

**Session/Game:** Eldritch Earth: 5 Hacks Deep  
**Episode 30:** Vault of Kryzler  
**Campaign Date:** December 1st-10th, 1130 AD

Date: July 18th, 2021

## Characters

Wulfric of Ascalon, English Knight - 4 (Dave N.)  
Young Penda, English Squire - ½ (NPC)  
John, Edward and Ethelric, English Guards - 1 (NPC)  
Reeve Tariq al-Khibaz, Moorish Venturer - 4 (Quinton)  
Shrewsbury, Militia (NPC)  
Probis, Adept (NPC)  
Wolfstan, Laborer (NPC)  
Young Adolph, Laborer (NPC)  
Cain, Laborer (NPC)  
Ozmund the Tall (NPC)  
Sean the Irish Bastard Irish, Templar - 4 (Bob)  
Templar sergeants Pierre, Raymond, Enri, and Jacques (NPCs)

**Judge:** Andrew Smith

December 1st

The heroes leave for New Shepford looking to solve the mystery of that village's curse.

December 2nd

The heroes are delayed from their start by the squidpigeon flock sweeping through the village. They leave to the West to go into the wilderness. At first they believe they will get caught in the tide of alien carnivorous birds coming back west. Luckily, they are able to locate a large cave once inhabited by a large half owl half bear monstrosity and its brood. They shelter in the cave and witness the squidpigeons return en masse to a network of tiny caves and tunnels in a mountain rising out of the rolling hills of the forest.

December 3rd - 6th

The heroes return to Shepherd's Hollow by way of Jorviksburg to get their retainers and equip themselves to burn out the mountain of the squidpigeons.

December 7th

The heroes take a day to receive communion and take a day of rest.

December 8th

The Reeve's men head back out to the hooger cave. The heroes have their laborers cut down a pine tree to create a makeshift 30' ladder to descend the pit at the back of the hooger cave. Along with some iron spikes and ropes they begin to descend.



At the bottom of the pit, they find some natural caves that might have once been used by a scholar. There is a ruined workshop, and a crawlspace to a darkened cave. A final passage leads to a half-collapsed cave with stairs worked by mortal hands leading further down. At the bottom of the stairs, a headless statue stands on the far side of the room. The heroes take the atlantean orbs from the statue, which seems to trigger some magic. A hissing noise begins to come from the stairs behind them. Gargoyles in the shape of a multi-headed lizard at the bottom

of the stairs herald the emergence of a five-headed dragon. The heroes fight valiantly, and Ozmund is torn asunder. In the end, they are victorious against the Atlantean monstrosity.

There are three ways out of this fine antechamber that was once decorated in fancy tilework. To one way, there is a forgotten dormitory that leads to a chapel of some sort. After some discussion, Tariq loots the blasphemous temple of its golden implements.

Across the way through the antechamber is an abandoned storeroom and an empty armory. The heroes loot that as well and then return to the antechamber to explore the final passage that opens into a chamber featuring a deep fissure. As the heroes make their way across, they are attacked by a half-dozen dark, shadowy figures. The attack, draining the life force from Wulfric and turning the knight against his comrades. Eventually, the heroes manage to end the thrall of these beings and take their belongings but not before both Raymond and Enri both lay dead as well.

December 9th

The Reeve's Men return to New Shepford once the way is clear of squidpigeons. All the dead are buried along with the others at Grey's Abbey. The take was 6067 gold.