

Session/Game: Eldritch Earth: 5 Hacks Deep
Episode 2: Liberation of Worm's Ferry

Date: July, 19, 2020

Campaign Date: January 9, 1130 AD

Characters

Angus McNasty, Scottish Barbarian - 1 (Bob)
Sean the Irish Bastard Irish, Templar - 1 (Bob)
Johnny Venice, Italian Venturer - 1 (Dave N.)
Wulfric of Ascalon, English Knight - 1 (Dave N.)
Taffy the Quick, Welsh Thief - 1 (Dave H.)
Neil O'Hainle, Irish Druid - 1 (Dave H.)
Father Siegfried the Small, Frankish Cleric - 1 (Jason)
"Welshie," Welsh Ranger - 1 (Jason)
Raoul the Rustic Herdsman, Frankish Hermetic Occultist -1 (Andrew)
Duda the Simple, English Soldier - 1 (Andrew)

Judge: Dave Nelson

At Earl Godric Edwinston's instance, ten of his newest raw recruits are assigned the task of travelling to Worm's Ferry North of Jorviksburg to determine why they have stopped sending tax money since the previous Spring.

Welshie and Taffy sneak into Worm's Ferry and peek in the windows of the former Reeve's house. Inside, they see that loads of bandits and rustlers have taken over the manor. Over a dozen lay on the floors sleeping off a drunken "thirsty thursday" celebration. A bandit captain named Rudolfo has taken over the sleepy ferry village.

The party decided to break into three groups and assault the building. A "sneaky" group made up of Welshie, Taffy, Johnny, and Neil enter from the back door while a "strong" group composed of Angus, Sean, Wulfric, and Duda wait for a signal to break in from the front. Two "smart" heroes made up of Raul and Father Siegfried enter from the kitchens to disable the lone bandit watching over the cooks. The final door on the ground floor is blocked by Angus' donkey cart so the bandits can't escape the noose.

The Earl's men execute their plan. Luckily, the villains have gotten lazy and left all the doors unlocked and the hinges well-oiled. The "sneaky" group enters and starts slitting the throats of the usurpers. Unfortunately, one is awakened, and disturbs others before he is put down. The "strong" group crashes in and the battle is joined. Several of the bandits are panicked by the ambush and flee into the night. "Welshie" shoots one dead, but one escapes. Meanwhile, the "smart" group enters from the kitchen, and Father Siegfried makes quick work of the bandit there. Rustlers from the next room join the fight, but Wulfric cuts them off and holds the door between the rooms. Johnny Venice sneaks around to get a shot at the rustlers with his

crossbow but accidentally shoots Wulfric in the neck. The Englisman drops like a stone, and Venice hides in shame. The “strong” group pushes into the room with the rustlers. Unable to escape because the door is pinned shut by the donkey cart, the livestock rustlers are slaughtered to a man.

Johnny Venice climbs in a window on the second floor, looking to sneak up on the bandits holed up in the master bedroom to stab them unawares. Unfortunately, the Italian venturer trips over a chamberpot and alerts the bandit captain. He barely escapes back out the window with a sore knee from landing awkwardly. The bandit leader Rudolfo barricades his second-floor bedroom with a bar over the door.

Meanwhile, “Welshie” has started trading arrow fire with villains on the second floor. Raul dives for cover, leaving the ranger to drive arrow after arrow into the bodies of the miscreants protecting the bandit leader. Angus, Sean, Neil, and Taffy climb the stairs to confront the bandit captain and his lieutenant. They are unsuccessfully attacked by a hidden rogue lieutenant, who escapes back out the front door only to be shot dead by “Welshie” trying to escape. Father Siegfried heals Wulfric, who crosses the courtyard along with Duda trying to get up the stairs to the second floor. Both take arrow fire and fall unconscious.

Johnny Venice and Raul cook up a plan to get into the bandit captain’s room. The venturer boosts the lowly shepherd up to look in the second floor window where he uses his arcane talents to magically drop the bar over the door. Simultaneously, the remainder of the heroes rush into the room stabbing the captain repeatedly until his death. A final bandit drops his weapon and surrenders to the Earl’s men.

Angus McNasty takes on the title of Reeve of Worm’s Ferry, assuming responsibility over the manor house once held by the previous leader who was murdered by the bandits and rustlers. Angus will function as a low level governor or manager. While this is not a lordly position and he can be replaced at will by the earl, he is the law within the area of Worm’s Ferry. Additionally, if Angus runs the area well and increases the population, the Earl may eventually make him Lord or Thane of the place.

As Reeve, Angus must send all land revenue directly to the earl, keeping only 10% for expenses. All serious law breakers or significant disputes are sent along to Earl Godric. He can organize a militia, but none of the lord's responsibilities entail.