

**Session/Game:** 5 Hacks Deep #23      **Date:** March 28, 2021

**Episode 23:** Burglary and a Twisted Off Head

**Campaign Date:** October 1-5, 1130 AD

**Characters:**

Tariq, Moorish, Venturer-3 (Quinton L)  
Welshie, Welsh, Ranger-3 (Jason L)  
Cai, Welsh, Assassin-2 (Toby M)  
Angus McNasty, Scottish, Barbarian-3 (Bob L)  
Skule Runar the Lege, Norwegian, Runecaster-2 (Marlon K.)

**Judge: Dave N.**

**LOG**

*October 1, Jorvikburg*

Earl Godric spent from 9am to 2pm hearing cases about donkeys roving from one Hundred into another and grew overwhelmingly bored. He called an emergency boar hunt, leaving the question of Frogtown until the next day.

Since Lord Ulfwin has booked up all the rooms in the Welcome Inn, Angus and his party checked into the Red Cod Inn, despite the past unpleasantness. It was here that they were approached by Abbot Laurens of the St. Martha's Abbey in the town. He told Angus that the charter that Ulfwin had presented to the moot as proof of his Great-Uncle Feremond's ownership of Frogtown was fishy. The Abbot couldn't prove or testify to the forgery, but was highly suspicious. What was even more suspicious was that Ulfwin hadn't brought along his family ledger which would have had ample proof in its pages of his lordship over the village.

Angus discovers from the Abbot that one of Ulfwin's clerks, Titus Grumby, was in town with his lord and would know the location of the ledger. The team then conferred and decided to kidnap Grumby, question him and steal the ledger before court in the morning.

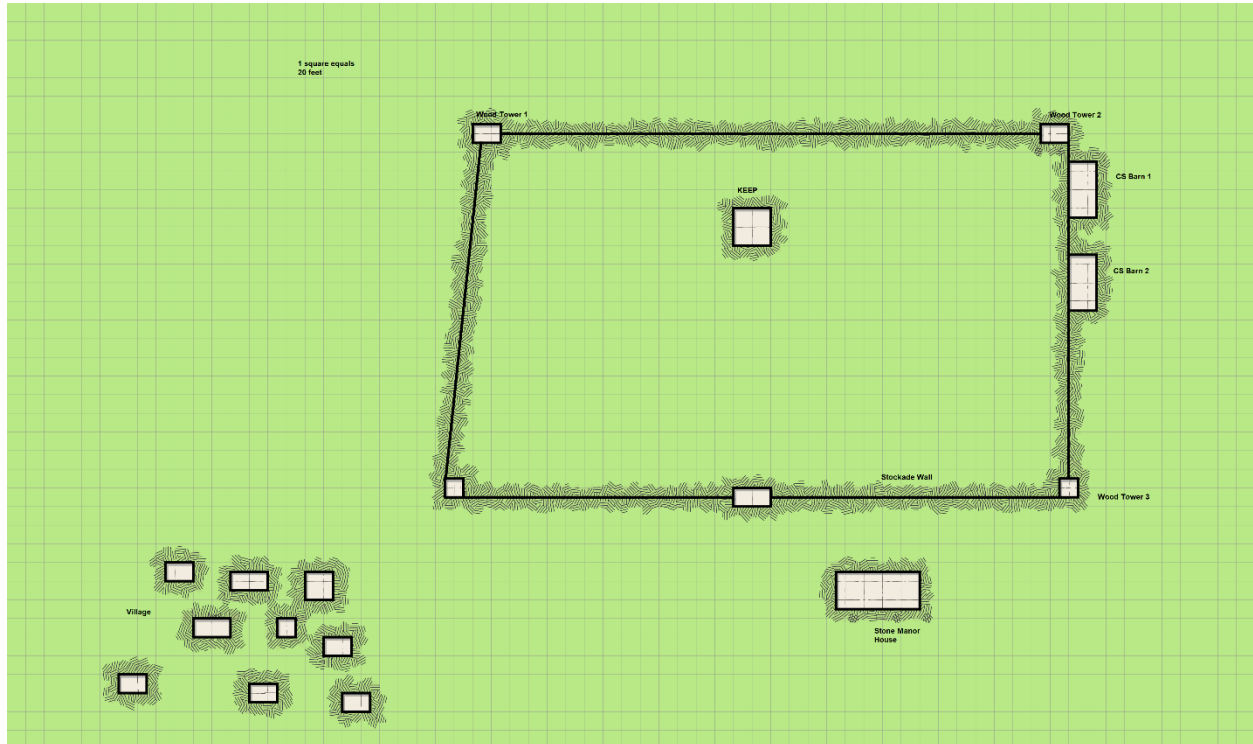
They staked out the Welcome Inn, and found an alley nearby which had only one door that opened onto it. Not wanting to mess around with the innocent furniture maker and his family inside, Cai jammed the door that opened onto the alley. They then split up around the block and sent Abbot Laurens in to lure Titus Grumby outside. However, to everyone's shock and horror, a Hell Stalker appeared from behind the abbot on his way to the inn. It killed him and wrenched off his head, disappearing into the night.

Cai and Welshie raised the hue and cry, and soon the street was filled with citizens, Lord Ulfwin and his men, and a mustering party of town militia. They searched around for the perpetrator of so foul a deed. Recognizing Grumby by his purple doublet and yellow britches, Welshie saw him standing alone, sneaked up behind him and attempted to use his garotte to render him unconscious. He failed miserably in the attack, attracting the attention of Lord Ulfwin and 4 of his men who began to chase Welshie down a nearby alley. Welshie led them on a long chase but eventually gave them the slip, at which time Dudda, Skule's retainer, pointed Ulfwin in the wrong direction.

Meanwhile, Cai approached Grumby and deceived him into thinking he was a friendly fellow and was going to lead him to safety. They went to the previously prepared alley where Tariq knocked the clerk over the head, rendering him unconscious, and shoved his head into a sack. They bundled Grumby off to an abandoned goat shed, where they pretended to be torturing Cai to get information about Angus's valuables. When Cai "cracked" telling them about a "secret chamber behind the bookcase", Tariq, pretending to be a Greek torture-thief,

turned to Grumby, who immediately gave up the location of Uflwin's archive on the third floor and his treasury on the 4<sup>th</sup> floor of his keep. The keep was an emergency redoubt, and most of the Lord's men and his family lived in a manor house nearby. Sir Francois would be in the keep, as its steward, and Rupert of Bern was in charge of the dungeon/prison beneath.

Needing the ledger by morning, the team saddled up and road for Castle Ulfwin, which was about 5 miles away. They kept Grumby tied up and dumped him into the house, haunted by a witch's ghost, outside of town, that they had visited months before. On the way to the castle, Angus was ambushed by a Hell Stalker, who failed to kill him, but who escaped into the night.

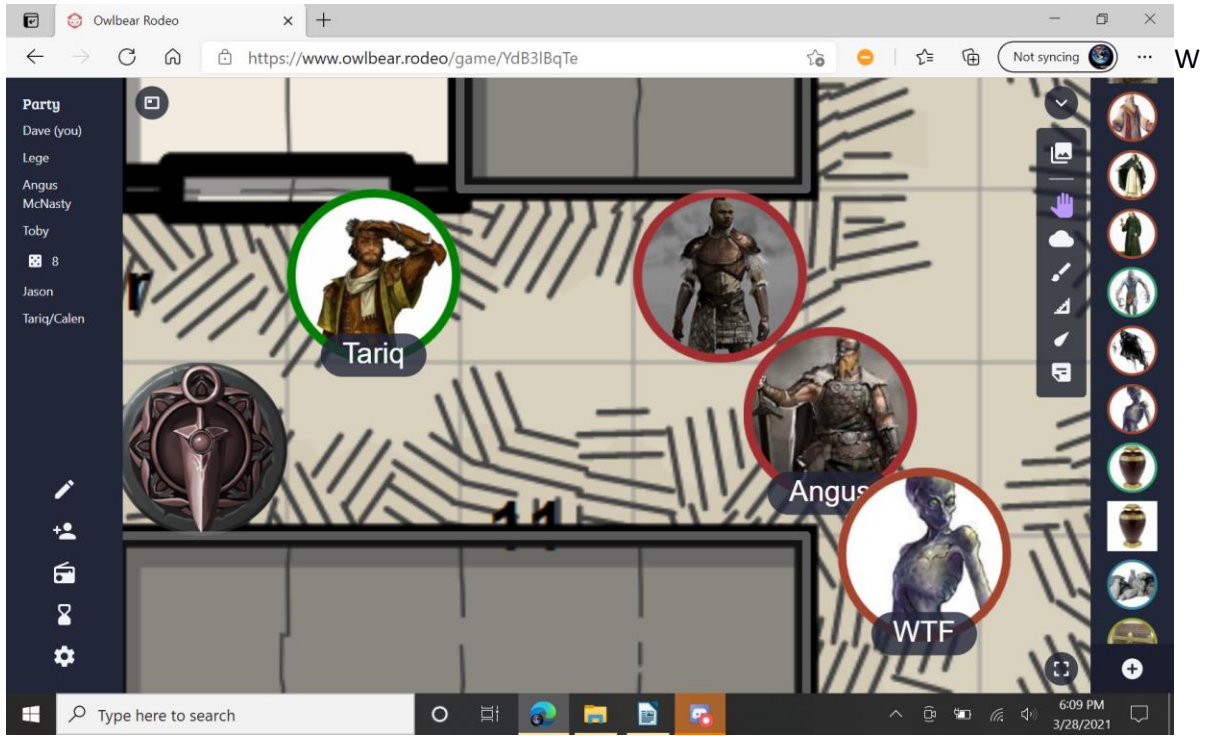


## CASTLE ULWIN

Reaching the castle, they dismounted and moved along the northern section of the stockade, avoiding the guards in the wooden watch towers. They climb the stockade and sneak to the keep, gradually working their way around to the front, where the entrance door was. They briefly considered climbing up to the roof, but thought that their chance of being spotted and the alarm raised was too great.

At the front door, the Hell Stalker appeared for a second time attacking and injuring Angus. The rest of the team swarmed it and killed it relatively quickly. They left its body in plain sight as a "clue" to a supernatural assault on the keep to explain their upcoming mayhem.

ANGUS'S PARTY FIGHT THE HELL STALKER AT THE FRONT GATE OF ULFWIN KEEP



Tariq and Cai open the front and inner gate-locks and Skule uses his Ghost Hand cantrip to lift the bar securing the inner door. Cai jams the outer door closed to prevent additional reinforcements from entering.

Bursting into the first-floor guard room, Angus, Welshie, Tariq and Cai murder the 6 militia men on guard there (half of whom were asleep. They charge up the stairs to the second floor, where Cai jams the door sealing in any guards who might have been on that floor. They reach the third floor, where the archive was, While Angus and Tariq kill the 2 billmen on guard in the family chamber there, Cai, Welshie and Skule search the archive, where they find the ledger, the Chronicles of King Godwin, and a Latin copy of *Ars Medica*.

As Angus screams from the next room "Don't open the URN!" Skule opens and elaborate urn sitting on a shelf. This releases the wraith of Great-Unlce Feremond (a notorious blackguard and sorcerer) who attacks Skule spiritually. Skule's phantom punch spells and Welshie's holy water eventually destroy the wraith, but not before it leaves Skule feeling rather dim-witted and addled. Although they've gotten the ledger, Angus decides they should climb to the fourth floor and steal Ulfwin's treasure too, since he's a dick.

Tariq and Cai kill a guard on the stairs, and enter the main barracks where Sir Francois, 2 crossbowmen and 2 bill men are doing business. Tariq disarms Sir Francois with fancy fencing and Cai stabs him to death. Angus and the rest slaughter the 4 mercenaries. They then despoil the treasury, although they have to severely overload Skule with sacks of silver in order to get it all away (1000gp, 10,000sp). Although they briefly consider going to the roof, 2<sup>nd</sup> floor and dungeon to murder everyone in the keep, they decide instead to take the ledger and treasure and escape. They quickly sneak off to their horses and ride back to Jorvikburg where they are healed of their many wounds by Father Calen, in town to act as a moot witness.

#### *October 2, Jorvikburg*

The Earl reconvenes the moot where Ulfwin presents the forged charter. Angus steps forward with the ledger, claiming that Titus Grumby gave it to him and calling Ulfwin a dirty liar.. The ledger proves decisively that Frogtown was never a possession of Ulfwin's family. After Father Peter of Ghent examines the ledger, he proclaims the truth of it. The Earl says that either Ulfwin has lied to everyone, or that Titus Grumby has deceived everyone through some nefarious commoner plot. Either Ulfwin must confess or Angus apologize or there is a matter of honor to be settled between them. Angus decides to apologize, blaming Grumby's deception for all the grief. The moot unanimously rules that Frogtown belongs to the Earl's possessions in Hill Camp Hundred.

#### *October 3-4 Jorvikshire*

Angus decides that whoever has been sending out the Hell Stalkers to kill people must be tracked down and stopped. Using himself as bait, he wanders around the countryside a bit. Eventually, a Hell Stalker finds him and attacks him, grievously injuring him into unconsciousness. Before it can wrench off his head however, the addled Skule manages to stun it with magic, whereupon Cai, Welshie and Tariq chop it to bits. It turns out Angus wasn't as injured as thought, and leaps back to his feet in a few minutes.

After a quick visit to Father Calen for healing, Welshie tracks the beast to an abandoned village south of Worm's Ferry, known as The Moin. Here they discover a small fortress along the river-side cliffs. First they find the Hell Stalker cave, but the one Stalker there manages to sneak up on Cai and nearly tear him limb from limb. Tariq wounds the creature, Welshie shoots it, but also shoots Cai, dropping him (with lots of CON damage). The beast dies. It takes some serious liver-squeezings to get Cai back on his feet. Cai is then attacked by a Griffin flying down from a turret in the back of the fortress. It does no damage and is shot to pieces by Welshie and Tariq.

Moving around to the fortress. Tariq gets shot at by crossbows, but escapes when he approaches the entrance. He then starts a leaf fire to drive the crossbowmen away from the loopholes. After Tariq opens the front door, he drops to the ground, allowing Angus and the others to charge over him and attack the billmen inside. The crossbowmen come back and shoot Tariq several times, causing him great displeasure.

The team manages to kill the 5 hypnotized billmen and 4 crossbowmen in the outerworks and break into the connecting chamber where they kill 3 ghouls lurking in the shadows. Entering the lair of the Sorcerer Jacques, they confront 3 more ghouls, Jacques himself, a serpent Jinn and 3 dreaded man-bats. Jacques miasma spell fails miserably and he is quickly slain by Welshie and Angus. The ghouls and man-bats provide little difficulty, but only the addled Skule's phantom punch and Welshie's magic arrow can harm the serpent jinn, but they manage to kill it before anyone dies.

Forgetting that they meant to take the sorcerer alive, they mopped up his brains and searched his lair. He was wearing a mind-control magic item called The Eye of Chaos, and has 3 Atlantean Orbs, 1000gp and some coded correspondence. After a long discussion about whether to keep, destroy or sell the Eye of Chaos, they settled on selling it. Angus needed money too badly. Thinking that they'd like to use the fortress for their own purposes, they made note of its location and went home.

