

Game: Eldritch Earth Playtest - 5TD Homebrew

Date: April 5th, 2020

Characters:

Sigbert the Icelander, Norwegian Thief - 3 (Dave Nelson)

Sir Teodoro the Italian Templar - 3 (Timothy Moyer)

Wren the Cursed Welsh Ranger - 3 (Bob Laforge)

Campaign Date: April 5th, 1128AD

DM: Andrew Smith (Over Roll20)

Log:

For a very long winter the three adventurers were stuck inside, wasting what coin they had left staying alive as they tried to find their way in the new world. As the snow melted, they were hired by the Earl of Jorviksburg to travel to the hamlet of Wolf's Mountain to investigate. The hamlet had been mysteriously found deserted, and the inhabitants of the small farming community were lost.

The heroes followed a trail that led to the hamlet. Along the way, they see two strange figures standing over a freshly slain body. They realize that what they see is not what they think.

Sometimes those who wander too close to Atlantean ruins are changed forever. When discovered, these unfortunates are quaintly called "Anomalies" by civilized society. These mortals are somehow twisted with hideous mutations such as malformed limbs and melted faces by dangerous and horrible magical energies. For most, their minds are irrevocably crippled. They may simply carry on as the half-sentient thralls of those that prey on the weak. However, those cursed with sentience after experiencing the gut-wrenching horror of having their physical form irrevocably broken are suicidal and sadistic, warped both inside and out. They are dangerous and unpredictable, ranging from being a sinister cold-blooded murderer to a pitiful lost soul begging for sweet, merciful death.

The heroes put an end to the mutated beasts and then saw an open cave mouth that they realized the monsters emerged from. They enter and fight several more. Sigbert is harmed gravely, but the group presses on. In the next chamber they fight strange demonic monsters made of debris held together only with the congealed blood of sacrificial victims. Sigbert is knocked unconscious, and Wren finds his bow to be less than effective. Luckily Sir Torodoro's mighty morningstar saved the day, breaking thick sections of detritus apart from the hideous beasts. The templar also managed to heal Sigbert and get him back into the fight, keeping him from suffering any permanent wounds.

As Torodoro pours holy water on the crucible used to create the hideous pit spawn, the white priestess herself emerges flanked by two more Anomalies. Although they tried to give their life

for her so that she might strike down the heroes with witchfire, Sir Torodoro charged and made quick work of the damned priestess before another hellish word escaped her mouth.

Find the Campaign Journal HERE:

<https://app.roll20.net/campaigns/journal/5585496/index>