

Session/Game: Eldritch Earth: 5 Hacks Deep
Side Quest - Settling the Irish Treehouse (Part One)

Date: March, 30th, 2020

Campaign Date: October 6th 1130 AD

Characters

Tariq al-Khibaz, Moorish Venturer - 3 (Quinton)
Symeon, Byzantine Laborer - 3 (NPC)
Kahlid Mulino, Moorish Teamster - 1 (NPC)
Welshie (aka Tom Jones), Welsh Ranger - 3 (Jason)
Darby O'Gill, Irish Hermit - 1 (Toby)

Judge: Andrew Smith

October 6th, 1130

Tariq and Welshie venture out in the morning to the forest of the Irish Treehouse to clear the area of monsters and secure a logging claim. Tariq brings along two of his retainers, Symeon and Kahlid. As the adventures approach the stockade, they see an odd sight. They encounter the corpse of a sheep completely drained of all its bodily fluids. Its dry husk lies like an empty balloon among the leaves of the forest. From the tree house, the adventurers look up toward the forested hill to the south. A steep washout just above the treehouse keeps them from climbing directly up the hill. The group decides to make their way up the hill from the west instead.

Along the route the group meet a helpful hermit named Darby. This pious Irishman lives nearby and was familiar with the bandits who raged from the ruined stockade. He warns against climbing the hills here remarking that many of them nearby are corrupted with vermin.

The group proceeds up the hill. Along the way they encounter what looks like a dark patch of moss hanging from a cliffside above their head. On closer inspection, they realize it is in fact a carpet of vampire spiders moving to attack. Well she throws rocks crushing many thick patches of the swarm. Simon and Khalid both pound with fists and stomping on the venomous beasts. Tarik throws lantern oil and burns the colony to ashes.

Following that close call, the adventurers decide to travel to frogtown to collect more lantern oil. There they find several vials of the flammable substance available for sale. They return toward the forest hill near the treehouse later that afternoon.

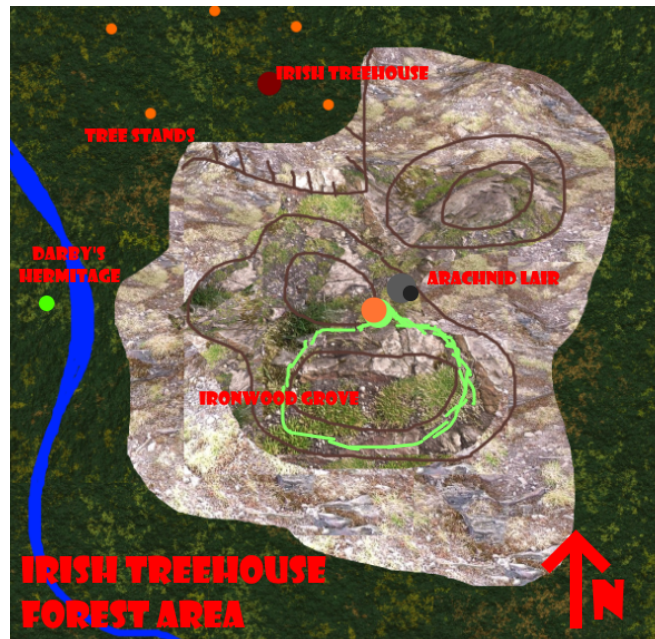
The party continues its ascent eventually encountering a blighted area covered in webs and a fine dust. A steep pit in the ground fifteen feet across choked with webs and debris is located in the center of the blight. The entire environment is carpeted with all manner of arachnids moving in and out of the colony.

The heroes take some time to examine their surroundings. Up the hill they see a number of tall noble oaks. They approached the Grove, to find a thin fence of razor sharp Atlantean iron surrounding the Grove. The party finds a gate and proceeds inside to find the mighty plants are in fact the rare and puissant Ironwood. A crude stone shack still stands in the middle of the Grove but it is found to be completely empty. The entire forgotten Grove is overgrown and choked with thick sticky webs.

The party is attacked by more Vampire Spider swarms along with a number of giant arachnids. These monsters are the size of a man, with legs that span six feet across. With Welshie's superior missile fire and Tariq's liberal use of lantern oil all the marauding arachnids are all slain.

Welshie, Tariq, and Darby carefully descend into the spiders' lair, leaving the henchmen outside to stand guard. Inside they fight for more of the man-sized spiders. This time, the fight does not go as smoothly. Welshie isn't able to take advantage of his superior missile fire, and Tariq runs short of lantern oil. Luckily, Darby is able to efficiently heal the wounded adventurers. They find 120gp worth of coins and equipment from the corpses and debris embedded into the webs of this chamber before they press on.

From the darkness deep within the natural cavern, the adventures hear a voice. A deep, woody masculine Irish brogue groans out warnings. "This is the sacred grove of the Atlantean arachnid. This is my space, you are not welcome here!" Without adequate light, The adventurers detect the movement of even larger creatures within the darkness.





Tariq does his best to negotiate with the voice in the darkness that calls himself Deary Due. The Moor promises some simple Atlantean artifacts in exchange for an audience with the druid. Deary Due is generally unimpressed by these offers. However, from their discussions he seems generally uninterested in the stockade itself. Dary Due is instead focused on the power and sanctity of the grove. If Tariq wants to rebuild the stockade the spiders won't attack. However, as soon as trees begin to fall there will be trouble.

Above ground, the party hears a commotion of movement. Tariq's men shout into the pit that arachnid reinforcements are moving in from the east. The adventurers flee for the time being, deciding to perhaps return later to finish the job. With the threat addressed temporarily, Tariq begins construction of a logging concern and a rebuilding of the stronghold that is the Irish Treehouse.