

Session/Game: 5 Hacks Deep #10 **Date:** November 8, 2020

Episode 10: The Danish Job

Campaign Date: April 16--May 8, 1130 AD

Characters:

Tariq, Moorish, Venturer-1 (Quinton L.)
Taffy, Welsh, Thief-1 (Dave H)
Welshie, Welsh, Ranger-1 (Jason L.)
Sean, Irish, Templar-1 (Bob L)
Johnny Venice, Italian, Venturer-1 (Dave N)

DM: LOH emulator

Prologue:

While the rest of the team were out kidnapping and being ambushed, Johnny Venice had an interesting conversation with a Danish hunter at Tariq's trading post. In order to settle some gambling debts with Johnny, the hunter revealed that in Thorsburg there were 3 valuable caches of treasure: a load of crated salt at Ulgrim's warehouse, 3 large bolts of silk at Thorstan's storehouse, and a variety of cool stuff stolen from a magician at Eingrim's house. Johnny figure that he could gather a crew and steal this lucrative swag.

LOG:

April 16-17 Worm's Ferry to Kingston

Johnny Venice convinces Taffy, Welshie, and Tariq, fresh from their battle with the cannibals and also Sean the Irish Bastard to go on the heist. Their first stage was to travel to Kingston, which, for once, happens without incidence. Not a cannibal to be seen.

April 18-24 Kingston

The crew spends a week in Kingston shopping and preparing for the heist. They all sell off their nag horses, since they plan to travel by boat. Taffy manages to sell Sir Cheesewright's heavy warhorse to a dodgy fence. Sean goes to the templar knight commander and makes a large donation, getting some consideration in return for his mission. Welshie and Sean fail to hire any retainers. Johnny Venice buys some alchemical contraptions to help with the mission.

April 25-26 From Kingston to Thorsburg

The crew book passage on a Welsh cod boat that was sailing to Thorsburg. On the way, they feared attack by Jersey Shore Pirates, but rather the opposite happened. They spotted a holy swan boat filled with missionary monks, obviously in trouble. Captain Jones of the cod boat brings it along side and Tariq and Johnny Venice right the missionary boat and get them squared away. It appears that the monk's abbot had had a stroke and his wish was for the monks to try to convert the heathen Danes of Thorsburg to the path of righteousness. One of the monks, Brother Eudes decided to join the adventurers on the cod boat, which seemed like it would be a helpful development, but turned out not to be so.

April 27—Thorsburg

The cod boat arrives at Thorsburg and docks at the trade district. The team and Brother Eudes debark and head for 'Odin's Britches', the popular Inn for foreign sailors. It was at this point that the party realizes one hole in their plans. No one in the team speaks Norse, and few if any of the Danes speak English. Captain Jones was negotiating with a Danish merchant at

the docks, but they both were using French as their medium. Luckily, they found a batch of Irish sailors at Odin's Britches. One of them Paddy O'Fornitour, was able to clue them in on the location of Thorstan's warehouse (in the Ship District) and Eingrim's house (in the farm district). He didn't know where Ulfgrim's warehouse was, but said that Ulfgrim was often seen at the docks in the Trade District making deals with foreign shippers.

When night fell, the team made a thorough casing of Thorstan's warehouse. Finding that the gate between the Trade District and the Ship district was guarded only by a drunk old man, and that the warehouse itself was normally locked (but Thorstan had forgotten this night due to the Thirsty Thursday Celebration). The warehouse was, however, guarded by some guard dogs at night.

April 28---Thorsburg

First thing in the morning, the team headed to the docks to find Ulfgrim. However, through sheer bad luck, they arrived the moment that the boat full of monkish missionaries arrived at the docks. Brother Eudes was totally uncool about the whole thing, shouting out Hallelujahs and Hail Marys right and left. The Danes reacted with excessive violence, hacking Eudes down, swarming the boat and chopping up the monks. Johnny Venice throws an Alchemical Grenade to try to cover Eudes and Sean. Sean tried to save Eudes, but when all was lost, he hacked off the dying monk's leg (intending to use it to either distract guard dogs or getting it declared a martyr's relic later). The party flees back to Odin's Britches in panic.

They are later questioned by 2 rowdy Danes, looking for monkish fugitives. When they mime that they want to look in Sean's bag, he opens it showing them the bloody leg, which they find to be hysterically funny. Sean does strike up a conversation with a Norwegian sailor, both of them knowing enough Latin to communicate. The sailor reveals that Ulfgrim's warehouse is only a block from Thorstan's.

When the commotion dies down in the streets, Tariq goes to the Farm District and buys a wagon and a draft horse. They all take a rest and wait for nightfall.

In the dark of the night, they pass the drunk old man guarding the entrance to the Ship District and reach Ulfgrim's warehouse. Taffy fails to get the lock to the warehouse open, but Tariq steps up and opens it. Welshie stands guard while Johnny, Taffy, Sean and Tariq load 24 crates of salt into the wagon. The process was lengthy (6 trips per person). They were surprised by 3 drunken Danes at one point, celebrating "Kill the Monks Day." Welshie shot two of them dead and Sean stabbed the third before they raised an alarm.

Proceeding on to Thorstan's warehouse, Taffy once again failed to pick the lock, but Tariq showed him how it was done. A volley of arrows from Welshie, Johnny, Tariq and Taffy kill the guard dogs in an instant. They manage to grab the 3 rolls of silk, a large sheet of canvas and 2 crates of cheap wooden troll carvings and ride off into the night, using the canvas and troll crates to hide the silk and salt in the wagon.

They slipped past the old drunk into the Trade District again, and find that the gate from the Trade District to the Farm District is unguarded. At this point, the crew decides that it isn't worth the risk of breaking into Eingrim's house, when they are nearly clear and have a huge haul of goods, so they go to the gate out of the Farmer's district toward the inland regions.

The outer gate has a stout stockade tower with 2 archers in it, and 8 other guards on the stockade and the ground by the gate (there had been imp trouble recently). Taffy, Tariq, Johnny and Welshie sneak successfully to a hidden vantage near the gate and shoot down all of the 8 ground guards before they are detected. While they consider using Johnny's Dragon Breath bomb to blow up the tower guards, instead Welshie and Johnny sneak into the tower and stab them, not before they did spot Taffy and Tariq and get off 2 arrows (misses). Sean drives the wagon out and they flee hard to the west.

April 29-May 6, From Thorsburg to Worm's Ferry

They drive the wagon on an arduous journey 8 days across country. They are on their A-game and suffer little mishaps, except for Sean dropping one crate of salt into a creek.

May 7-8 Worm's Ferry/Jorvikburg

They sell off the silk and salt and spilt up a huge profit. Each of the 5 team members gains almost 2000gp.