

Session/Game: 5 Hacks Deep #17

Date: January 23, 2021

Episode 17: Pub Crawl to Danger!

Campaign Date: July 14, 1130 AD

Characters:

Tariq, Moorish, Venturer-3 (Quinton L)
Welshie, Welsh, Ranger-3 (Jason L)
Duda, English, Soldier-2 (Andrew S.)
Lady Osouf, Norman, knight-1 (Marlon K.)
Johnny Venice, Italian, Venturer-3 (Dave N)
Prostitutta, Italian, Burglar (retainer)

Judge: LOH GM-emulator

LOG

Part One: Brawl at Whizzo's Alehouse

While the Hill Camp housecarls were in Jorvikburg for the Shire Moot, While Duda, Welshie, Lady Osouf, Johnny Venice and Tariq were having some cheap, terrible ale at Whizzo's, Duda let it be known that he wanted to recruit some soldiers to found his mercenary company. Johnny Venice, in between arguments with his assistant Prostitutta (2 t's, short u), drew up some notices to hang in all the alehouses and inns in the town. Whizzo let Duda hang a notice on his wall, but a pack of 8 of the gang known as the Whizzo Boys took offense to the party's attitude toward the quality of the establishment.

Two of the gangsters began to hassle Tariq, who threw a mug full of ale into the face of one of them. A chaotic fist-fight broke out with the party beating down a few of the thieves and with the gang making a hasty retreat after they had no success. The party found a few coins on one gangster that lay unconscious on the floor, but then discovered that the fight was basically a ruse on the gang's behalf, they had pick-pocketed the party members during the brawl, making off with a handful of coins from each of them. Whizzo (a retired jester and owner of the bar) told them "Why are you guys like trees? You gotta leave---Whoa, Whoa, Whoa—Whizzo!"

Part Two: Uneventful Visit to Trolltown Alehouse

Following the fight at Whizzo's, they proceeded to the Trolltown Alehouse, which was the favorite hangout of the other gang in town, The Red Feet. These gangsters avoid any trouble in the alehouse, out of good tradecraft. Apart from "Troll-Killer" Joe, the owner, telling boring stories about killing trolls, they had no trouble here and posted their notice for Duda.

Part Three: The Inn of the Two Sheds: The Hunt for Lord Winfrey

The Inn of the Two Sheds was their next stop. This is a first-class eatery and hotel, popular with many locals for the food and travelers for the rooms. When they entered, they beheld a certain Lord Winfrey of Kingston, a fellow with awesome sideburns, complementing the food and handing out small sacks of gold to the staff and customers before leaving.

Prostitutta demanded that Johnny get them a private table and some of the famous beefsteak and turnips. No sooner that the meal arrived when a band of local militia burst in, looking for Lord Winfrey. They said that Winfrey had stolen Lord Ulfwin's travelling money and Ulfwin was offering a 10% finders fee to anyone who returned it.

Leaving Prostitutta to pick at her turnips, Johnny and the rest rushed off into the night. Duda questioned some nearby witnesses and one kid told him that Winfrey was heading toward

the stables at the north gate. They managed to catch up with Winfrey outside of the stables. Welshie sneaked up on him and whacked him on the back of the head, to surprisingly no effect. The others rained ineffectual blows on him too, but Johnny Venice snagged his feet with an alchemical tangle-foot bag. More surprising was when in a few moments Lord Winfrey transformed into a large serpent and darted away into the darkness and street refuse. However, he left the money bag behind (marked with a U). The party split up the 600gp within, threw away the bag, and vowed never to speak of it again. After returning to the Inn, Duda posted his notice and they finished their steaks and departed.

Part Four: Dance Party at Ulfric's Alehouse: A small brawl

At Ulfric's Alehouse, Duda posted his notice in Ulfric's ample beard, while the rest of the crew joined in the farmers' dance party already in progress. A local lumberjack did not take kindly to a Welshman dancing with "his" Esmarelda. The Lumberjack and Welshie had a short brawl, wherein the lumberjack tried and failed to pile-drive Welshie into the floor before being beaten senseless by the ranger. Lady Osouf tried to throw the lumberjack outside, but his friends were having none of it. The notice being placed, the party moved on.

Part Five: An Opportunity Missed at Judith's Alehouse

Judith's Alehouse is popular with the older-set in town. The crew arrived just after a birthday party for Mistress Grundy the herbalist had concluded. They posted their notice on a nice, well-decorated bulletin board and left.

Part Six: Bloody Battle at the Red Cod Inn

The Red Cod Inn is a lodging house and bar for the less well-healed traveler. It is famous for its cod wall decorations and its turnip-pickled cod snacks. The whole place smelled of cod, actually. Duda attempted to post his notice, but this raised the ire of a small group of 5 mercenaries already drinking in the bar. They began to push the party around. Tariq poked one of them in the eyes with his fingers, and that guy ran off screaming into the night. Then Lady Osouf hit another in the groin with the blunt-side of her axe. This caused the man immense rage and he drew a sword and cut Osouf in return. The other mercenaries drew their swords too and began to fight in earnest. Johnny Venice tried to hide and so get an advantage in the fight, but failed and was cut and then cut again as he fled from the bar, barely escaping with his life. Lady Osouf asked Duda what she should do, and he replied "It's a fight." He meant "it's a fist fight, be cool", but she interpreted it as "fight for your life, chop away." She swung her axe and hacked one of them down. The blood began to flow heavily at this point, with Duda grabbing an ornamental cod from the wall and hacking the neck of one of the mercenaries. Soon all 4 mercenaries (one had run-off with poked eyes) were lying in pools of blood. Johnny Venice tried to save 2 of them, but failed. Tariq tried to save the other two, but only managed to save one.

Part Seven: Welcome to Rest

The party returned to their lodging at the Welcome Inn and posted Duda's final notice. They all realize that they will face a trial at the moot for fighting in the Red Cod and murder of the mercenaries at the next local hundred moot.

