle of the room and as he started teleporting us out he asked about the others with us who were not members of the H.A.L.L.O.W.ed Knights: Harka, Raya, and Sul. I offer to give him the cash which I held for the group if he would write us a Whillip bank note for that amount minus the 3000 gp for the

transport of the others with us and he agreed. I was very happy he did as I wasn't certain we could get through customs and to a bank before my Hoard Gullet spell expired and I had to explain to customs why I had vomited 17,000 gp onto the pier.

One by one we all disappeared from Tekelut's home and reappeared on Pier #2 in front of a customs officer. The officer jumped with a "what the?!" before realizing that we were adventurers who had returned and he started summoning helpers to start the customs procedure.