

**Session/Game:** 5 Hacks Deep #9

**Date:** October 25, 2020

**Episode 9:** The Bishop's Gold

**Campaign Date:** April 5--15, 1130 AD

**Characters:**

Tariq, Moorish, Venturer-1 (Quinton L.)

Taffy, Welsh, Thief-1 (Dave H)

Welshie, Welsh, Ranger-1 (Jason L.)

Duda, English, Soldier-1 (Andrew S.)

**DM:** Dave N.

**Prologue:**

The mead-hall structure built to be Worm's Ferry new church was finally completed on March 30. This caused both the Earl and the Bishop to both send messages that each was sending a representative to Worm's Ferry to see their appointed man perform Easter Service on April 6. Since the Earl had appointed Father Seigfreid, and the Bishop has appointed Father Kildare, this was a difficult position for our heroes.

**LOG:**

*April 5, South of Worm's Ferry*

It was finally decided that the best solution for dealing with the 2 inspectors coming to inspect the two priests was to intercept one of them on the road. Since they already disliked the Bishop, they decided to waylay his envoy, Archdeacon Festus, on the road. Duda, Taffy, Tariq and Welshie mounted their nags, put burlap sacks over their faces as masks, and took up an ambush location on the Jorvikburg road.

Welshie's poor communication skills and Duda's poor hiding abilities fouled any surprise from the ambush. The Archdeacon was accompanied by 4 servants and 1 hired knight (Sir Cheesewright) who spotted the "bandits" and raised the alarm.

The servants immediately scattered in flight, Sir Cheesewright rode down Duda, wounding him seriously into a swoon. Tariq wounds the knight with his crossbow, but he does not fall, advancing against Taffy. Welshie manages to kill the Archdeacon's horse with an arrow, but Festus nimbly leaps safely to the ground. He then calls upon the Restraining Hand of the Angles to freeze Welshie's feet to the ground and hinder his attacks.

Taffy manages to keep Sir Cheesewright at bay while Tariq maneuvers around to reload his crossbow and get a better angle to shoot. Welshie, although restrained by the angels, avoids serious damage when the Archdeacon tries to club him with his staff. Welshie manages to pull a dagger and injure Festus and Tariq aims a crossbow bolt at the Archdeacon's knee, injuring him enough to make him collapse without being life-threatening. When the Archdeacon falls, Sir Cheesewright panics and flees, but Tariq shoots him down and Taffy finishes him off with a dagger.

They revive Duda, who is feeling all busted up. Then they pull a bag over the Archdeacon's head and tie him up. They decide to hide out at the bandit stockade nearby that Taffy and some others had cleared out in the winter. However, they found it to have been reoccupied by the bandits. The adventurers decided to lash the Archdeacon to a horse and drive it into the bandit camp, hoping that the bandits would capture Festus and ransom him back to the Bishop, thus taking the blame for the whole ambush and kidnapping. The plan goes off without a hitch and the bandits are blamed for everything.

*April 6, 1130, Easter Sunday, Worm's Ferry*

Father Seigfried performs a beautiful Easter Mass, impressing the Earl's representative Sir Leofric, even through his heavy hangover that followed a night of heavy drinking with Reeve Angus.

*April 7, Worm's Ferry*

While our trusty bushwhackers get their wounds healed, the 4 servants from the Archdeacon's party have stumbled into town and have stumbled into Tariq's trading post.

*April 8-9 Worm's Ferry*

Duda rests a bit more to overcome his serious injuries. Johnny Venice, hanging out at Tariq's trading post, discovers that one of the 4 servants, a fellow named 4-Fingered Tom, has an interesting story to tell. He reports it to Duda, Welshie, Tariq and Taffy before wandering off to bed.

It seems that 4-Fingered Tom has a score to settle with Bishop Osmund, whom he blames for cutting off 6 of his fingers. He reveals that the bishop has a secret hunting lodge near St. Edmund's Monastery in which he keeps the gold he skims off the church treasury. Tom would really like to see the bishop lose that money.

Sally Gilder, one of the other servants, corroborates that Tom has told her the story in detail long before they came to town. Raymond O'Nets, an obnoxious fisherman working temporarily for the archdeacon, vehemently denies that anything Tom says could be true. He is so obnoxious, however, that he gets into a fist-fight with Taffy who beats him soundly. The last member of the servant party, a peddler named Raedwald, is disinclined to talk with anyone. Duda just hounds him, trying to give him a tour of the town, but this only further disgruntles him.

*April 10, Jorvikshire*

Taffy, Duda, Tariq and Welshie decide to follow 4-Fingered Tom's lead and raid the Bishop's hunting lodge. They ride out on their nags (except Taffy who rides Sir Cheesewright's heavy warhorse) to the outskirts of Jorvikburg, where they spend the night in an abandoned cottage, since they didn't want to be accused of stealing the heavy warhorse if it were recognized if they had gone into town.

At midnight, Taffy heard strange music coming from a grove of trees nearby. He awakened the others and crept closer. He, and then Tariq were pelted by walnuts from a pack of brownies hiding in the trees. These nuts caused them to feel exhausted. Meanwhile, another brownie let loose the horses tied behind the cottage. Duda and Welshie managed to wrangle up 3 of them, but one nag escaped. While they were collecting the horses, another brownie made off with some of their food. This whole series of events caused Duda to have a major freak-out.

*April 11, Jorvikshire*

While Tariq and Taffy rested to recover from supernatural walnut exhaustion, Duda went into Jorvikburg and bought a replacement nag and some more food.

*April 12 Jorvikshire*

On the road again toward the hunting lodge, they met a traveling herbalist named Flandre and his daughter Giselda. Despite their misgivings about Tariq being a Saracen, the team offered to help them fix their broken wagon and were rewarded with a sack of comfrey root. If they had thought to ask, Giselda knew a lot about the bishop's real hunting lodge.

Around noon, Taffy, Tariq, Duda and Welshie reached the "hunting lodge" to which 4-Fingered Tom had directed them, 1 mile west of St. Edmund's Monastery. Tariq and Taffy scouted a bit and realized that the lodge was occupied. Tariq opened the door and he and

Taffy were swarmed by 16 impkins. Soon a party of 7 human archers appeared over the hill behind the lodge. It's a TRAP!!! The archers manage to greatly wound Welshie who falls into a swoon. Duda rushes over, stabilizes and revives him, using his shield and cover he then acts as a human barrier to defend Welshie.

Tariq and Taffy slay several impkins and push into the lodge, but the impkins eventually push back in. The archers move around to the side of the lodge to get a shot at Welshie, who shoots down 2 of them. Taffy, however, is soon hacked down and the impkins being lapping at his pooling blood. One of the archers is revealed to be a sorcerer (Chubert the Hungry, priest of the Cannibal God) but he fails in his first magical attack, is wounded by Welshie, and flees around the corner of the lodge. While Tariq is alone and hard pressed, Chubert begins a blasphemous chant that causes Tariq to fall into a helpless state due to intense damage and pain. Welshie shoots another archer, causing the remaining 3 to flee in terror. Duda slays another impkin or two, while rushing forward to rescue Tariq and Taffy. The impkins also flee in panic.

Duda revives Tariq and Taffy. Welshie finds that his wounds have left him bodily weakened for some time. They recover a store of gold, several seax-knives, silvered, with fork-like tangs at the end from the dead archers. They also discover a wooden idol to the cannibal god with an Atlantean orb on top. Feeling too beaten up to pursue the Cannibal Cultists, they return toward Worm's Ferry.

April 13-14 Jorvikshire

Slow, careful travel gets them safely home.

*April 15—Worm's Ferry*

They find that the treacherous 4-Fingered Tom has departed and that a message has come from the Bishop ordering the housecarls of Angus Manor to hunt down the bandits and rescue Archdeacon Festus. They have Raoul examine the idol, and he is almost corrupted by its evil presence, but prevails. They sell and divide their treasure.