

Introducing:  
the Holy Adventuring Licensed League of Whillip,  
or H.A.L.L.O.W.ed Knights.

**Mission Statement:**

Dedicating our livelihood to the protection of the innocent, while seeking the eradication of taint, evil undead, and unjust slavery.

*Do you have a wrong that needs righted? If you have a problem, if no one else can help, and if you can find them, maybe you can hire the H.A.L.L.O.W.ed Knights. Inquire at the Meat - Tea - or Inn. bldg. 212.*

Although our group may be newly formed, most of us have been residents of Whillip for some time.  
Perhaps you recognize some of these names?

**Belt** - the Great Traveler's axiomatic, righteous fist, destroyer of taint, Hero of Five Corners, and Administrator of the H.A.L.L.O.W.ed Knights.

**Enola** - the best Ranger Whillip has ever seen.

**Gregor** - I get paid for one thing only - to savage and destroy the enemy!

**Mutteran** - Mage extraordinaire, creator of wondrous items, arcane protector of his companions, magnificent student of the arcane.

**Quinton** - the Morninglord's chosen son, bane of darkness and injustice, exalted canon of the new Temple of Light in Whillip, the prime sanctuary of fellowship and healing for the righteous.

**Skifander** - servant of Baervan Wildwanderer, Evereskan relic finder, and skillful scout.

**Solmar** - warrior in the service of Helm, bastion at Helm's shrine at the City Guard Barracks, defender of Whillip against C.O.E.P.A.S., and a Master of the Dragon's Reach.