

Session/Game: 5 Hacks Deep #20 **Date:** February 14, 2021

Episode 20: Three Ended Rope

Campaign Date: August 13-18, 1130 AD

Characters:

Part One: The Trial

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

Part Two: Against the Croktars

Sean the Irish Bastard, Irish, Templar-3 (Bob L.)
Skule Runar, Norwegian, Rune-caster-1 (Marlon K.)
Father Siegfried, Frank, Cleric-2 (Jason L.)
Raoul, Frank, Hermetic-2 (Andrew S.)
 Alessandro, Italian, Adept (retainer)
Wulfric, English, Knight-3 (Dave N)

Special Guest Star: Prostitutta, Italian, Burglar (retainer)

Judge: Dave N.

LOG

PART ONE: THE TRIAL

August 13, Jorvikburg

Francis LePuy, the survivor of the fight in the Red Cod Inn on July 14, had filed charges through Elder Whizzo in the Earl's town Hundred Court. Tariq, Osouf, Duda, Welshie and Johnny Venice were accused of murdering Reddiger, Peter and Horst. A panoply of eye witnesses swore to what had happened. Charges against Johnny Venice were immediately dismissed since he hadn't done anything but hide under and table, flee and get stabbed. Duda was likewise excused because he only fought using an ornamental fish. While there was some concern that Lady Osouf had begun the use of weapons by swinging the blunt end of an axe, the Earl ruled that that didn't count because she was a woman, and that clearly the dead mercenaries were to blame for attacking with swords first. The murder charges were dismissed.

Rufus Fischer, the owner of the Red Cod Inn followed up with charging both parties with fighting in a freeman's house. Johnny Venice, again, was immediately acquitted for not having fought at all. Tariq, followed by the others bascially plead guilty and had to pay a fine of 120gp each, to be split between the Earl and Rufus.

PART TWO: AGAINST THE CROKTARS

August 16, Deadman's Town

Johnny Venice, having scouted across the river for business reasons, reported to Reeve Angus that a large force of Croktars were up to no good in Deadman's Town. Angus had Sean and Wulfric put together an expedition, for which they picked Raoul and Alessandro, Skule, and Siegfried to accompany them.

On their arrival, they spotted a band of Croktars spread around sector 2 of the ruined town, trying to break into two of the building. There were 25-30 warriors, their commander the Croktar Priest Steestan, his 2 turtle-men bodyguards and their boss Shell Max, 6 dreaded Croktar Orb-Wielders, and one deadly Cave Lizard.



While Wulfric and Sean charged on their horses and against Sleestan, Shell Max and the turtle-guards, Raoul put their 4 Croktar warriors to sleep. This was between the central portal-building and the small obelisk. Sean manages to kill Sleestan, who failed in using a magic spell against him. But then, the orb-wielders arrived in view and launched 3 lighting bolts against the 2 knights. Sean avoided one, but both the others struck Wulfric and threw him from his horse, severely wounded. The Cave Lizard and a handful of warriors turned the corner around the building at the top of the map and the Lizard used its death ray to incinerate Alessandro.

Wulfric was unconscious, Sean was facing all 3 turtle warriors and the approaching orb-wielders near the obelisk, and a small band of Croktar warriors were charging toward Skule, Siegfried and Raoul, all of whom were, let us say, less-than melee capable, near the bull-idol. Luckily the 15 or so Croktar warriors engaged in trying to batter in the small building to the bottom left of the map had gotten no orders and were being slow to move toward the fighting.

Skule managed to temporarily stun the Cave Lizard with rune magic and flee behind the large building to the top right. Raoul put another pair of Croktar warriors to sleep as he and Siegfried fled into the nearby cave. Sean abandoned fighting the turtle warriors and charged the orb-holders, getting inside their circle and killing 1, preventing them shooting more lighting.

Then bad luck turned to good fortune. Raoul attempted to cast another sleep spell, but catastrophically failed. The back-fire caused a thick mist to fall unto the entire battlefield, limiting the visibility of everyone to 30 feet. He and Siegfried were trapped in the cave by 3 warriors and Skule remained hidden behind the building. Sean kept fighting the orb holders, to little definitive result. The Cave Lizard was wandering around, but couldn't find the party in the mist.

Sean decided to abandon the fight against the orb-holders and rescue Wulfric. He scooped him up and road toward the cave where his allies were. Meanwhile, Raoul used a scroll to put two of the three warriors facing him and Siegfried to sleep, and the pair finished the last one in combat.

Siegfried revived Wulfric with a holy miracle (couldn't save his eye, however, which had been destroyed by the lightning). Siegfried also wounded the returning Cave Lizard with his sling. Wulfric and Sean turned on the Lizard and managed to slay it. At this point Sean was in

favor of retreating, but Wulfric, a bloody, half-blind mess, was having none of it. As the others supported as they could, Wulfric and Sean charged their mounts into the circle of the orb holders, killing 4 of them in reasonably short order as the last escaped into the mist. They then did battle with the turtle-warriors and defeated them too, although Shell Max was a long time killing.

Skule claimed a Crown of Wisdom from Sleestan's corpse, and Wulfric a Club of the Mountain from Shell Max. The last orb-holder and the band of warriors who had not engaged fled from the town, never to be heard from again (Danes are good eating).

Victorious but battered and exhausted, the expedition returns to Worm's Ferry to rest and recover, intending to return and investigate what the Croktars were looking for.

August 17, Worm's Ferry

The party rests and recovers in Worm's Ferry.

August 18, Deadman's Town

The team returns to Deadman's Town. They investigate the small, sealed building to the bottom right, which the Croktars had been trying to break into.



They thoroughly search the perimeter of the walls of the building, but find no entrance. Giving up they instead move to the large building at the bottom right. They find a sealed door, which Sean opens by casting a Cast out Devils spell. Inside they find 4 animated suits of armor defending the place. Sean's magic sword, Raoul's arcane arrow spell, and eventually, when he's reminded that he has it, Wulfric's magic club, destroy the devices with little damage taken. There is a sealed portal in the room, which they are unable to open. They decide to send Raoul back to Worm's Ferry to find Prostitutta to open the lock. After few hours, they return and she opens it up easily.

In the next room is a brightly heated Atlantean Orb surrounded by ancient mummified corpses. The party gives these all a wide berth. After Prostitutta opens the next door, they are confronted by 3 Serpent Jinn (whom Sean and Wulfric see as people, everyone else sees as snakes). Sean manages to kill one, and the other two escape. In the final room they find a large brass bathtub and other treasures.

They decide to return to the sealed building. Skule finally has the bright idea to look on the roof for a doorway and has Wulfric climb from horseback onto the roof, where he finds a secret door and then helps everyone else up onto the roof. Opening the door, they jump down and find a single chamber. There is an Atlantean Orb in each corner, and a column of semi-precious "Earlstone" in the center.

When the greedily pry loose the orbs, the column shatters and two imprisoned beings, the Fiend brothers Carzag and Morko are released. Skule's Crown of Wisdom allows him to communicate with the fiends, discovering that they were servants of the Atlantean Wizard Kryzler. Skule then overreaches, claiming that he destroyed Kryzler and they must obey him. This enrages them and it's time to fight. Wulfric manages to knock Carzag down with the magic club, and the others lay some beat-down on him. Carzag and Morko agree that one of them must escape, so Morko leaps through roof opening and escapes as Carzag is killed. Gathering the Earlstone shards and orbs the team returns home.

