

Session/Game: Eldritch Earth: 5 Hacks Deep
Episode 12: In the Atlantean Mines of Madness

Date: December 6th, 2020

Campaign Date: April 23rd - May 31st 1130 AD

Characters

Angus McNasty, Scottish Barbarian - 2 (Bob)
Wulfric of Ascalon, English Knight - 2 (Dave N.)
Neil O'Hainle, Irish Druid - 1 (Dave H.)
Father Siegfried the Small, Frankish Cleric - 1 (Jason)
Father Calen Kildare, Irish Cleric - 1 (Quinton)
Skule Runar the Lege, Norwegian Runecaster - 1 (Marlon)

Judge: Andrew Smith

April 23rd, 1130

Father Kildare spends a disturbing night in the ruined church once the charge of Father Percival. His sleep is spotty, and he awakens several times to strange noises and the bleating of sheep. After day breaks, a soaking spring rainstorm rumbles overhead as Reeve McNasty and his housecarls ride back to Shepherd's Hollow.



The heroes asked their friend Chonk for directions to the caves. Chonk asks, "Which cave? I'll tell you where for a coin!" Chonk points out that there are five openings to caves in the Northeast hills of Shepherd's Hollow. There is a "wet" cave, a "dry" cave, a "monster" cave, a "haunted" cave, and a "mine." The heroes decide to visit the "monster" cave. There they kill a rampaging Hooger. They discover the Hooger lived in a shallow cave, but at the back of the cave there are tight squeezes that lead back further into the hills. Whistling of a cool breeze from inside the cave suggests that there are larger caves beyond.

Neil turns invisible by drinking the thick, transparent potion left over from Father Percival. Luckily, Neil is able to fight off the sinister clutches of the corruptor demons as they fight to inhabit his soul. Neil sneaks away and scouts out the rest of the caves described by Chonk for coins. The dry one is nearly covered with collapsed rock. The wet one is more of a spring house than a cave. Neil hears water rushing and dripping in there. As he approaches the mine, he hears three bandits discussing the upcoming meeting at the gallows.

The Reeve and his men make plans to distract the guards at the mine with a sheep and then rush to attack. Wulfric makes quick work of the guards. They rush in, and confront the bandits within who release hunting bows from behind a loose barricade of crates and logs. The mine walls are rough textured, scored regularly and main-sized. Stones are posted regularly to hold the ceiling up. To their right, they hear maniacal laughter recede into the bowels of the caverns yelling "so long suckers!" They see another regular chamber with a ladder leading deeper into the mine.

The bandits all believe that the Reeve's men attack is part of a scheme from "Dimensio." They fight briefly, but soon give up in disgust and fear. They are routed, but are immediately reinforced with four heavily armed men along with six more bandits who emerge from behind the curtain to the next mine room.

The Reeve goes down under the strikes from the well-armed bandits, but is healed by the faith of Father Siegfried. The heavies are routed. Hostages are taken. Some other bandits are still roaming free. They take the Reeve's men to the right and back into the cavern that was used to hold prisoners. There they hear the desperate whispering of an old man, "Haggis! Haggis!" They find Elder Moss, one of his sons beaten nearly to a pulp, three of the Moss shepherds, and a catatonic Archdeacon Festus.

Festus is plagued with a serious infestation of corruptor demons. All the prisoners with the exception of Elder Moss have some level of infection. Moss repeatedly warns the Reeve and his men that they must leave immediately. Once again, the party hears the cackling laughter from deeper within the mine. As the Reeve and his housecarls leave the scene of their recent battle has changed significantly. Eerily, all the bodies of the slain bandits have just mysteriously vanished as if they had stood up and left.

As they exit the mine, the party is tracked and molested by a mysterious abomination that attacks from a magical fog. Two of the shepherds panic at its approach and run, only to be torn to bits by the monster. In brief glimpses in the thick fog the men determine that the abomination is half man-half bat and all deadly. It mauls Wulfric before it is knocked from the air by Skule and then driven off by Angus' Housecarls.

Later, the party travels to Kingston. All the scorpions are sold, both those found on Patch as well as two others from earlier. Reeve McNasty recruits some new settlers to move to the Hill Camp Hundred, with some of his men recruiting specific employees for their concerns as well. The campaign skips some time here as Reeve McNasty consolidates his power within the Hill Camp Hundred and the Dill's gang licks its wounds and plots its revenge.

