

Session/Game: Eldritch Earth: 5 Hacks Deep
Episode 26: Halloween Night
Campaign Date: October 31st, 1130 AD

Date: May 10th, 2021

Characters

Reeve Tariq al-Khibaz, Moorish Venturer - 4 (Quinton)
Symeon, Byzantine Laborer - 3 (NPC)
Kahlid Mulino, Moorish Teamster - 1 (NPC)
Sean the Irish Bastard Irish, Templar - 4 (Bob)
Welshie (aka Tom Jones), Welsh Ranger - 4 (Jason)
Wulfric of Ascalon, English Knight - 4 (Dave N.)
Young Penda, English Squire - ½ (NPC)

Judge: Andrew Smith

October 31st, 1130

After losing an entire afternoon, the heroes awaken lying near the settlement of Abbott's Town. Skule, fearing the power of the curse of New Shepford flees under the overcast fall sky back toward Jorvikburg immediately. A light drizzle falls as the heroes realize that they may have been corrupted by the dark powers of the Pigeon Hills. The Abbott himself, a diminutive monk named Brother Widemann brings the

heroes to their oldest and weakest member, a blind crippled monk named Jones who is able to pray and heal their wounds both physically and spiritually. He takes their confessions, and asks them to do penance into the afternoon. He chastises the men, saying that by emerging from the wood around New Shepford they have brought that village's curse down upon him. He prays to all that is holy that the Reeve's men are truly good and worth saving. As the Reeve's men emerge from the abbey, they hear the rustling whispers of something evil and alien from the dusk. As night falls, the monks hide in fear in the sturdiest part of the abbey and ask the heroes to defend themselves. A host of monstrous abominations silhouetted in the misty darkness approach the abbey with bloodlust in their hearts and death in their eyes.





Wulfric, Penda, and Sean mount their warhorses to oppose the oncoming onslaught. Welshie climbs the tall bell tower to get a good view of the oncoming assault. Reeve Tariq and his men Symeon and Kahlid take up a position within the Abbey grounds.

Monstrous demons made flesh out of stone, wood, and moss creep from the Goblin Wastes to the south to attack led by a massive trollish Grinder - a towering humanoid with rubbery black flesh and a giant club with a single wooden spike. Meanwhile, a pack of winged imps leading two unbefore seen giant imps waddle in from the North, circling the Abbey.

Welshie engages the imps to the North, shooting at the murder of flying demons before being swamped by them. He throws himself from the tower to try to shake several off, and manages to keep himself far enough away to kill them properly with arrows and daggers.

Meanwhile, Sean and Wulfric engage the chunky spawn with lance and steed. They are mowing through the ranks of these monstrosities until the Grinder Troll manages to catch up with Tariq and his henchmen. Only through the Reeve's great bravery was he able to save his henchmen, and even then at great peril since the Grinder Troll literally drove the spike of its huge club completely through one of the Moor's feet. While the remaining spawn and imps tried to break into the abbey Sean and Wulfric flanked the trollish abomination, eventually slaying it through arrow fire and Wulfric's sword driven through the back of its thick, fleshy neck.

Welshie and Tariq manage to engage the two giant imps, impaling them with arrows. They bleed easily, and die a horrible rubbery death as they deflate like an inflatable balloon. Meanwhile, three of the spawn break through the doors of the abbey. They kill two of the monks, including Jones the blind cripple who performed magical miracles for the party earlier. Wulfric and Penda enter the chapel of the abbey and destroy the last interlopers. The victory is earned, but it comes at a cost and this night of blood magic continues.

Kahlid keeps watch while the Reeve's men get some rest and work to ready themselves for the next wave of battle that is yet to come. A cask of beer is opened and libations are passed around, and the mood is light for a few hours. The monks do their best to help, but without their stores all they can do is promise a score of healing potions and holy water vials by Christmas of this year as payment for keeping them alive. As dawn approaches, Kahlid sees six more silhouettes step out of the misty darkness from the direction of the Goblin Wastes.

Horrific milky-white headless humanoids like giant fresh maggots with clawed limbs deftly attack the Reeve's men. They rush toward the ruined door of the Abbey, taking cover from Welshie's arrows. A great melee develops as Wulfric holds the line at the door to the monks' sanctuary. Khalid is slain, and two of these maggot-men enter the memorial garden to fight Sean and Tariq who try to flank them. Tariq and Sean kill their two attackers with the help of arrows from Welshie and Symeon. In a blunder for the ages, Young Penda smacks his master Wulfric in the back of the head with a thrown axe! Wulfric hacks down the remaining maggot-men with the help of Sean, arrows fired from Symeon and Welshie, as well as a final killing blow from Tariq.

As the sun rises, the monks are relieved. Although they can not pay the Reeve's men, they promise to do their best to provide any aid they can in the future. They bury their dead along with Khalid in the memorial garden.

November 1st, 1130

Toward the end of the day, the Reeve's men travel back to Jorvikburg to spend the night before parting ways to travel to Kingston for penance or recruiting or returning to Worm's Ferry for safety and recuperation.