

**Session/Game:** 5 Hacks Deep #3      **Date:** August 2, 2020

**Episode 3:** Handsome Steve Loves Turnips

**Campaign Date:** January 10—January 26, 1130 AD

**Characters:**

Angus McNasty, Reeve of Worm's Ferry, Scottish, Barbarian-1 (Bob L.)  
Raoul the Simple Herdsman, Frankish, Occultist-1 (Andrew S.)  
Welshie, Welsh, Ranger-1 (Jason L.)  
Neil, Irish, Druid-1 (Dave H.)

**DM:** Dave Nelson

**PROLOGUE:**

Father Siegfried rode off to Jorvikburg to confess and do penance for his miracles failing him. He met with Father Peter of Ghent, parish priest of the Small Church in Jorvikburg and was tasked with creating a scroll for the use of the church. Wulfric, Duda, Johnny Venice, Taffy, and Sean all were resting and healing from their wounds suffered in the attack on the manor house. The new Reeve, Angus McNasty gathered the 3 other healthy men and decided to investigate the village and get the villagers to swear the Oath of Faithfulness to Earl Godric.

**LOG:**

*January 10, Worm's Ferry*

Angus, Neil, Raoul and Welshie started by talking to Old Worm and his family, who signed on to the new regime easily. They were loud and dysfunctional but otherwise upfront and mildly helpful. Their neighbor, Cooper, was quiet and nondescript. Porkins and his 2 nephews swiftly offered up their wares of sausage and Mighty Haggis to the team, grateful that the nephews had been spared and freed during the assault (they were acting as cooks to the bandits). The turnip farmers Handsome Steve and his wife Esther the Godly, along with their immense brood of Stevelings, were sickening sweet in their praise for Jesus and turnips, but were not resistant in any way. However, the Irish "abbot" and his 3 "monks" in the cottage at the edge of town proved to be difficult. As monks, they refused to swear to a secular lord and also refused anyone entrance to their "monastery."

Angus was enraged at the monks, threatening all manner of things. The converse was made more difficult since Brother Riley did not speak English and Neil had to interpret. Angus threatened to dump all the bodies of the 30 or so dead bandits in front of Riley's door. At this point, Old Worm piped up and mentioned that the "monks" were accustomed to do all the burials for the bandit gang. So, Angus ordered them to bury all the dead bandits.

While Neil and Welshie spied on the burial, learning nothing, Angus and Raoul decided to search the 2 storage buildings in town (the large, secure storage house behind Handsome Steve's place and the storage tower next to the manor house). They found that the Storage House was locked (with a cheap lock). They went to Steve, who at first was in a panic and refused to hand over the key, but Esther talked him into it and he handed it over. Opening the door, they found the place filled with barrels of turnips, but then a hideous animated turnip creature arose and lunged at Angus. Angus and the Turnip-thing traded feints and lunges, until after 2 successful blows with his dane axe, Angus killed the creature. Raoul examined the corpse and found it to be a weird hybrid of animal and vegetable whose eyes were eerily similar to those of Handsome Steve. Angus and Raoul hid the corpse in a shallow grave at the edge of the village and then returned the key to Handsome Steve, pretending nothing was amiss.

When the team reassembled, they all approached and opened the Storage Tower and opened it up. It was being used as a prison by the bandits and currently held 3 hunters from Jorvikburg all chained up. Angus set them free and gave them each a hunting bow and quiver of arrows from the arms they had collected from the bandits. The hunters asked to stay over night for some rest and food before returning home, which request was granted. The entire team decided to go to bed.

#### *January 11, Worm's Ferry*

Early in the morning, Johnny Venice spotted Brother Riley, his 3 "monks" and 4 strangers, tightly robed and cowled heading toward the ferry. He wakened Angus who gathered together the unwounded squad. They figured that Riley and his crew were heading over to Deadman's Town to gather Atlantean bricks and other artifacts.

The team decided that this was a perfect time to search Riley's cottage and rushed over as soon as the ferry was out of sight. They found nothing out of the ordinary on the main floor, but then discovered a hatch in the floor that led to a cellar, a cellar of EVIL. There was a warlock's altar, a wall-pentagram, and 4 pits filled with blood. It seems that Brother Riley was no monk at all but rather a warlock. Neil accidentally stepped in one of the pits, discovering that it was quite deep and there was some sort of creature inside that tried to bite him. He slew it by whacking its skull with his staff. Angus and Welshie joined in and they slew similar creatures in the other 3 pits. They then hauled the corpses out of the holes and found them to be man-shaped creatures with goat-like or pig-like features. Raoul identified them as demon-driven creatures known as Pit Spawn, common servitors to evil sorcerers. Looted what they could, the team left the cottage to plan an ambush.

They decided to ambush the "monks" as they stepped off the ferry at its evening return. (Worm's Ferry: Old Worm's youngest son, Little Timmy travels with the ferry as his older brothers and sisters haul the rope, it goes across to Deadman's Town early in the morning, stays there until its return trip at 3-4pm. Angus recruits the 3 formerly imprisoned hunters to help in the fight and the crew of 7 takes position near the ferry dock.

The initial waves of arrows kills 1 of the human "monks" and unfortunately Little Timmy, who is struck by a misplaced arrow from one of the hunters. Brother Riley collapses, severely wounded by an arrow, and the other 2 monks flee down the riverbank. The cowled figures, throw off their robes and are revealed to be Pit Spawn Soldiers who rush Neil and Angus, each of whom take some damage before the spawn are all killed.

#### *January 12-16<sup>th</sup>, Worm's Ferry*

Angus requires several days to recover from the wound he took from the Pit Spawn at the Ferry. Meanwhile, various things are put into order. Brother Riley is condemned for witchcraft and devil-worship and is burned at the stake in the village square. Raoul examines a book he was carrying which turned out to be a copy of "The Commentaries of Rufus the Mad" which was banned for blasphemy. Riley also carried a Bone Rod, a warlock's focus, which they also considered blasphemous. The Book and Rod were consigned to the flames along with Riley. They also burned down Riley's cottage after searching it one more time and finding some coin and useful objects in the upper room. They also paid wergild to Old Man Worm for the death of Little Timmy in the battle.

#### *January 17<sup>th</sup>, West of Worm's Ferry*

Having learned from Mrs. Worm (nee Non-Gorilla) that the bandits were accustomed to bury a portion of their treasure in a spot west of town, and given that the Earl was expecting about 500gp of back tax from the village, Angus, Raoul, Welshie and Neil tracked the cart tracks to a hilly area to the west.

At one point, the trail dipped down into a deep stream-depression, but they spotted a short-cut over a hill by a narrow foot-path. Leaving their cart behind for a moment, they climbed the foot path, at the summit of which they found a crude altar with some plant stain on it. They briefly remarked on it but passed it by. The lack of an offering angered the Land-Wight that dwelt there. It was spotted by the second sight of Neil and the ghost sight spell of Raoul and they began to turn and flee. The spirit opened up a deep hole under the feet of Welshie, dropping him down. It took several tries by Welshie and Angus to haul him out, which at least was accomplished before the spirit snapped the hole shut. The entire team fled like very fast fleeing things back down to the main trail again, leaving the spirit in the dust.

Arriving at the site where the bandits buried their gold, the team were attacked by a pack of 8 hungry wolves. The fight was brisk, with Raoul climbing a tree and 1-2 of the others being badly bitten by wolves before 6 of the beasts were dead and 2 fled. They managed to salvage 5 wolf pelts and then dig up the treasure. There was enough to send 500gp to the Earl and still have several hundred left over to share among themselves.

*January 26th*—on this date, all members of the party will be fully recovered, paid up on maintenance and ready for action at Angus Manor in Worm's Ferry.