

**Session/Game:** 5 Hacks Deep #8      **Date:** October 11, 2020

**Episode 8:** Jacking it in Deadman's Town

**Campaign Date:** March 21—25, 1130 AD

**Characters:**

Tariq, Moorish, Venturer-1 (Quinton L.)  
Father Kildare, Irish, Cleric-1 (Quinton L.)  
Angus McNasty, Scottish, Barbarian-1 (Bob L.)  
Sean the Irish Bastard, Irish, Templar-1 (Bob L.)  
Neil, Irish, Druid-1 (Dave H.)  
Taffy, Welsh, Thief-1 (Dave H.)  
Chester Porkins, English, Laborer-1 (NPC retainer)

**DM:** Dave N.

**Calendar Advancement:** calendar is advanced to March 21. All characters spend maintenance money for Feb 11-March 21. Sean finally travels to Kingston and donates 522gp to the Templar Knight Commander there and asks for and receives a suit of good mail. Neil constructs a focus with his entangle spell affixed. Kildare creates 4 doses of holy water.

**LOG:**

*March 21, 1130: Deadman's Town*

Angus decides to lead a second expedition for treasure into Deadman's town. He assembles Tariq, Kildare, Sean, Neil, Taffy and Chester Porkins at the ferry and has Gangly Joe take them across.

They begin by examining the cave with the floor set keyhole. They had cleared the cave of skeletal Guardian Corpses on the last expedition and Angus had broken a sword in the key hole then. Tariq, with no real help from Taffy, managed to open the bolt mechanism. Angus tried to heave the stone door open, but failed. Taffy tries to use a pry bar to open the door too, but also fails. Tariq attempts to set up a pulley system, but also fails. Sean finally jams a pry bar into the key hole and yanks it real good, opening the door. The door leads to a spiral staircase going down opening to a 20x20' chamber which is guarded by a Scythe-wielding Legion of the Damned. The skeletal warrior strikes Angus for not insignificant damage, but the crew quickly swarms it and cuts it to pieces before it can strike again. They recover a necklace of golden skulls from the body and a glowing Atlantean orb from a wall niche. Angus rests and has an awesome pie while the rest of the band searches the walls for secret doors, but finds nothing and quit.

They next move onto the large obelisk. Sean's second sight reveals that the door is sealed by magic. Father Kildare successfully uses holy water to open the seal. They enter and find a glowing green magic portal with 4 Atlantean Orbs set all around it. Sean pries all 4 orbs out of their mounting, noticing that as each is removed the portal flickers. When the last is removed the portal ceases to function. Sean puts one orb back in and the portal reactivates. He then ties a rope around himself and all his comrades, except Neil, grab onto the rope. Sean walks into the portal and all the rope handlers are drawn in with him. Neil jumps through after them, fearing to be left alone.

They find themselves in another Atlantean Ruin area (it will later turn out to be another section of the same lost city whence they had come). However, they are rushed by a horde of 40-50 implings, mad with thirst for blood. When they are unable to enter the portal whence they came, they immediately formed a shield wall with their backs to the building in which the

portal was set. This shield wall with the back defense saved their lives, giving them an overwhelming advantage in the fight to come. They slaughtered over half the imps, causing the rest to flee. The heroes only suffered 3-4 small bite wounds in the process. Once they had driven off the imps, they got their bearings and made the hour-long walk back to the river-section of Dead Man's Town where they had been exploring.

They search the large ruined building ruin for about an hour. They are surprised by a large poisonous bug, which they kill without too much damage. They recover a few pieces of mostly worthless stuff and move on.

The band then examined a large pentagram inscribed on the ground, with a stone hut placed at each of the 5 points. Sean and Neil's second sight revealed an invisible wall was in place around the perimeter. The wall, however, was passable to those of sufficient will or strength. Neil enters first and the rest soon follow. Neil's second sight reveals the same magical seals on the door of each hut that were on the obelisk. Father Kildare uses holy water to open one door, but worries that his supply might run out. He uses his Rod and Staff spell to open another. Inside, they find a pedestal with a single Atlantean Orb set in each hut. When Kildare's next Rod and Staff spell fails it leaves all his allies feeling drained, and so they return to Worm's Ferry to rest and resupply. They pass the small obelisk on the way, and Neil thinks he reads the glyphs for Healing and Demon on the thing.

#### *INTERLUDE: March 22-24, 1130 Worm's Ferry*

The party rests at the manor house for 3 days. Angus buys a vial of holy water from Wulfric, and sends Sean down to Jorkvikburg to buy another.

#### *March 24, 1120, Deadman's Town*

The party returns to the hut complex, using holy water to open the last huts. When the last orb is removed, it opens a sealed crypt in the pentagram. The wraith of Grumbur the Atlantean Sorcerer is released. It mentally assaults Angus, emdumbening him. Angus and Tariq each hit the wraith with holy water and Kildare's spell fails. The holy water proves enough to destroy the creature at the second round. They find a collection of magical items beneath: a crown, cold to the touch, which they can't identify, a dagger of dementia (which they sell) a rod of illumination, a soul gem, a stone of pull and various brass (or orichalchum?) trinkets. Taking their items, they return home and split the treasure (each gaining 576 gp).

#### *BUILDING TIME:*

The treasure allows the completion of the Mead-Hall Church for the village. Both Angus and Wulfric have horse barns built.