

Session/Game: Eldritch Earth: 5 Hacks Deep
Episode 4: Scouting Mission

Date: August, 16th, 2020

Campaign Date: January 9, 1130 AD

Characters

Wulfric of Ascalon, English Knight - 1 (Dave N.)

Taffy the Quick, Welsh Thief - 1 (Dave H.)

Father Calen Kildare Cleric - 1 (Quinton L.)

Judge: Andrew Smith

January 26th, 1130

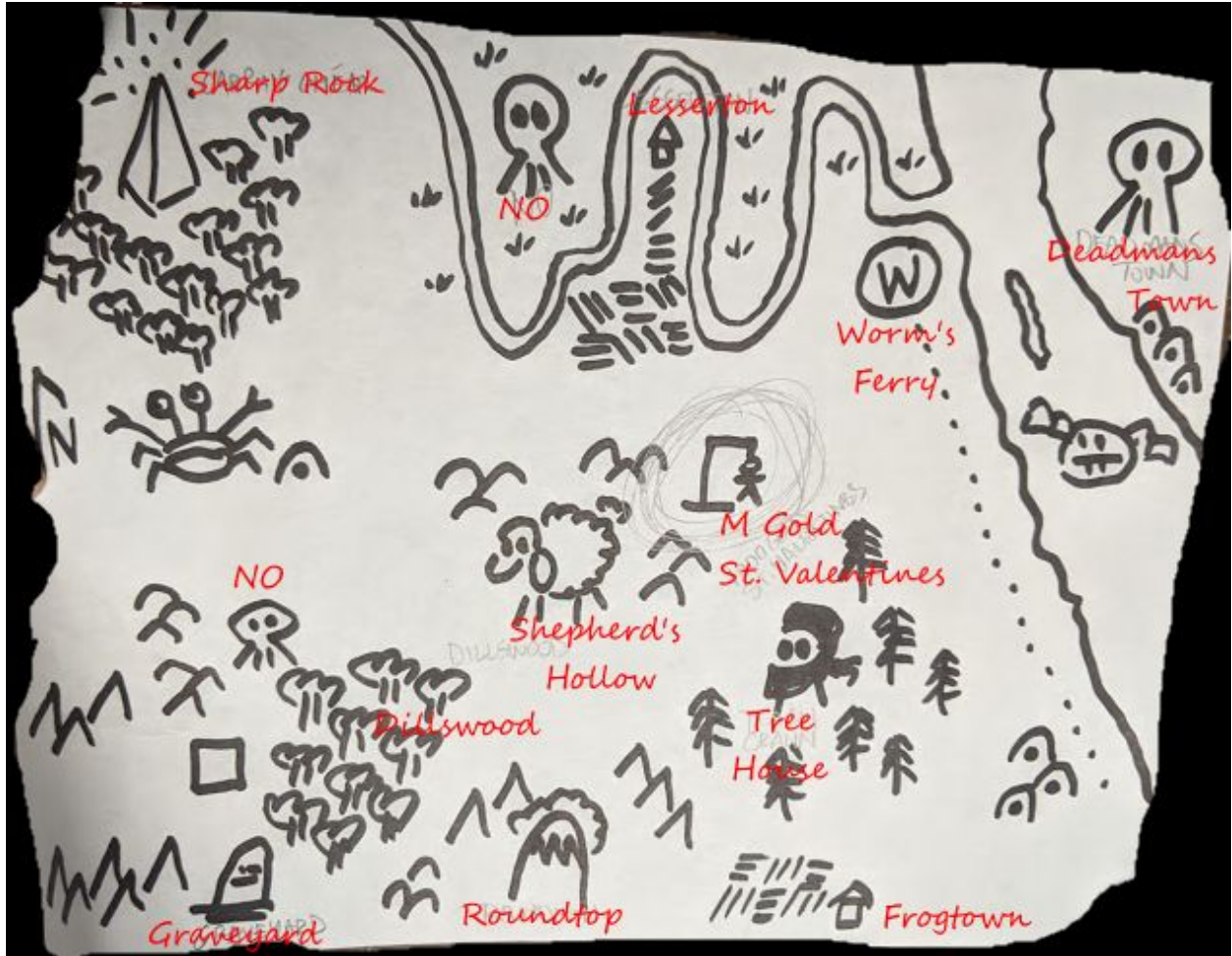
The champions of Worm's Ferry make a midwinter trip to Jorvikburg for supplies.

January 27th, 1130 - February 2nd, 1130

The champions of Worm's Ferry do some shopping.

February 3rd, 1130

The champions return home, to find that Reeve Angus has found a previously hidden map amongst the treasure chest pulled from the Bandit's gold.



There are two sets of writing on the map. One in dark ink shows terrain features and crude sketches of points of interest. The other names some points in Irish. What appears to be a gallows in the center is circled aggressively, bearing the note: "M Gold - St. Valentine's Day" which gets Wulfric's attention. He calls for Wulfric as a reliable commander to lead a search party of Taffy and ["the new guy"](#) to the West to try and identify some places on this map.

February 4th, 1130



Wulfric leads his scouting party to the West along the Longcrook Creek. The weather is clear and calm making travel in the warm sun across the crunchy, frozen ground easy. They encounter the small settlement they see on the map - a rustic village named Lesserton by the locals.

This village of about a dozen crude guys is led by a young man who calls himself Ricketts. There are very few males in the village. Ricketts is perhaps the oldest at eighteen winters.

The scouts visit is celebrated by the Lessertonians. They slaughter a goat, and break out instruments. Wulfric entertains the children with his military exploits in the holy land, paying special attention to how he struck evildoers in the head. They are all very careful not to meet the scouts' doesn't gaze, and are generally just relieved not to be ripped off or murdered for a change.

February 5th, 1130

The scouts eat a breakfast of crackers and bacon prepared by the Lessertonians. Wulfric leaves them with a spicy fruitcake, which they reverently take. Calen offers the children a sack of marbles which endears him to the younger Lessertonians even more.

The scouts investigate perhaps crossing the frozen Longcrook Creek, but think better of it after they see a mysterious figure on the other side.

They travel to the gallows curious about the note on the map. They discover nothing extraordinary about it, but they do detect a hidden compartment behind the platform. Unfortunately, they find nothing inside just an empty space.

Next, the scouts travel to the location marked with a bandit on the map labeled "tree house." They arrive at a stand of tall pines along a hillside. Below the high boughs is a soft and clear area of pine straw, making the forest more like a large outdoor cathedral than a forest.

As they approach, night begins to fall. Wulfric's second sight identifies a bandit hiding in a tree stand keeping watch. Taffy carefully sneaks up on the bandit guard, and dispatches him. The scouts get their bearings, and discover a ruined log fortress in a clearing of the wood, manned by a half-dozen rascals many of whom sit around a large roaring bonfire. Taffy shoots dead two more guards in treestands, and then the scouts ambush the bandits. Wulfric charges from the treeline on horseback, engaging the bandit captain armed with mail and a billhook. Taffy keeps to the cover of the woods and takes careful aim at bandits who step into the light of the bonfire.

Calen makes his way up the log wall, and then pleads for his life as a man of God. At first the bandits are confused, but in the confusion one shoots the cleric in the gut with his war bow. Calen is nearly slain, but his magical ursine blood kicks in and he rallies.

Calen heals that night using a healing salve. A thick snow storm rolls in later that night, trapping the scouts at the treehouse. The heroes use their tent to create a makeshift shelter in the bandits' ruined fort. There is plenty of food, so the scouts decide just to weather the storm.

February 6th 1130 - February 10th 1130

Nearly three feet of snow blankets the countryside. Better weather follows, melting some of the snow allowing the scouts to return to Worm's Ferry on the evening of the 10th. They each take a share of 110 gold from the trip.