

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

Real World Date: 27 September, 2014

Game World Date: Jularva 12<sup>th</sup> 1005 continued.... (11am start)

Synopsis written by: Falco

The mages guild is making a fortune off of these guys, but I can tell from the offers that they are making that the H.A.L.L.O.W.ed Knights will make much more back when things are sold. They decided to sell an item to the guild that was a mirror of soul trapping which instead of trapping the soul of the target, traps the soul of whomever opens it. There were four souls trapped in it and the guild representative pitched us Clone Insurance which basically amounts to Death Insurance since if our soul is released via death they can pull it back to a clone of our selves. Very expensive, but potentially something to keep in mind. After that particular discussion was over Sandor arrived, led in by an acolyte who was apologizing profusely for taking so long. Arco asked him how long it took and Sandor mentioned a trap door and half hour trip. Arco immediately laughed and said "never take the trap door!"

Sandor turned to me and told me that we had a job. I asked him if we had to leave now or if we could stay longer because I was enjoying hearing about the things they had found in the desert. He told me that there was a deadline so I shrugged and told the others that I'd see them soon. Arco suggested that he could lead us out of the guildhall if we wanted and after what I'd heard the page apologizing for I immediately accepted since I wanted to get back as soon as possible. Outside the guildhall Sandor told me the details of the job, knowing him as I did it only vaguely annoyed me that the deadline was 3 days and he wanted to leave immediately.

As we headed out of town (the mission was only 3 miles out of town along Guile's Way, the coastal road) we saw Julianne heading to the Mages Guild with someone new whom I think belongs to her original guild. She mentioned that she had seen Harka headed back to the docks in a taxi, so I'm assuming something didn't go the way we expected it to at the inn. Anyways, Sandor quickly paid for a cart for the day to take us to the city limits. We walked the rest of the way out, and as we got to where the drop was (a merchant was supposed to have dropped a payment in the field by a bridge under an eggs nest on the ground), I started searching through the grasses while trying to be silent and Sandor kept pointing out other things to me that I hadn't spotted, like the fisherman by the river with the large string of fish, or the Troll who was hiding behind some debris on the other side of the bridge and watching the fisherman.

As I continued to search the area for the birds nest Sandor hid behind a bridge pylon and watched the Troll in case he came after me. After a bit more searching I spotted a birds nest on the ground on the other side of the river, meaning that the merchant had put the payment in the wrong place. I hopped over the river and went over to the nest which was filled with rocks. As I drew my dagger and started to dig beneath the nest the Troll moved from behind the debris and ran up to Sandor. I only noticed this after he raked Sandor with his claws, knocking him backwards and I turned to see Sandor drop a handkerchief on the ground.

I drew my bow and fired upon the Troll who seemed only slightly annoyed by me and as Sandor stepped back away from the Troll he tried to close with Sandor as a pit opened under him and he fell in. I asked Sandor if he had the Troll under control and he said the Troll would regenerate too fast for our attacks to do anything but was just looking down into the hole. So I called Raya over and asked her to start digging for the box as Sandor called to the fisherman telling him that the Troll had been watching him and was currently climbing back out of the hole, and while we had probably saved him we might not be able to fully stop the Troll. The fisherman cried "Shit!" and started boking it down the road.

At this point I tried to jump back over the river and failed so badly at my jump that I basically ran head-first into the middle of the river and it dragged me downstream as I choked on the water. Sandor must have seen that because he was over at the side of the river and was holding his hand out to

me as I surfaced and swam for shore. I grabbed his hand and he pulled me ashore in time for us to move to the side of the hole and see the Troll determinedly climbing up towards us. I shook my head, some water flinging out to the side and I summoned a globe of fire at the wall where the troll was holding on and he fell with the globe to the bottom of the hole for a second time. Sandor turns to me and says he thinks that we could get away with the payment before the Troll got out of the hole if we wanted. I glanced at Raya to see that she'd stopped digging and was cleaning herself. I then glared down into the hole to see the Troll angrily trying to climb out of the fire and decided that I didn't want to be here when he got out regardless of how pissed I was at the unprovoked attack.

I jumped back over the river a bit further up stream from the waterfall 30 feet away and collected Raya and the payment. I tossed the chest over the water and followed it, glancing down into the hole to see that the Troll was passed out with the last remnants of my flaming sphere sitting on his chest and I glared at him as he woke up and started cursing us as I carried the chest up the hill and back to town.

As we got back to the Mages Guild Sandor started walking away then told the cart driver to follow me for the rest of the day, and he came back to tell me that he would be waiting outside for me as the acolyte led me back down into the identification room. Down in the room Julianne stepped up to me and told me that Scott wouldn't hold her and that he was going to terminate his membership with Nothing But Trouble. I shrugged and let her know that I had been under the impression that all of the members of Nothing But Trouble who had been brought into the H.A.L.L.O.W.ed Knights were doing that and she shook her head looking indecisive.

Scott then drew Salteoth and turned to the mage identifying their loot and asked if he were a betting man. The mage said he wasn't and Scott told him that he bet the mage couldn't identify the sword. The mage responded by saying he had no doubts that he could identify the sword and Scott told him that the bet was if he couldn't identify the sword the party didn't have to pay anything, but that if he was able to fully identify the sword that Scott would pay him double his rate. The mage dismissively holds out his hand, accepting the bet. As he took hold of the sword he twitched, then straightened and said "It's an intelligent item... Thanks for the warning." and proceeded to tell us about just what kind of item Salteoth was. Apparently even though they had told me they thought he was Lawful, we were told that Salteoth is Neutral Evil, and apparently sucks the blood of everyone around him to heal the wielder. If the wielder is severely wounded the blade attacks the nearest living creature with the intent of using the blood it draws to heal the wielder; even if that blood belongs to the wielder. Hence the Knights finding Salteoth buried in the chest of his previous owner. The mage continues to outline all of the numerous abilities and benefits of Salteoth and gives a price for the item which made even Scott pause and consider selling it rather than destroying it. During that exchange Sandor had returned and handed me my payment for helping with the assignment, along with a brief note of thanks.