

Session/Game: Eldritch Earth: 5 Hacks Deep
Episode 28: Goblin Hills
Campaign Date: November 15th-18th, 1130 AD

Date: June 6th, 2021

Characters

Johnny Venice, Italian Venturer - 4 (Dave N)
Prostitutta, Italian Thief - 2 (NPC)
Reeve Tariq al-Khibaz, Moorish Venturer - 4 (Quinton)
Constantine, Adept (NPC)
John Ward, Militia (NPC)
Uthtic the Red, Militia (NPC)
Shrewsbury, Militia (NPC)
Probis, Adept (NPC)
Wolfstan, Laborer (NPC)
Young Adolph, Laborer (NPC)
Sean the Irish Bastard Irish, Templar - 4 (Bob)
Lady Rousel Adele Osouf, English, Knight - 4 (Marlon)
Sister, English Adept (NPC)

Judge: Andrew Smith

November 15th, 1130

Following the visit to Kingston, once again the Reeve's men head back to the Pigeon Hills to try to reclaim that failed hundred. They arrive in Abbot's Town and decide to spend the night in Grey's Abbey. They are met by Brother Widemann who is delighted to help following Sean's defense of the abbey on Halloween night.

November 16th, 1130

On Sunday morning, the heroes take communion at the Abbey. Johnny Venice and Reeve Tariq are able to convince Sean that an expedition just to "scout out the Goblin Hills" would be allowed on what is traditionally considered a day of rest in the Catholic church. They head toward the first of three points on Godfrey Gladfelter's map.

The first cave complex is populated by the remains of the imp threat. There they find another giant four-armed imp, several imp warriors and a single cloud of imp winged monsters. By careful infiltration, the party manages to destroy the entire cadre and take an amount of gold and gems.

Following that success, the party moves past the second cave complex and heads to the third. There, they are faced with the threat of the mother of the Grinder Troll that had led the attack on Grey's Abbey. They are only able to defeat this horror with the help of Constantine's magic, and even then the mage was slain by the towering monster. Prostitutta was also unable to hide as

the beast ran her down, and was torn limb from limb horrifying the entire party. The party returns to the abbey once the troll is finally defeated.

November 17th, 1130

Following a disturbed rest, the Reeve's men hold a brief service to bury Prostitutta and Constantine. They spend the time resting up and healing from their battle with the Grinder Troll before heading out for the final installation.

November 18th, 1130

The heroes approach the final point on Godfrey's map, an installation set at the top of the highest hill in the area. At the entrance, a shallow rectangular pool of odd, greasy green goo collects as it flows from the open channel of the installation.

The party investigates the odd, viscous green liquid. It is very much like congealing blood except the wrong color. It does not burn. It seems to have an alien intelligence and actually flows uphill in some places to collect in the rectangular pool. It radiates a dim necromantic magical aura.



Just off the entry, the heroes find a rusty, old iron cage. Inside, the skeleton of a man lies amongst some items. The heroes find a healing potion amongst the skeleton's things. Another room right off the entrance has a bloated corpse face-down in the strange green liquid. As the Reeve's men roll the body over and discover a magic axe, the headless pus-filled humanoids they fought earlier pour from a secret door to attack.

The party manages to stave off the attack of the maggotmen. They follow the path the attackers took. They reach the main room of the sanctuary, a two-level affair that is the source of the green goop. Through a series of bars, the heroes see that it seems to bubble and seep up through the stone floor of the complex.

The heroes fight off a second wave of maggotmen to discover a "hall of ages" in which it illustrates the life cycle of these alien headless beings. They are gestated from a gigantic mother-being, then fed strange herbs from whence they grow into adult warriors that serve the hive only to once again be fed back to the mother-being as food.

They climb a set of stairs to find quarters probably inhabited by human cultists who lead or serve the maggotmen. Above the main hall, the heroes destroy one human mage who leads a third cadre of maggotmen. Past them, they find a library full of evil scrolls and books as well as a conservatory covered in valuable rugs from the orient and exotic spices and incense.

The heroes exit the complex, and take stock of their situation before continuing back in toward the lower levels. There, they find a titanic pus-white grub that seems to leak the green liquid that the party discovered above as an excrement and a lubricant. It sits in a pool of its own arcane filth and its bloated body pushes this goo through the roof to the first floor.

The party hatches a plan to ambush the mother-being and the maggot men, but fail to deal with the masked human mage and his three friends. Soon after the battle begins, John Ward and Uthtic the Red are both killed outright when they are caught in a cloud of vapors pulled from the pits of hell itself. The battle continues to rage, with Sean swooning into unconsciousness before rallying to defeat the maggot men and the cultists. Alchemist's fire created and launched by Johnny Venice in retribution for Prostitutta's death burn the mother grub into a slurry of blackened cinders.

With all the inhabitants eliminated, the Reeve's men search the installation. They find that not only could the place make for an interesting and defensible position, it also features a working Minor Enchanter's furnace in the back of the basement level. The heroes receive a share of 2321 gold each from the first two godlin caves, and 637 gold each from the final maggotmen installation. Sean receives the divine scrolls discovered in the library of the maggot - Arm of King David, Beast Bond, and I Shall Fear No Evil. Lady Osouf takes the Axe of Responding. Johnny claims the Mace of Fear as his magic weapon. Other items found include a potion of Drake's Bane, and a Potion of Healing. Other items found include:

<p>Atlantean Blasphemy Scrolls</p> <ul style="list-style-type: none"> - Brainfood - Create Imp - Torment - Mordant Vomit 	<p>Books</p> <ul style="list-style-type: none"> - An Almanack of Practical Mortis - Book of Giants - Great Enquiries on the Celestial Lexicon - The Hyperboread 	<p>Two 3rd Eye Stones</p> <p>Gladfelter signet ring in pewter</p>
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